

**2006
King Little League
Baseball By-laws**

King Little League strives to provide children the opportunity to play baseball. Our highest priority is on good sportsmanship and teamwork instead of the win/loss record. We want to give every child the opportunity to succeed and insure that a child's first experience with organized baseball is a positive one. **Little League Baseball Inc., determines the rules by which we play.** In addition to those rules, our local board has implemented additional guidelines that apply to specific situations, however, a local by-law cannot reverse a rule that is in the official rule book. Each manager will receive a rulebook and a copy of the by-laws prior to the season and will be expected to abide by those rules and be an example to others.

King Little League will not tolerate abuse of any kind toward managers, coaches, umpires, or especially children. We ask that everyone remember that all of our coaches are volunteers and it is our purpose to provide a place for children to learn and play.

This year the age determining date for boys is April 30th (i.e., whatever age your child is on the 30th of April will be his playing age for the 2006 season).

Baseball committee

Vice President-----	Mike Marshall-----	983-0598
Player agent-----	Adriene Cunningham-----	983-5379
T-ball/Coach pitch-----	Colon Moore-----	985-2736
Peewee-----	Terry Cox-----	983-8711
Minor-----	Phillip Cox-----	983-2227
Major-----	Roger Bennett-----	983-6374
Jr/Sr/Big league-----	Phillip McDaniel-----	983-7565

SPECIAL PLAYING RULES:

T-Ball (5-6)

- T-ball is open for all boys and girls age 5 or 6. During the 1st part of the season the players will hit off the tee stand. As long as they are making contact with the ball they will be given an opportunity to put the ball in play. After 3 swings that make no contact with the ball, the batter will be considered out. The team may acknowledge when there are 3 outs however they will bat until all team members have a chance to hit.
- T-ball games will be 1½ hours long or 3 innings, which ever comes first. Saturday games must stay on schedule so it'll be up to the managers to make sure they start and end on time. Prior to opening day, T-ball will practice twice a week - each practice lasting 1 hour. After opening day there will be one practice lasting 1 hour during the week and 1 game during the week. The T-ball schedule will not exceed 10 games.
- No score is to be kept in T-ball. Managers are expected to remind their players that there are no losers in T-ball only winners.

- Children need to be supervised by their parents or guardian at all times. **Managers and coaches are not responsible for your child's well being. Do not drop your child off at T-ball practice with no one to watch them.**
- After the 1st half of the season the stand will no longer be used. Coaches will pitch to their own players. All coaches will be required to pitch underhanded to all players. We suggest to coaches that they begin practicing this as early as possible so the players will be prepared for this transition.
- Each player will be given 7 pitches to hit the ball into fair territory. If after the 7th pitch the player is not able to hit the ball fair, they may hit off the tee. The pitches must be limited to 7 to keep the pace of the game.
- When coach pitch begins, if a team gets 3 outs in the field they will take their turn at bat. If they do not get 3 outs they will get their turn at bat after the offensive team bats around.

Coach Pitch (6)

- Coach pitch is open for any 6 year-old boy or girl. The rules are the same as T-ball with the exception that the coaches will pitch underhanded to their own players for the first half of the season and over handed the 2nd half of the season. They will also practice twice a week for an hour prior to the season and have 1 practice and 1 game after the season begins. Coach pitch schedule can include up to 12 games.

Peewee Division(7-8)

- The Peewee division is recognized by Little League as a part of the minor division, therefore the peewee division shall adhere to the rules set forth in the minor division section of the rulebook in addition to the following by-laws.
- **An adult must be in the dugout at all times.**
- **Children WILL NOT be allowed outside the dugout to take practice swings prior to their turn at bat.**

TIME LIMIT:

- These games are to be 6 innings or 2 hours which ever comes first. Due to limited field availability we have to keep our schedules tight allowing us no extra time for games that run over. Any inning started before the 2 hour time limit shall be completed. An inning begins when the 3rd out is made in the bottom of an inning. At no time should an inning be started when it's going to be too dark to complete the inning. Use a little common sense here.
- If a game is tied after 6 innings it may go into extra innings only if the time limit has not expired. Example: tied game 1 hour and 55 minutes played when the 3rd out of the bottom of the 6th is made. The 7th inning starts and must be completed. If it is still tied at the end of the 7th the game will end in a tie. **No inning shall be started after the 2 hour time limit is over regardless of the score when there is a game following the one in question.** (Weekdays if light will allow and both teams agree they may play on.)

SUBSTITUTIONS/ PARTICIPATION REQUIREMENTS:

- Offensively, all players will be in the line up the entire game.
- Defensively, 10 players will play in the field at one time and all players must play a minimum of 2 consecutive innings. It must be stressed that this is the minimum requirements and all managers are encouraged to give each player a fair share of playing time. There is no reason at this age to have 1 or 2 kids who are always your subs. Managers and Coaches should take it as a matter of pride to teach all of their players and improve their level of play.

FIELD MODIFICATIONS/DETAILS:

- A circle with a diameter of 10 feet will be drawn around the pitching machine.
- The pitching machine shall be in alignment with home plate at a distance of 42 feet.
- The machine shall be set to deliver the pitch @ 40 miles per hour.
- There will be no player at the pitcher position. The 10th player will be in the outfield giving each team a total of 5 outfielders. When the coach at the pitching machine has the ball no runners shall advance. The adult operating the pitching machine must be a Board approved volunteer with all completed paperwork on file.

GAME FORMAT:

- A pitching machine is used in the place of a player.
- Each half inning shall end when 3 outs are made or the offensive team bats the lineup. The team that is behind in runs may continue to bat until the score is tied or 3 outs are made. (This is in any inning)
- Each batter is allowed 7 pitches to either place the ball in play or strike out swinging. After a non-contact 7th pitch the batter is out.
- No player can play off base or steal any bases.
- Once the batter puts the ball into play, TIME will be called by the umpire when:
 - An out is made and there is no further play.
 - Upon seeing he has no play the fielder returns the ball to the pitcher.
 - An out is attempted and the ball is thrown away. In this case a runner can advance no more than 2 bases from where he was when the ball was put into play.(due to a thrown away ball) **Example: Abel hits the ball and runs to 1st the 2nd baseman fields the ball and throws the ball away attempting to put Abel out....Abel advances to 2nd at his own risk. If the defense recovers and throws Abel out at 2nd he is out. If the Defense throws to 2nd in an attempt to put Abel out and throws the ball away again the ball is dead and Abel must stay at 2nd. If there was a player on 1st he would have to stay at 3rd. NO runner may advance more than 2 bases from where he was at the beginning of the play due to a thrown away ball.** If the ball is hit to the outfield the runner may advance as many bases as he can at his own risk until the ball is thrown into the infield. From the point the ball is thrown he can advance no more than 1 base due to a thrown away ball. Example: Abel hits the ball to the outfield and advances to 1st as he is headed to 2nd the ball is thrown away by the outfielder Abel can advance to 3rd but must stop. If he is put out he is out but he

cannot advance any farther regardless of where the ball goes. The purpose of this rule is to teach the defense to make plays. We don't want to teach them to hold the ball or to run it in. They need to learn to throw the ball. It is very important that all coaches teach their base-runners to run as if they think the kid is going to make the play. We are teaching fundamentals and this includes smart base running not just running in hopes of the defense messing up.

- A dead ball situation will occur in the event;
 - A batted ball comes in contact with the machine, the pitcher, or stays within the 10 ft circle around the machine. Batter is awarded 1st and all forced runners advance.
 - A fielder enters the 10 ft circle to field a ball. In this case the batter is awarded 1st and all runners advance a base. (Does not matter if they are forced or not)
 - A thrown ball hits the machine or remains inside the circle. The batter and any runner are awarded 1 base (again does not matter if forced or not).

SAFETY REQUIREMENTS/RECOMMENDATIONS:

- An athletic supporter and cup is required for all catchers and recommended for all other infielders.
- Heart guards are an optional safety device.

MINORS AND MAJORS:

- Age: The minors shall be ages 9 and 10; Majors shall be ages 11 and 12.
- All rules and regulations will be followed as outlined in the Little League rule book.
- The minors and majors will be re-drafted every year.
- The 10 run rule is in effect for majors. The 15 run rule is in effect for minors. Any team losing by 10 runs for majors (15 for minors) after 4 complete innings is declared a winner. If the home team is winning by 10 or 15 runs respectively after the visiting team bats in the 4th then the game is over and they have won.
- Only the manager, coaches, or an approved adult scorekeeper or team mom is allowed in the dugout or on the field during games. An adult must be in the dug out at all times.
- The Player Agent will maintain a player pool for teams who have problems having enough players.
- **No games shall be re-scheduled without approval of the Vice-President or President of the league.** In the event of a game cancellation due to weather, you will be notified of the rain date. Games will not be moved due to a team not having enough players. The player agent will provide you with players so the games can be played as scheduled.
- Try outs. If a player does not come to at least one try out session he will be a hat pick and not eligible for the open draft.
- **Drafting.** There are no coaches pick. A manager must take his son in the 3rd round. Brother options will be in odd rounds following the brothers pick. If the odd round following is the 3rd round and your son is going in that spot you must take the brother in the 4th. Draft order will be drawn from a hat. The team drawing last gets first choice of team names. The draft order will rotate each round. If you went 1st in the 1st you go last

in the 2nd. If a manager does not have a child playing he will have a free pick in the 3rd round. Hat picks will be evenly distributed and randomly drawn.

- No player will be allowed to have a practice swing before their at bat anywhere other than the batters box. No on deck circle is allowed.

MANAGERS AND COACHES:

- It is the intent of this league to field equally competitive teams within each division. To assist in this it is necessary to evaluate each candidate for manager or coach and choose the most qualified. We are looking for sportsmanship, fairness, good communication skills, knowledge of the game, and the ability to work well within the age group you may be placed.
- Each manager should be able to connect with the age group he intends to manage and must set a good example for the players.
- Division managers will bring to the baseball committee his recommendations for coaches and managers. The baseball committee will review and make a recommendation to the board who will in turn vote to approve or disapprove.
- All managers and coaches will be required to become booster club members and to attend a coaching clinic that the league will provide. (Clinic is free of charge)
- No manager or coach shall at any time use any tobacco products while on the field or in the dug out.
- No manager or coach shall use offensive language while on the field or in the dugout.

ALL STARS:

All-star teams may be comprised of the following age groups:

1. 10-year-olds (9,10)
 2. 11-year-olds (11)
 3. 12-year-olds (11,12)
 4. 14-year-olds (13,14)
 5. 16-year-olds (14,15,16)
- The manager who wins the regular season will be awarded the manager position on the All-Star team. He can then submit coach's names to the Board for approval.
 - The manager of the regular season will recommend the number of players to be selected based upon the talent level. The baseball committee will make the final decision.
 - If it is 14 then the first 9 must be unanimous selections. The next 3 will be majority votes and the final 2 will be manager's choice (All-Star manager).
 - In the event only 12 are on a team then the first 7 must be unanimous selections.
 - We ask that all managers only submit names of players who deserve to be on the team and will serve their community well. We also ask that you make sure the player can attend all practices and games prior to submitting them to the ballot. Fielding an All-star team costs the league and if an individual will not take their commitment seriously it is better to not give their name as a recommendation for selection.
 - Any player can be removed from the team for absences or attitude problems.

- Parents will be required to sign a contract with the league regarding their behavior and support expectations. A child may be removed from the team for any violation of that contract.

CONCESSIONS:

- It cannot be stressed enough how very important it is for each parent to do his/her part to help in the concession stand. The amount of money raised in the concession stand is one of the keys to our being able to keep the cost of playing ball as low as it is. The board members who work the concession stand have volunteered their time to be in there so that we can all enjoy the convenience of affordable food and snacks for the entire family. They cannot do it alone.
- Each team will be assigned time to work in the concession stand, please make every effort to help. The more volunteers we have the less work it is on any one person and the better it is for the league.
- Children are not allowed in the concession stand.

We are looking forward to an exciting and positive season. We'd like to remind everyone that King Little League is not responsible for the parking regulations at the park nor do we police the parking or call for tow vehicles. If your vehicle is towed for illegal parking it is between you and the City. Our suggestion is that everyone try and follow parking guidelines and if you have an issue take it up with the city of King.