



RULES PACKET

Central Kansas Baseball League





CKBL RULES (GENERAL)

Participants

The player's age, on or before May 1 of each year, shall determine the age division he 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 Coordinator will be eligible to play in any regular league games.
2. Participants may only be assigned to one CKBL team.
3. A participant cannot change teams once a signed roster has been submitted and accepted by the league.
4. No team refunds will be given after the first game of the season has been played.
5. 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 CKBL 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. Players cannot be on more than one team roster in the league. All rosters will be locked as of the pre-season tournament. 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



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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, behind the baselines 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. If the suspension of a game comes after a CKBL run rule, then it is a complete game.
10. Any team unable to resume the game, at the discretion and appointed time, shall forfeit the game.
11. 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.
12. For 6 inning games it is a complete game after 2 ½ or 3 innings, respectively.
13. 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.



CKBL RULES (GENERAL)

General Playing Rules for all divisions

1. All players must appear in full uniform.
2. A double-flap protective helmet 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. CKBL 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 1hr 15 min.
- 10U games will last 6 innings or 1hr 15 min.
- 12U games will last 7 innings or 1hr 30 min.
- 14U games will last 7 innings or 1hr 30 min.

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: 15 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 7 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.



CKBL: 8U MACHINE PITCH RULES

1. Base distance is 65ft.
2. Pitching machine distance is 43ft. (Defensive pitcher must stay behind the pitching machine until the ball is hit.)
3. Machine Speed is set at a speed of 9.
4. All players present and who are eligible to play, will bat in rotation.
5. Unlimited substitution is allowed for all positions.
6. A batter receives 5 pitches or 3 swinging strikes. If the batter fouls off pitch #5, the at-bat continues through pitch #6, which must be put into fair play or else the batter is out.
7. If a batted ball hits the machine, the ball is dead and the batter is awarded 1st base. All other runners move up accordingly, if forced.
8. No walks are allowed, and a player hit by a pitched ball is not awarded first base.
9. No bunting is allowed.
10. Infield Fly Rule will NOT be enforced.
11. Baserunners are allowed to steal all bases, except for home. Runners are not permitted to leave the base until the ball crosses home plate. A runner leaving too soon will be called out.
12. A dropped third strike is an automatic out. The ball remains live, runners may advance, except for home.
13. Ten players will be allowed on defense, with the use of four outfielders.
14. Runners are allowed a limit of one base on an overthrow.
15. Umpires will call time after every play. Time should be called as soon as play has been completed.



CKBL: 9U & 10U RULES

1. Base distance is 65ft.
2. Pitching distance is 45ft.
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, he may re-enter that position one time in the same game.
6. Balks and the Infield Fly Rule will be enforced.
7. Baserunners are allowed to steal all bases, except for home.
 - a. Example: A runner on 2nd base attempts to steal 3rd base. The Catcher throws to 3rd base, but it goes into left field. The baserunner may not advance to home.
8. A dropped third strike is an automatic out. The ball remains live, runners may advance, however the batter is out.
9. 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.
10. 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.



CKBL: 11U & 12U RULES

1. Base distances are 70ft.
2. Pitching distance is 50ft.
3. Coaches will meet during pre-game home plate meeting to decide if they want to bat their entire line up, play 9 bat 9, or use an Extra Hitter (EH).
4. 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.
5. 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.
6. Extra Hitter (EH) – This rule is optional. A team must declare its intent to use this rule before the game starts. A team may bat ten (10) players, but may not revert to a nine (9) player lineup except for injury or illness, and only then, if no substitutes are available.
7. Batting entire lineup: This rule is optional. A team must declare its intent to use this rule before the game starts. A team may not change once the game begins. If a team elects to bat their entire lineup, free defensive substitution will be allowed. In case of an injury, a team is not penalized with an out until the number of batters falls below nine (9). When batting a team's entire lineup, players who are late will be added to the bottom of the lineup without penalty.



CKBL: 13U & 14U RULES

1. Base distance 80ft.
2. Pitching distance 54ft.
3. Mound is set at 10in.
4. Play 9 bat 9.
5. 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.
6. Extra Hitter (EH) – This rule is optional. A team must declare its intent to use this rule before the game starts. A team may bat ten (10) players, but may not revert to a nine (9) player lineup except for injury or illness, and only then, if no substitutes are available.