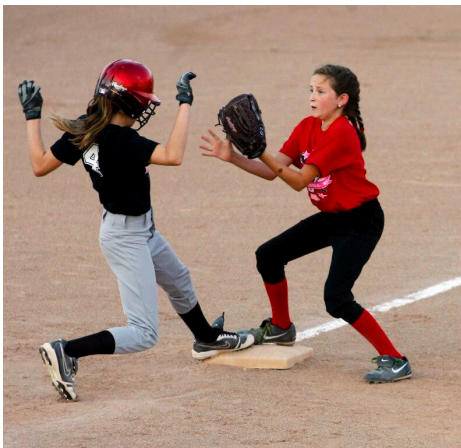




RULES PACKET

Central Kansas Fast Pitch League





CKFPL RULES (GENERAL)

Participants

The player's age, on or before August 31 of each year, shall determine the age division she is eligible to participate in. The participant may choose to play in an older division, however can only play on one team in the league.

Terms

1. Only participant's appearing on the official team roster on file with League Director will be eligible to play in any regular league games.
2. A participant cannot change teams once a signed roster has been submitted and accepted by the league.
3. No team refunds will be given after the first game of the season has been played.
4. The penalty for violation of any of the rules of this section will be forfeiture of the affected game(s).

Rosters/Players

1. Teams joining the CKFPL will be already formed.
2. Teams cannot recruit players from other teams while the season is in progress. If this occurs, the offending team will have to forfeit any games that player plays in.
3. If coaches need to add a player(s) as the season proceeds, he/she must contact the league coordinator at least 48 hours in advance of the game and receive approval. Call Hutch Rec at (620) 663-6179 for approval.

League Standings

The following procedure will be used to determine the League Standings:

- Winning Percentage
- Head-to-Head
- runs Allowed
- Average Run Differential (+/-8)
- Coin Toss



CKFPL RULES (GENERAL)

1. Warm up is limited to the teams' playing field or outside commons area.
2. Infield practice will be limited to five minutes per team.
3. On-field warm up is allowed prior to game start, in outfield or in front of the dugout.
4. No more than three coaches per team. A coach is allowed to sit or stand in the doorway of a dugout, not outside of the dugout.
5. Only the head coach is allowed to talk to umpires and ask questions on calls. Confrontations between coaches and umpires (within reason) will be handled in the following manner:
 - a. Verbal warning – Can include coach being restricted to the dugout.
 - b. Ejection – When warranted. If an assistant coach is ejected from a game, the head coach is automatically restricted to the dugout. It is the head coach's responsibility to control players, other coaches, and spectators.
6. All games will start at the designated time. Teams must have eight players and at least 1 coach to start any game. If a team is unable to start the game within five minutes of the designated time, that team shall forfeit such game.
7. When the 9th spot in batting order is up, it will be an automatic out for team with only 8 players. If the 9th player arrives, they are required to enter at the vacant batting position.
8. Any decisions as to the playing conditions due to bad weather or unsafe factors will be the responsibility of the complex supervisor.
9. Any team unable to resume the game, at the discretion and appointed time, shall forfeit the game.
10. In the event a game is stopped due to unsafe or un-playable conditions, or similar reasons, the game shall constitute a complete game if more than one-half (1/2) of the regularly scheduled innings have been completed.
 - a. For example, a 7 inning game will be complete after 3 ½ innings if the home team is leading or 4 innings if the visiting team is leading.
11. For 6 inning games it is a complete game after 2 ½ or 3 innings, respectively.
12. Any game that is suspended due to unsafe or un-playable conditions, or other similar reasons and which would result in either an incomplete or tied game, will be completed at a later date as scheduled by the League Coordinator.



CKFPL RULES (GENERAL)

General Playing Rules for all divisions

1. All players must appear in full uniform.
2. A double-flap protective helmet with protective face mask must be worn while at bat and running bases.
3. If a player enters the batter's box without a helmet, a warning will be called and the next time it will be an automatic out.
4. A baserunner who deliberately removes their helmet during live ball action shall be called out.
5. For all Age Divisions, catchers must wear a double-flap protective helmet, with a throat guard.
6. Home team shall use the third base dugout.
7. All players, managers, coaches, and equipment must remain in the dugouts while not taking part in or being used in the normal course of the game. The on-deck batter must remain in their team's designated practice circle. Base coaches must be in the properly designated areas.
8. In all age divisions, a maximum of 90 seconds will be allowed between innings.
 - a. Penalty: The umpire shall call a ball if it is a defensive delay and a strike if it is an offensive delay. The calls shall be made at twenty second intervals until play resumes.
9. Coaches are allowed one trip per inning to visit with a pitcher. On the second trip to the mound in the same inning, for the same pitcher, the pitcher must be removed from that position. Crossing the foul line at any given time constitutes a trip to the mound, except for injury to a player, or a discussion with an umpire.

Pitching Rules

League officials will not monitor pitching limitations in any age groups. CKFPL Officials trust that coaches know their players the best, and will not get involved unless warranted.

Game Time Limit

- 8U games will last 6 innings or 71 minutes
- 10U games will last 6 innings or 71 minutes
- 12U games will last 7 innings or 71 minutes
- 14U games will last 7 innings or 71 minutes

League games that are tied at the end of regulation will end in a tie.

No new inning will be started with less than 5 minutes remaining in game time. An inning beginning before time expires will be finished.

Run Rules and Limits

- 8U-14U: 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings
- 8U-14U: Games will end at the time limit if a team is down by 6 or more runs, but the half-inning will finish.

Runs Limits per Inning

8U-14U teams can score a maximum of 5 runs per half inning.



8U COACH PITCH RULES

1. Base distance is 60ft. Pitching distance is 35ft. Ball size is 11in.
2. All players present and who are eligible to play will bat in rotation.
3. Unlimited substitution is allowed for all positions except pitcher.
4. Batters will receive 5 pitches or 3 swinging strikes per at-bat. (Foul-balls on the 5th pitch extend the at-bat.)
5. No walks or bunting will be allowed.
6. Base runners may not leave the base until the ball had been pitched.
7. Base runners are not allowed to steal.
8. On a batted ball, base runners are allowed one base on an overthrow.
9. On batted balls, once the ball is in control inside the pitching circle, base runners must stop at the base they have obtained, provided the defense is not making a play on a runner.
10. No Courtesy runner will be allowed.
11. Defensive players must remain behind the pitching arc until the ball is hit into play.
12. Teams will be allowed to have 4 outfielders.
13. The infield fly and dropped 3rd strike rules will NOT be in play.



10U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 35ft. Ball size is 11in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, she may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Players may only steal one base per pitch on a ball not put in play by contact. There is stealing home; Runners can steal home on a passed ball or a play on runner.
8. Batters may not advance on a dropped third strike. The batter is out but base runners may advance.
9. The Infield Fly Rule will not be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.
11. Teams will be allowed to play 4 outfielders.
12. There will be an expanded strike zone in place for 10U teams.
13. On a batted ball, base runners are allowed to advance one base on overthrow, no more.



12U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 40ft. Ball size is 12in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, they may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Baserunners are allowed to steal all bases, including home.
8. Batters may advance on a dropped 3rd Strike.
9. The Infield Fly Rule will be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. It will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.



14U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 43ft. Ball size is 12in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, they may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Baserunners are allowed to steal all bases.
8. Batters may advance on a dropped 3rd Strike.
9. The Infield Fly Rule will be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.