

PRAIRIE VILLAGE BASEBALL/SOFTBALL



BASEBALL

IN-HOUSE RULES UPDATED: 1/1/2023

***ANY AND ALL RULES NOT COVERED IN THE FOLLOWING
PAGES WILL BE GOVERNED BY THE CURRENT OFFICIAL BABE
RUTH / CAL RIPKEN RULE BOOK.***

League Officials:

President: _____

Vice President: _____

Baseball Commissioner: _____

Secretary: _____

Umpire Cord. _____

ROOKIE Coach Pitch

GENERAL RULES:

1. Game time will be 1 hour and 15 minutes.
2. 5 pitches OR 3 swinging strikes. If, when 2 strikes, the batter fouls off the pitch, he shall continue the at bat until he puts the ball into play or swings and misses for strike 3.
3. 6 run rule through 3 innings. Unlimited after.
4. 10 run rule after 4 innings (3 ½ innings for home team).
5. Coach Pitcher must be at least 18 years old.
6. Coach Pitcher must pitch overhand.
7. Coach Pitcher will pitch from 35 feet. Line will be marked with chalk or pitching rubber. One foot must maintain contact with chalk/rubber during pitch.
8. Pitching Coach may coach the player into position in the batter's box.
9. Coach Pitchers CANNOT coach baserunners.
1st OFFENSE: Warning to the Coach
2nd OFFENSE: Coach removed pitching for the rest of the game. Coach may coach a base.
10. Coach Pitcher MUST make every effort to avoid a batted ball. If the Pitcher Coach, unavoidably, is hit by a batted fly ball, "TIME" will be called, and the batter receives 1st base. Runners only move by force. If the Pitcher Coach, unavoidably, is hit by a ground ball, "TIME" will be called, and it will be a "re-pitch". Runners will return to the base last occupied before the last pitch.
11. Coach Pitcher MAY NOT intentionally interfere with a batted ball. Coach Pitcher INTENTIONALLY making contact with a batted ball shall be EJECTED from the game and WILL NOT be allowed to take the position the rest of the season.

OFFENSE:

1. All players bat
2. ALL batters, base runners and on deck players MUST wear helmets.
3. No bunting.
4. No hit by pitch or intentional walks. These pitches count AGAINST pitch count.
5. No stealing or advancing on PASSED balls.
6. Baserunners may NOT lead off.
7. No leaving base early.
1st OFFENSE: Warning.
2nd OFFENSE: Runner is out.
8. Speed up rule applies. Catchers of THE NEXT HALF INNING may have a courtesy runner when there is 2 out. The player who was the 2nd out takes the catcher's position on base.
9. Interference rules apply.

DEFENSE:

1. Defense plays with 10 players. P, C, 1ST, 2ND, SS, 3RD, LF, LC, RC, RF
2. Free defensive substitutions.
3. No Infield fly rule.
4. Player pitcher MUST have a line of sight to the batter.
5. All 4 outfielders MUST start the play on the grass.
6. Catchers must be in full gear.
7. Obstruction rules apply.

MINOR BASEBALL

1. All players bat.
2. Free substitution defensively, except pitcher.
3. Pitcher's mound will be 46 feet and the bases will be 60 feet.
4. Six (6) run rule for first three (3) innings. Unlimited scoring for the remainder of the game.
5. Ten (10) run rule after four (4) complete innings or 3½ if the home team is ahead or goes ahead by ten (10) runs.
6. The starting pitcher may be removed from the game and re-enter the game as a pitcher one time if he was not removed in a second (2nd) trip to the mound in an inning. A substitute pitcher once removed may not re-enter as a pitcher.
7. If a player takes the position of pitcher and throws a warm up pitch, the player must throw a pitch to one batter.
8. Base stealing is allowed in Minor Baseball once the ball crosses home plate.
9. Bunting is allowed BUT a batter may NOT fake a bunt (show bunt then swings during the same pitch).
 - *Penalty:* Batter being called out and dead ball being called.
10. Any runner leaving a base early, a dead ball will be called.
 - *Penalty:* (1st offense) Team warning. Runners must return to base.
 - (2nd offense) Player is called out.
11. After every game, each team is responsible for cleaning out their dugout.

Pitching limitations for all Cal Ripkin Baseball

1. Maximum of six (6) innings each week.
2. The week is Monday through Sunday.
3. If more than two (2) innings are pitched in one (1) day, there must be two (2) full days of rest before that pitcher can pitch again. The player must rest two (2) calendar days, regardless of the pitching week.
4. Any pitcher that hits three (3) batters in a game will be removed from pitching for the remainder of the game.
5. One (1) pitch in an inning constitutes an inning.

MAJOR BASEBALL

1. All players bat.
2. Free substitution defensively, except pitcher.
3. Pitcher's mound will be 50 feet and the base will be 70 feet.
4. Six (6) run rule for first three (3) innings. Unlimited scoring for the remainder of the game.
5. Ten (10) run rule after four (4) complete innings or 3½ if the home team is ahead or goes ahead by ten (10) runs.
6. Players can lead off and steal at any time.
7. Bunting is allowed BUT a batter may NOT fake a bunt (show bunt then swings during the same pitch).
 - o *Penalty:* Batter being called out and dead ball being called.
8. The starting pitcher may be removed from the game and re-enter the game as a pitcher one (1) time if he was not removed in a second (2nd) trip to the mound in an inning. A substitute pitcher once removed may not re-enter as a pitcher.
9. Balks will be called on pitchers.
10. If a player takes the position of pitcher, and throws a warm up pitch, the player must throw a pitch to one batter.
11. After every game, each team will be responsible for cleaning out their dugout at the end of the night.

Pitching limitations for all Cal Ripkin Baseball

1. Maximum of six (6) innings each week.
2. The week is Monday through Sunday.
3. If more than two (2) innings are pitched in one (1) day, there must be two (2) full days of rest before that pitcher can pitch again. The player must rest two (2) calendar days, regardless of the pitching week.
4. Any pitcher that hits three (3) batters in a game will be removed from pitching for the remainder of the game.
5. One (1) pitch in an inning constitutes an inning.

Expansion Team Rules

Expansion teams will get to pick orders in draft and then will follow all other draft rules with other teams. If there is more than one expansion team, they will draw to see who gets what pick and so on.

Snake Draft Policy

1. All divisions will utilize a snake draft except T-ball. T-ball players will be placed by Commissioner, Player agent(s), Vice President and President. T-ball must have an equal number of ages on teams.
2. Head coach will announce a draft lock if one is available to be taken and if so, this will be that team's lock for two (2) years. Teams will draw #s for draft order. Coaches may trade draft #'s before the draft starts. Teams will draft in reverse order (snake draft) throughout all rounds. (Ex. 1-8, two picks for team 8 and reverse order to team 7, etc... team #1 will get two (2) picks as the draft reaches the starting point throughout the draft.) Teams may trade draft slots before draft begins.
3. The total number of each age in each division will be divided by the number of teams to determine the maximum number of each age group on any team; including T-ball.
 - *Explanation:* If there are 50 eligible 7-year-old players in the draft and ten (10) teams. Each team must have five (5) 7-year-old players. If a team has six (6) returning 8-year-old players, they will only be able to pick 7-year-olds if the team total is going to be 11.
4. Each team's returning players will count from the 3rd round on until all players are accounted for. Head coach and siblings go as returning players as well.
5. Expansion teams will select which draft order they want and fall within all other rules.
6. The head coach's son or daughter will be utilized as a returning player.
 - *Exception:* He or she was a lock prior year then he or she must be the lock for that team.
7. Siblings will be counted as returning players.

8. Each head coach may designate one (1) player as his or her 2nd round Lock if available to do so. Pick must be verified through the parent of the player.
9. A player may NOT be “locked in” if that player, by age, pushes the balance of certain ages required on each team or if the player has gone back in the draft from the previous year.
 - *Explanation:* If a team has seven (7) returning 8-year-olds on a twelve (12) player roster, the coach cannot lock in another 8-year-old player if the maximum number of 8-year-olds allowed is seven (7).
10. A player can only be “locked in” one (1) time during their tenure in any age division.
 - *Explanation:* If a 7-year-old player is “locked in” with one (1) team this year, they must re-enter the open draft in order to switch teams the following year. They are a lock for two (2) years to that team. If that locked player decides not to play the following year or go back into the draft, that coach may lock another player for his second (2nd) round pick. If the coach decides not to, he or she will just get a first (1st) and second (2nd) round pick.
11. Any player re-entering the draft after one year in any league may NOT be designated as the frozen (lock) second round pick. If the player chooses to leave a certain team, he or she will go into the open draft and the team that player left for whatever reason opens that locked position again for that season if Head coach wishes to use it or he or she will get an additional pick instead in the draft.
12. All other requests for team designation such as cousins, friends, neighbors etc., will not be guaranteed by Prairie Village Baseball/Softball.

All-Star Tournaments and Selection Process

1. The league will pay for one (1) approved invitational tournament, up to \$400. This applies to one (1) team per age group and expires at the end of July.
2. Each player will be required to buy/sell raffle tickets upon selection and acceptance to their respective all-star team. This fee will assist the league in covering expenses of hats, shirts, pants, belts, socks and entry fees for all-star tournaments.

Selection Process for All-Star Players

1. Players must have an all-star contract turned in prior to all-star vote.
2. Coaches will submit nominations to league player agents or commissioners prior to May 30th.
3. A coach may nominate any number of players from his or her team.
4. Players must be nominated in order to be selected as an additional 11th or 12th player.
5. Each coach will be given time to positively discuss their nominees with other coaches.
6. The top 10 players receiving the most votes will be placed on the team. In case of a tie between two (2) players, both will be placed on the team. A three-way tie for the 10th position will result in a vote by the coaches to determine the 10th player.
7. The all-star coach will select two (2) additional players to fill out a roster of 12 (1 additional player if 2 have tied for 10th position).
8. The all-star coach can select up to three (3) alternates for the team. These players will practice with the team and receive all-star uniforms.
9. Alternate players are not eligible to play in tournament games unless needed due to vacations, illness or voted players leaving the team. Alternate players' eligibility must be approved by league player agent or Commissioner before playing in tournament games.
10. If no alternates are selected and the coach needs additional players due to illness, players quitting or other circumstances, the next eligible player by votes received will be added to the team. This process must be coordinated through the league player agent or Commissioner.
11. Any failure to adhere to the rules of all-star playing eligibility may result in suspension or regular and/or all-star coaching opportunities

12. Players must play on their respective age all-star team. Some exceptions may apply.
 - *Explanation:* A 9-year-old must play on the 9-year-old all-star team and is not eligible to play on the 10-year-old all-star team; even though both ages are in the same division.
13. Any player quitting all-stars will not be eligible for all-stars the following year.

Selection Process for All-Star Coaches

1. Coaching for each all-star team will be determined by regular season standings at completion of season. The head coach of the first place team will be offered a choice of all-star team according to age if required.
2. In case of tie in league standings, playoff will determine first (1st) or second (2nd) place teams.
3. If the first place coach declines an all-star coaching opportunity, the head coach of succeeding teams will be offered the same opportunity. Assistant coaches will be considered after all head coaches have been offered.
4. All head coaches and assistant coaches must be from that league they are coaching in.
5. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

You may not be a head coach if you have been convicted of a felony. Exceptions may be considered if requested and reviewed by the league review board. We will use our recommendations from Babe Ruth and our local law enforcement for all background checks.

I have read and understand all rules and guidelines set forth by Prairie Village Baseball/Softball.

Coaches Name: _____

Division & Team: _____

Date: _____

