

Twin Rivers League
General Rules for all Divisions

Twin Rivers League will generally be governed by:

- Baseball: Current NBC rules with modifications contained herein.
Softball: Current KSHSAA for fast pitch with modifications contained herein.

Conduct

1. **Good sportsmanship & respect for others is expected of everyone involved.**
2. Umpires shall warn coaches, players, parents, or spectators once on behavior. If poor behavior continues or occurs again the offending person will be ejected from the game & have 2 minutes to leave the facility or the team of which the offender is a member will forfeit the game. A second ejection of anyone from one team in a game will result in a forfeit of the game for that team. Coaches will be advised of the rule. **Set a Good Example for the kids at all times!**
3. There will be NO USE OF ALCOHOL or TOBACCO PRODUCTS on the playing field or in or around the dugout.
4. Clapping on bases, **negative team &/or dugout chants &/or comments** towards the pitcher or a player is not allowed. **Exception:** "hey batter, batter" is allowed by defense. Offenders may be ejected. See Code of Conduct #2 for penalties.
5. **See CODE of CONDUCT. Includes rules on warnings/ejections & penalties.**

Players

1. A player's division shall be determined by the current grade level in school of the child participating in the league exception T-Ball players may be age 5 by May 1 of current year.
2. Players may advance up one division if the parents, coach, and town representative agree upon such an arrangement.
3. A player may play on only one team during the entire season. (see Playing Rules-playing short)

Umpires

1. **Umpires' decisions shall be final.** Umpires are the authority on the field, please respect them at all times.
2. **Each team** shall furnish one umpire for each game, if possible.
 - a) Towns shall furnish 2 umpires for tournament games.
3. Ages of umpires shall be as follows:
 - a) T-ball & Coach Pitch: all umpires will be at least fourteen (14) years of age.
 - b) Grades 3 & 4, 5 & 6: all umpires will be at least sixteen (16) years of age.
 - c) Grades 7-9: all umpires will be at least eighteen (18) years of age or older or may be a senior in high school.

Team/town

1. **Entry fees and team rosters** must be turned in to the league secretary on the date set by the league.
 - a) League dues will be set each year by the town representatives.
 - b) Rosters must include names and grades of all players. Any changes in the roster must be sent to all town representatives before the child can play in league game.
 - c) Rosters are final after one-half of the regular season games have been played.
2. If a town has a **child with disabilities**, that town representative will approach the league to determine what rule exception will be used.
3. **Teams will be selected** with an equal number of participants of each grade division. For example: if a town has 2 teams in the grade 5 & 6 division, each team will consist of an equal number of 5th graders and 6th graders on each team. Failure to comply with this rule will constitute forfeiture of all games played.
4. **Players must register with the school/town they attend/live in** unless they do not have a team available for them. Town representatives must approve any player participating in another town before team drafts.
5. Any question on a player's grade can be verified by the town representative asking for a report card. If a player is proven to be in the wrong division, all games in which he or she played in shall be forfeited.
6. For a child to be **eligible to play in league tournament games**, he or she must have their name on the team roster and must play at least half of the regular season games. Injury is an exception.
7. If a team uses an **illegal player** not on its team roster, all games the illegal player participated in will be forfeited and the coach will be suspended for the rest of the season. If the game is a regular season game, the player and coach will be removed, and the game may be played. If the game is a tournament game, it will not be played.
8. The proper procedure for **filing a complaint** is the coach or parent should notify their town representative. If they are unable to solve the complaint, the town representative will notify the league members.

Standings and Awards

1. The Home team coach must submit game scores after each game. A Win or a Loss is actually all that is needed, but scores are recorded for informational purposes only. Scores do not factor into standings or seedings. Also see Tournament Seeding.
2. The league will provide suitable awards for the season and tournament winners. Awards will be provided to the top 2 teams in each division of the tournament and the top 3 teams in league competition.

Tournament

1. League tournaments will follow regular season play. T-ball will have not tournament.
2. Ties at the end of regular season play will see the higher position for tournament standing awarded to the team that won the game between those teams during league play. In the event the ties cannot be determined by the above methodology, a coin flip will determine tournament seedings. In this case, league trophies will be awarded to each team if they are in the top 2 places in their division.
3. **Tournament seeding will be set** by the records turned into the website after Thursday night games the week of the tournament to allow scheduling to be complete and information to be sent to families and coaches regardless if all games have been completed.
4. Home team in tournament games will go to the team with the better seed. Ex. #1 home over #2 visitor, etc.
5. Each town will provide the game balls for their individual tournaments.
6. Tournament games called due to weather or darkness will be suspended and will be completed at the next available date/time. Games may be conceded by losing coach.
7. Tournaments will be single elimination and **follow the same rules as regular season games** except #8 below.
8. The championship game shall not be shortened due to the league time limits but run rules & runs per inning according to each individual age division will apply.

Game Rules

1. A forfeit is in order if a team fails to take the diamond within 15 minutes after the scheduled playing time. The opposing coach must ask the umpire to call a forfeit before the first pitch. Failure to do so will remove the liability of the forfeit rule.
2. Failure to notify a team that you are unable play a game at least 24 hours in advance constitutes a forfeit. Weather is an exception. Home team coaches must notify the visiting team of unplayable conditions of the field due to the weather.
3. If a home team makes three different dates for rescheduling a game and the visiting team is still unable to play the game, the visiting team must forfeit.
4. The home plate umpire shall announce **game time** and report it to the home team book. Game time will start shortly after the player pitcher has had their warmup pitches. 2nd game of the evening will start shortly after the first.
5. Umpires and both managers shall go over the ground rules before each game. In some instances, for the 1st game, infield practice prior to the game may not be given. Games must start on time. This is up to the discretion of each town and umpires. The **2nd game of the evening NO infield practice** or extra warm-up will be allowed, and teams and lineups must be ready to start at least 15 minutes before its scheduled time.
6. Managers and coaches are urged to keep games moving and assist the umpire whenever possible.
7. A game is considered complete once a definite winner is declared, whereby the other team has no chance of catching up or winning. Continued play is prohibited particularly when other games are scheduled to start. Games are considered over once the run rule applies in the 4th inning, regardless of the time remaining. **Umpires are to leave the field immediately! Exception: Even if a team cannot catch up at the completion of the 3rd inning, the 4th inning will begin as long as the time limit has not been reached. If the time limit has been reached during an inning in a game that is considered complete the game will be over.**
8. In the case of **weather or darkness**, three complete innings will constitute a complete game. Score reverts to the score at the end of the last complete inning. 2 ½ innings will be accepted if the home team is ahead. If tied after 3 complete innings, each team gets ½ game. If three innings are not completed, the game is resumed with play continuing where the game left off. The exception is grade division 7-9, 4 innings will constitute a game. **SAFETY** must never be overlooked in these situations. **SAFETY IS THE #1 CONCERN**.
9. **Games that are not completed by the end of the season** will award both teams ½ game if they are weather related & if coaches agree. (also see Game Rules #3 above-it takes precedent rule #9)

Playing Rules

1. **Each player must play** at least 3 outs or 1 full inning in the field unless the game is shortened by weather or run rule.
2. Teams may play up to 2 **players short** with no outs assessed. Teams (boys & girls) may play with 7 players. All teams must use a catcher and a pitcher. Players short may be taken from outfield or infield positions. Teams can take 1 out maximum at the bottom of the lineup if they are still short 1 player. Example: 6 players +1 out. If teams are short beyond the 6 players, it will be a forfeit.
3. **Games will not be rescheduled for teams short on players after the pre-season deadline. Teams are required by the Friday before games begin to report potential games that you may be short on players to your town representative for possible schedule change.** Coaches must find out potential camps, vacations, other activities, etc. as soon as possible. No games rescheduled after that date due to lack of players, only weather will allow for games to be rescheduled at that point.
4. **Fielders:** Teams are allowed only 6 infielders. All outfielders must start at least 10 feet behind the baseline and the bases until the ball is hit. No infielder may be closer than the pitcher.

5. **Pitching:**
 - a) A player may appear as a pitcher in no more than 3 innings in a single game in grades 3-6. Grades 7-9 boys 4 innings per game is allowed. Grades 7-9 girls have no restrictions.
 - b) New pitchers will be allowed seven (7) warm up pitches. Five (5) warm up pitches are maximum between innings.
 - c) Pitchers must be removed after the 2nd visit by a coach per inning as a pitcher.
6. **Batting Line-up** for Grades 1 & 2, 3 & 4, 5 & 6:
 - a) Free substitution can be used. All players reporting in time for the game must bat in rotation. Any player coming to the game late may be added to the bottom of the line up at the time they get there.
 - b) When a team is batting their entire line up and one of the players must leave the game, he or she will be taken off the line up. There will be no penalty of an out, but he or she cannot reenter the game.
7. There will be 1 warning per team per game for **throwing the bat**. A 2nd warning per team will constitute an automatic out. The play is ruled dead immediately, and all runners must return to bases.
8. If a **pitched ball bounces** in front of the plate it is still a live ball and may be swung at. If the ball bounces and hits the batter, dead ball & they will be awarded 1st base. Batter must attempt to move, or pitch will be a ball.
9. A runner is out when he or she, in the umpire's judgment, **maliciously collides with the fielder when he or she does not slide or attempt to get around that fielder** who has the ball and is waiting to make the tag. Players are not required to slide but must attempt to avoid contact if possible. Fielders cannot block bases without the ball.
10. All players on offense outside the dugout are required to have a **helmet** on at all times for own safety.
11. All **catchers** must wear a catcher's helmet, mask, chest protector, & shin guards. The only exception is the T-ball division. Players warming up a pitcher must wear helmets with facemasks.
12. All **coaches must stay inside the dugout during play** unless they are pitching (coach pitch), coaching a base, making a pitching change, or are a T-ball coach on defense. Coaches will be warned (see Code of Conduct on penalties).
13. **Run Rules & Official games:**
 - a) T-ball, Coach Pitch & Player Pitch games will consist of 5 innings except:
 - 1) An 8 run lead at the end of 4 or more innings shall constitute a complete game. **4 innings must be complete for run rule to be in effect.**
 - i) Teams shall be allowed no more than seven (7) runs in one inning.
 - b) Grades 7-9 Player Pitch games will consist of 7 innings except:
 - 1) A 15-run lead at the end of 4 innings shall constitute a complete game.
 - 2) A 10-run lead at the end of 5 innings shall constitute a complete game.
 - i) Teams shall be allowed no more than ten (10) runs in one inning.
14. **Time Limits** to games shall be as follows:
 - a) T-ball: 1-hour
 - b) Grades 1 & 2: 1 hour & 15 minutes
 - c) Grades 3 & 4, Grade 5 & 6: 1 hour & 30 minutes
 - d) Grades 7-9: 2 hours
 - e) **NO new inning will begin within 5 minutes of game time.**
 - f) No new innings may be started after the time limits have expired. If a game is tied, each team will get ½ game. If an inning has begun, you will finish it unless weather or darkness occurs.
 - g) If a game is tied at the end of 5 innings with time left in the game, the game will continue until a winner is declared or the time limit has been reached.
15. **Strike Zones:** Based on when a batter assumes a natural batting stance & parallel from home plate.
 - a) Grades 3 & 4: Shoulder to knees and a 3" area (approximately 1 ball width) around each side of home plate.
 - b) Grades 5 & 6, 7-9: see individual age rule sheets for diagrams
 - 1) Baseball: Chest line to knees
 - 2) Softball: Front armpit to the knees

Equipment

1. Baseball teams will use baseball **bats** and softball teams will use softball bats. Labeled on bat. T-ball is the exception.
2. **Game balls** (league approved ball must be used):
 - a) T-ball will use a softer safety baseball.
 - b) Grades 1 & 2, 3 & 4 softball divisions will use an 11-inch softball.
 - c) Grades 5 & 6, 7-9 softball division will use a 12-inch softball.
 - d) All baseball games shall use the approved baseball.
3. **Uniforms:** All team's uniforms must wear numbers at least 3" high.
4. **NO metal cleats allowed** for any age. Penalty: Player removed from game immediately. No exceptions.
5. **Casts** must be padded with closed-cell, slow-recovery foam padding no less than ½" thick.