



# FLINT HILLS LEAGUE

NORTHEAST KANSAS  
YOUTH BASEBALL & SOFTBALL

## GENERAL RULES

As of 4/21/26

1. The National Federation of High School Baseball and Softball rules (NFHS) govern the Flint Hills League youth baseball and softball games, except where the Flint Hills League youth baseball and softball rules state differently
2. **LEAGUE PRESIDENT DUTIES**
  - A. The Flint Hills League President is a town representative.
  - B. The League President is determined by an annual rotation based on the rotation list below.
    - a. Appanoose – Auburn – West Franklin – Carbondale – Overbrook – Eskridge – Harveyville – Burlingame – Osage City – Lyndon
  - C. The Town Representative is the League President for a period of one year starting at the Spring Meeting.
    - a. The Town Representative from the next town on the rotation list serves as the League's Vice-President for the same period of time. This Town Representative enters into the position of League President at the Spring Meeting of the following season.
    - b. At anytime the League President is unavailable, the League's Vice-President will assume the duties of the League President.
  - D. The FHL League President is responsible for receiving and possessing each town's team rosters for the current season.
    - a. The FHL League President keeps track of any team adding or dropping a player from their team roster.
  - E. The FHL League President oversees each League Meeting that occurs during their year as League President.
    - a. This includes stating motions and seconds out loud made during a meeting in their year of being League President.
    - b. This includes taking a vote of Yes/No on any motion and seconded item during each league meeting in their year as League President.
  - F. The FHL League President serves as a member on the League's Protest Committee and serves as a member on the Tournament Protest Committee --- Unless their town is involved in the protest.
    - a. The League President informs both sides of the decision made on their protest.
    - b. If the League President is unable to communicate the decision, the League's Vice-President will contact both sides in the protest.
  - G. The FHL League President is responsible for abiding by the Flint Hills League Rules voted on by the Board Representatives.

### **3. VOTING ON FHL RULES**

- A. All Flint Hills League youth baseball and softball rule changes MUST be approved by a majority vote of the town president or representatives.
- B. Each FHL town president/representative is counted for two (s) votes on each FHL vote, regardless if the town has two representatives present at the meeting or not.
- C. FHL Rules can only be added or changed at the Spring meeting or at a Special Meeting.
- D. Additional Meetings for the League
  - a. April Declaration Meeting
    - 1. This meeting is for the purpose of each town declaring the number of teams they have for each division.
    - 2. Town reps provide Coach Contact Information.
    - 3. The Divisional Tournament Host Sites are set.
    - 4. The season's start and end date determined.
    - 5. The number of games per division will be set.
    - 6. The End of Season Divisional Tournament Meeting Date will be set.
  - b. End of Season Divisional Tournament Seeding Meeting
    - 1. This meeting is for the purpose of determining each divisional team's seed for their divisional tournament.
    - 2. Team records are reviewed and as needed tie-breakers handled.
    - 3. League and Tournament Medals are handed out to each Host Town.
    - 4. Tournament Director contact information provided by each host town.
    - 5. Player Eligibility Questions discussed and decided upon as needed.
    - 6. Player Injury Exceptions for the Tournament discussed and decided upon as needed.

### **4. PLAYER ELIGIBILITY**

- A. Players will play through the town they go to school.
  - a. If in a Unified School District, the player will play through the town they went to grade school or the town the player would have attended grade school.
  - b. Any exceptions must be approved by the town presidents involved.
- B. If the town does not have a team for their grade group, the player's parents may request the player be allowed to either play in their grade group in another city, or play in the next grade group above theirs within their city.
  - a. All players will only be allowed to play in the grade division corresponding with the player's grade for both girls and boys divisions.
  - b. Players are allowed to move to a higher grade division, upon approval of their town president.
- C. Protests regarding age and/or eligibility will follow the guidelines outlined in General Rule #21.
- D. If a player does not participate in their team practice or on a regular basis does not participate in their team's games, the coach can drop player.
  - a. The coach MUST contact their city president to drop the player.
  - b. The city president will follow the proper protocol for dropping a player from a team.

## 5. TEAM ROSTERS

- A. City Presidents must submit their official team rosters to the current League President by the team's first game.
  - a. **PENALTY** --- If the team roster is not submitted prior to their first game of the regular season -- all games until the team roster is submitted will be recorded as a loss.
  - b. Team rosters will be sent out to ALL town representatives, along with any updates during the season.
- B. Each official team roster must include:
  - a. Each player's name --- First Name and Last Name's Initial
  - b. Each player's grade
  - c. Include Coach Name, especially of a town has 2 or more teams in that grade group.
- C. A player may ONLY be on one FHL team roster at a time.
  - a. **PENALTY** -- If found out, report to the Town Rep and League for review. This could result in game forfeiture.
- D. **ADDING A PLAYER TO YOUR TEAM ROSTER**
  - a. A player may be added to a team roster at any time during the season if he/she has a family residence in the team's respective city or Unified School District as outlined in General Rule #4.
  - b. The City President must notify the current League President.
  - c. The added player is not eligible to play until 24 hours after being submitted to the current League President.
  - d. **PENALTY** --- Violation of this rule will constitute forfeiture of the game and dismissal of the team's head coach.
- E. **DIVISION TOURNAMENT ELIGIBILITY**
  - a. All eligible players listed on their team roster, must play 50% of the regular season games scheduled, to be eligible for play in their team's division tournament.
  - b. Exceptions for medical hardships with medical release will be considered by the League Board at the Tournament Seeding Meeting.
  - c. **PENALTY** --- The offending team will forfeit their division tournament

## 6. CONDUCT

- A. **A coach, player, substitute, attendant or other bench personnel shall not commit any unsportsmanlike act to include but not limited to:**
  - a. **use of words or actions to incite or attempt to incite spectators demonstrations.**
  - b. **use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting that is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin.**
  - c. **use of any language intended to intimidate,**
  - d. **behavior in any manner not in accordance with the spirit of fair play.**
  - e. **being in live ball territory during the opponent's infield practice prior to the start of the game.**
  - f. **any member of the coaching staff who was not the head coach (or designee) leaving the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.**
  - g. **Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and until the umpires have departed the game site.**
  - h. **PENALTY: The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender then eject him or her if he or she repeats the offense.**
- B. Any player, manager, coach or umpire guilty of misconduct before, during or after a ball game will be brought before the league for investigation.
  - a. The ruling of the league will be final for all league and tournament games.

**6. CONDUCT cont.**

- C. Members of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team.
  - a. Hey batter-batter and typical baseball/softball chatter is acceptable as long as it is not directed at the player's ability or skills, race, creed, or religion.
  - b. Loud obnoxious noises or screaming as well as intentional distractions, such as banging or rattling dugout fences with the intent to rattle the opposing pitcher or batter is prohibited.
    - 1. PENALTY --- An Umpire shall warn the offending individual or individuals one time.
    - 2. Subsequent violations of this rule shall result in the removal of the guilty player(s) and/or coach(s) from the game and from the dugout.
  
- D. If any spectator is causing a disturbance at a ballgame, the umpire or authorized representative of the host field shall instruct the team's head coach to control the spectator(s).
  - a. If the team's head coach cannot control the spectator(s), the umpire or authorized representative of the host field may make the team forfeit the ballgame.
  - b. The umpire or authorized representative of the host field may also have the matter brought before the league.
  - c. The team or association may be subject to a fine of \$25.00.
  
- E. PLAYER - COACH - FAN EJECTION FROM GAME
  - a. If a player, team coach or fan is ejected from any game, the individual must immediately leave the diamond and immediate area from which ejected.
  - b. Immediate area translates into out of sight, out of sound of game.
  - c. An umpire or authorized representative of the field may call for forfeiture of the game by the offending team if the ejected individual refuses to leave immediately.
  - d. Report an ejection to that team's Town Rep and the current League President.
  
- F. USE OF TOBACCO PRODUCTS IS PROHIBITED IN THE DUGOUT AREA
  
- G. THROWN EQUIPMENT
  - a. Thrown equipment will not be tolerated.
  - b. A warning shall be given to the team's head coach in the pre-game meeting with the umpires.
  - c. If a batter throws any equipment and it is considered unsafe in the judgment of the umpire then:
    - 1. 1<sup>st</sup> Offense — A warning will be given to the player --- The Umpire shall indicate the warning in the official scorebook.
    - 2. 2<sup>nd</sup> Offense — The Ball is dead and the batter is out --- All base runners will return to their previous base.

**7. GAME CANCELLATION**

- A. The home team's head coach, town president, or authorized representative of the host field will notify the other team's head coach, if a ball game needs to be cancelled due to weather.
  
- B. Notification of the cancelled game needs to be done, if possible two hours prior to the game's start time.

## **8. RESCHEDULING A GAME**

- A. Lack of players for a game is not a reason for rescheduling a game.
- B. If a game date has to be changed due to weather postponement or a game which is called before being completed --- the town the game is to be played in will give the visitors two (2) dates on which neither team already has a game scheduled for a make-up game within 7 days of postponement date.
- C. Failure of the home town to offer the dates within the 7-day period will result in a forfeit by the home team.
- D. If the visiting team does not take one of the dates, they will forfeit the game.
- E. Additional dates may be required in the event the visiting team already has a Flint Hills League game scheduled for the dates offered as make-up game dates.
- F. Any make-up game will be played or will count as a zero on win-loss record.

## **9. DEFAULTED GAMES**

- A. If either team fails to show up for a game 15 minutes after scheduled starting time, the game is automatically forfeited.

## **10. PRE-GAME WARM UP**

- A. Each team is allowed 7 minutes for pre-game infield warm-up.
- B. In all 6pm or 6:15pm games
  - a. The visiting team must start their infield warm-up no later than 17 minutes prior to their scheduled game start time.
  - b. The home team needs to start their infield warm-up no later than 10 minutes prior to their scheduled start time.
- C. In the event game one runs over the time limit, each team of game two will be allowed 7 minutes for infield warm-up after the field and dugouts have been cleared from the preceding game.

## **11. AUTOMATIC OUTS --- LESS THAN NINE PLAYERS**

- A. A team **MUST** start their game with seven (7) players.
  - a. If a team starts their game with less than nine (9) players - automatic outs could be applied in regular season games.
    - 1. If a team starts with eight (8) players --- the team could take one (1) automatic out.
    - 2. If a team starts with seven (7) players --- the team could take two (2) automatic outs.
    - 3. The team can place their automatic out(s) anywhere in the original batting order.
  - b. At the pre-game conference, both team coaches will decide if Automatic Outs will be used for the entire game.
    - 1. If both coaches agree – then Automatic Outs will be used for the entire game.
    - 2. If one coach disagrees or both coaches disagree – then Automatic Outs will be used for the entire game, according to the above rules.
    - 3. This is a game-to-game decision.

**11. AUTOMATIC OUTS --- LESS THAN NINE PLAYERS**

- B. Player Leaves Game Due to Injury or Sickness
  - a. If a player becomes injured or sick and leaves the game there will not be an automatic out for the player, if this causes the team to have less than nine (9) players.
  - b. If a player is ejected from the game, and this causes the team to have less than nine (9) players, then the team will take an automatic out in that player's batting spot for the remainder of the game.
- C. If a team has less than seven (7) players to start a game:
  - 1. The team with less than seven players will forfeit the game.
  - 2. The two teams can choose to scrimmage for the full game time limit.

**12. PRE-GAME UMPIRE & COACH MEETING**

- A. The umpire(s) need to discuss all ground rules for the ball field and the division playing.
  - a. Reviewing Game Time Limits and Special Division Rules
  - b. Notify both team's head coaches of the official scorekeeper.
- B. The umpire(s) need make it clear to both team's head coaches that no intentional roughness is permitted.
  - a. If roughness does occur --- the player involved will be removed from the game.
  - b. This will be at the discretion of the umpire.

**13. GAME SCOREKEEPER**

- A. The Home team must provide an official scorekeeper of at least 16 years of age.
- B. All teams will have players, subs and shirt numbers turned into the scorekeepers of both teams before the game starts.
- C. Scorekeepers will check with each other at end of each inning to make sure they agree on the score.
- D. Teams must tell the official scorekeeper when there is a change in their line-up.

**14. RUN RULE FOR EACH DIVISION**

- A. The official game ends when you are mathematically eliminated from winning the game.

**15. OFFICIAL FINAL GAME SCORE**

- A. The final game score of all official games shall be the score at the end of regulation play.
- B. Regulation Play is defined as --- the inning or time limit reached or at the time a game has been called by grade group run rule regardless if said game is continued by coaches consent.
- C. Each official game score is used to determine the team's win-loss record and possible tie breaker(s) for their tournament seeding.
- D. Forfeited Final Game Score --- This is the score that will appear in the standings if a game is forfeited, 5-0

**16. DEAD BALL APPEAL**

- A. A dead ball appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player.
- B. The appeal must be made before the next legal or illegal pitch.
- C. Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), or coach with or without possession of the ball may make a verbal appeal on:
  - a. A runner missing a base.
  - b. A runner leaving a base too soon on a caught fly ball.
- D. The administering umpire should acknowledge the appeal and then make a decision on the play.
- E. No base runner may leave his/her base during this period, as the ball remains dead until the next pitch.

**17. BATTING OUT OF ORDER**

- A. An improper batter is considered to be at bat as soon as the player enters the batter's box and one pitch has been thrown.
- B. When an improper batter's infraction is first discovered, time may be requested and the improper batter replaced by the proper batter who assumes the improper batter's ball and strike count, provided the infraction is detected before the improper batter is put out or becomes a base runner.
- C. PENALTIES
  - a. A batter shall be called out on appeal when the player fails to bat in their proper turn and another batter completes a time at bat in their place.
    - 1. Only the defensive team may appeal batting out of order after the batter has completed their time at bat.
  - b. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before the next pitch (legal or illegal), or prior to an intentional base on balls, or before all infielders leave fair territory and the catcher vacates their normal fielding position if a half-inning is ending
    - 1. The umpire shall declare the batter who should have batted out (not the improper batter).
    - 2. The improper batter's time at bat is negated and they are returned to the dugout/bench.
    - 3. All outs stand and runners who were not declared out must return to the base occupied at the time of the pitch.
    - 4. If a runner advances because of a stolen base, wild pitch or passed ball, while the improper batter is at bat, such advance is legal.
- D. When an improper batter becomes a runner or is put out and a legal or illegal pitch has been delivered to the succeeding batter, or an intentional base on balls has occurred, or all infielders have left the diamond if a half-inning has ended, in all cases, before an appeal is made.
  - 1. The improper batter becomes the proper batter and the results of their time at bat become legal.
  - 2. When an improper batter becomes a proper batter because no appeal is properly made, the next batter shall be the batter whose name follow that of such legalized improper batter.
  - 3. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.
  - 4. When several players bat out of order before discovery to that a player's time at bat occurs while they are a runner – such player remains on base and they are NOT out as a batter.

**18. DOUBLE BASE**

- A. If there is a double base at first base --- the following rules should be enforced:
  - a. A batted ball hitting the white portion of the base is a fair ball.
  - b. A batted ball hitting the orange portion of the base is a foul ball.
  - c. When a play is being made on the batter-runner:
    - 1. The defense must use the white portion of the base.
    - 2. The batter-runner must use the orange portion of the base.
  - d. On extra base hits or hits to the outfield when there is no play made at the double base:
    - 1. The runner may touch either the white or orange portion of the base.
  - e. On a dropped third strike:
    - 1. The batter-runner and the defensive player may use either the orange or the white portion of the base.
  - f. If the batter-runner rounds the base on a fair ball hit, he must return to the white portion of the base.
  - g. When tagging up on a fly ball:
    - 1. The base runner must use the white portion of the base.
  - h. On an attempted pickoff play:
    - 1. The base runner must return to the white portion of the base.

**19. BLOOD RULE**

- A. A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered.
- B. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game.
  - a. The length of time that is considerable is left to the umpire's judgment.
- C. Uniform violations will not be enforced if a uniform change is required.
- D. The Umpire Shall:
  - a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
  - b. Immediately call a coach, trainer or other authorized person to the injured player.
  - c. Apply the rules of the game regarding substitution, short-handed player and re-entry, if necessary.

**20. EQUIPMENT**

- A. The Home team will furnish all game balls.
  - a. Softball --- 1 new game ball per game
  - b. Baseball --- 2 new game balls per game
- B. Steel cleats are prohibited in all grade groups, except 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade Boys and Girls.
- C. No slick tape on any bat.
- D. All teams must have throat protection for their catcher.
- E. The Batter at home plate, the on-deck batter and the base runner(s) must wear head protection.
- F. Chin straps are optional in all grade groups.
- G. Players cannot participate without their proper equipment.
- H. Facemasks are required on batting helmets for all GIRLS teams.
- I. Prohibited Equipment
  - a. Equipment such as crutches, canes, wheelchairs, etc., are prohibited.
  - b. Casts, splints and braces may be worn, if padded.

## 21. UMPIRES

- A. Umpires must be 16 years of age to officiate 5<sup>th</sup> & 6<sup>th</sup> Grade and/or 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade boys or girls.
- B. Umpires must be 14 years of age to officiate Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade, and 3<sup>rd</sup> & 4<sup>th</sup> Grade divisions.
- C. All 3<sup>rd</sup> & 4<sup>th</sup> Grade, 5<sup>th</sup> & 6<sup>th</sup> Grade, and 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade official regular season league games must have two umpires.
  - a. EXCEPTION - Kindergarten and 1<sup>st</sup> & 2<sup>nd</sup> Grade Division towns have the option to have one umpire for these games.
- D. Umpire clarification --- If a pitched ball hits the ground prior to a batter hitting it, it is a live ball.

## 22. PROTEST POLICY

- A. Umpire judgment calls cannot be protested.
- B. Protests can only be made by the Head Coach of the team.
- C. All protests regarding an interpretation of the FHL General Rules will be considered only when the protest is made to the game umpire at the time of the rule infraction.
- D. Protests concerning the age and/or eligibility of a player must be made prior to the beginning of the fourth inning of the game.
- E. In all protest situations the home plate umpire will:
  - a. Mark the official scorebook where in the game the protest took place.
  - b. Collect a Seventy-Five Dollar (\$75) protest fee from the Head Coach of the protesting team.
- F. Within 24 hours of the completion of the protested game the protesting Head Coach must present the protest in written form to his/her City President.
  - a. The City President will immediately present the protest to the Protest Committee.
- G. Within approximately 72 hours of the meeting the Protest Committee will produce a written report to the affected team's City President explaining the basis for the decision.
- H. If the protest is allowed, the protest fee will be returned to the protesting team's Head Coach.
  - a. The protested game will be replayed from the point of the protest at a mutually agreed upon date and time unless the protest was in regards to the age and/or eligibility of a player.
- I. The Flint Hills League Protest Committee:
  - a. The Protest Committee will consist of two representatives from each city.
  - b. The current League President will preside over the protest meeting.
  - c. In the event any Protest Committee person is involved in the protest, or his/her team would be affected by the decision, he/she will not participate in the protest resolution but may be present at the meeting.
    - 1. Any member of the public may also attend, to present information on the protested rule infraction, however they must contact their City's President and make their attendance known to the League President prior to the protest meeting.
  - d. The Protest Committee will meet, review the protest and decide if a rule infraction has occurred.

## **23. FLINT HILLS LEAGUE AWARDS**

- A. Grade Group Awards
  - a. Only given to a team with a win percentage of .500 or above.
  - b. 5-6 Team Division --- Medals are given to the 1<sup>st</sup> & 2<sup>nd</sup> place teams.
  - c. 7-or more Team Division --- Medals are given to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams.
  - d. This includes teams which are tied for those places within each division.
  - e. FHL Standings Tie-Breakers are used only to determine tournament seeding.
  - f. Division Medals are presented to the placed teams at the beginning of their Divisional Tournament.
- B. Tournament Awards
  - a. 1<sup>st</sup> Place Team (each player receives a trophy), 2<sup>nd</sup> Place Team (each player receives a silver medal), and 3<sup>rd</sup> Place Team (each player receives a bronze medal).
  - b. Tournament Awards will be given out at the conclusion of the Championship and Consolation games.

## **24. WORLD SERIES TOURNAMENT RULES**

- A. All players must play 50% of their team's regular season games played to be eligible to participate in their divisional world series tournament.
  - a. Documentation of games played may be required from the league to prove tournament eligibility.
  - b. EXCEPTION - medical hardship with a medical release will be considered by the League at the Tournament Seeding Meeting.
- B. If a player has played during the regular season, the coach cannot remove the player from their roster for their world series tournament play.
  - a. The FHL will determine if any action needs to be taken against team's Head Coach.
- C. All teams will turn-in their win-loss records and game scores to their city president after their final regular season game.
  - a. If the team's win-loss record and game scores are not turned in to their city president, by the final regular season game, that team will be seeded last, with a 0-0 team record.
- D. WORLD SERIES SEEDING TIE-BREAKERS
  - a. Divisional World Series Tie-Breakers are only used to determine the world series tournament seeding.
  - b. 1<sup>st</sup> Seeding Tie-Breaker --- Head-to-Head Record
  - c. 2<sup>nd</sup> Seeding Tie Breaker --- Total Runs Allowed for the Regular Season (Regular Season Games Only)
  - d. 3<sup>rd</sup> Seeding Tie-Breaker --- Coin Flip between the involved town presidents at the world series tournament meeting
  - e. If the total amount of league games is different due to unforeseen circumstances (i.e. weather), the teams will be seeded based on their win percentage.
    - 1. For example --- Team A is 12-4 (75% win percentage) and Team B is 11-3 (79% win percentage), Team B would receive the higher tournament seed.
- E. In each world series tournament game the team with the highest seed is the home team
  - a. For Example --- Seed #1 vs Seed # 8 --- Seed #1 is the home team
- F. Once each Divisional World Series Tournament Bracket is completed and voted on at the Tournament Seeding Meeting, no changes will be made to the brackets.
- G. In the event a team is disqualified or removed from their divisional world series tournament, voluntarily or involuntarily, after the divisional world series tournament bracket has been set, the world series tournament bracket will remain intact without change.

## 24. WORLD SERIES TOURNAMENT RULES cont.

### H. WORLD SERIES UMPIRES

- a. All world series umpires shall be neutral.
- b. No one who coaches a team can umpire the divisional world series tournament in which their team is playing.
- c. NO UMPIRES CAN BE A PARENT/GUARDIAN, BROTHER/SISTER, GRANDFATHER/GRANDMOTHER TO ANY PLAYER OR COACH PARTICIPATING IN THE WORLD SERIES TOURNAMENT THEY ARE UMPIRING.
- d. There will be two (2) world series umpires for all games.
  1. The Consolation (3<sup>rd</sup> place game) and the Championship Game, will have three (3) world series umpires.
  2. Exception – Kindergarten and 1<sup>st</sup> & 2<sup>nd</sup> Grade has the option of two (2) world series umpires for the 3<sup>rd</sup> Place and Championship games.

### I. WORLD SERIES GAME TIME LIMITS

- a. All world series tournament games will follow their division's time limit, except for the World Series Championship Game.
- b. The World Series Championship Game will have no time limit.
- c. The World Series Championship Game will follow each division's normal number of innings for the respective game.

### J. WORLD SERIES RUN RULES

- a. Each division's normal Run rules will be in effect for all world series tournament games.

### K. WORLD SERIES GAME SCOREKEEPER

- a. Each host town will provide an official scorekeeper of at least 16 years of age.
- b. Each host towns must provide an official scorekeeper's spot where the official scorekeeper will sit during the world series game.
- c. Each world series team must tell the official scorekeeper when there is a change in their line-up.

### L. WORLD SERIES TOURNAMENT DIRECTORS

- a. All tournament director(s) must attend the World Series Tournament Seeding Meeting scheduled at the conclusion of the regular season.
- b. All tournament director(s) cannot be affiliated with a team in their world series tournament.
- c. Each tournament shall have a tournament director(s) and it will be their obligation to enforce game and sportsmanship rules and take any necessary action if those rules are broken.
- d. The tournament director has the authority to schedule tournaments as they see fit, in accordance with League Rules.
  1. This includes rainout and other unforeseen circumstances beyond their control.

### M. TOURNAMENT PROTEST COMMITTEE

- a. The Tournament Protest Committee is comprised of one league representative per town.
- b. Any league representative whose town is involved in the tournament protest may not vote on the protest decision, but may present information.
- c. This committee has the league's authority to make a protest decision on protests during the League Divisional Tournament games.
- d. Decisions made by this committee are final.

### N. 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> GRADE TOURNAMENT RULES

- a. During the 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade tournament games, those teams will follow the same player substitution rules as the 5<sup>th</sup> & 6<sup>th</sup> Grade Group.
- b. 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade Boys pitchers can pitch 5 innings per tournament game.
- c. 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade Girls pitchers do not have a maximum inning limit during tournament games.

**24. WORLD SERIES TOURNAMENT RULES cont.**

**O. AUTOMATIC OUTS - LESS THAN NINE PLAYERS**

- a. A team MUST start their WS games with seven (7) players.
- b. If a team starts their WS game with less than nine (9) players - automatic outs WILL BE applied in the WS game.
  1. If a team starts with eight (8) players --- the team WILL take one (1) automatic out.
  2. If a team starts with seven (7) players --- the team WILL take two (2) automatic outs.
  3. The team can place their automatic out(s) anywhere in the original batting order.
- c. There are No Exceptions for World Series games.

**P. TOURNAMENT GAME TIE-BREAKER**

- a. A tie-game is a game with a score tied at the end of regulation play and/or time limit.
- b. At the start of each extra inning – the previous 3<sup>rd</sup> out starts as a runner on 3<sup>rd</sup> base, for each team's at-bat.
- c. Extra innings will continue until there is a winner.
- d. Baseball Player Pitch Grade Groups – pitchers continue to pitch in the extra innings, only if they have innings available.
- e. Softball pitchers have an unlimited number of innings to pitch.
- f. 5<sup>th</sup> & 6<sup>th</sup> Grade Girls (Special Tournament Game Tie-Breaker Rule)
  1. The previous 3<sup>rd</sup> out starts at 3<sup>rd</sup> base, for each team's at-bat.
  2. A coach pitcher enters to pitch to their own batters.
  3. The coach pitcher must stay in contact with the pitchers plate.
  4. The player pitcher must position themselves inside the circle around the pitchers plate, until the ball is hit, or unless the batter shows bunt. If the batter shows bunt, the player pitcher can move forward past the circle.
  5. When the coach pitcher is in the game – base runners cannot steal and cannot advance to the next base on a wild pitch or passed ball. The runners can lead off their base on the pitch, when the coach pitcher releases the ball. If the runner leaves their base early, before the coach pitcher releases the ball, the runner is out.
  6. Each batter receives up to 5 pitches for their at-bat. The umpire will call balls and strikes, the batter can strike out looking or by swinging. If the batter does not put the ball into play by pitch #5, the batter is out. The batter cannot walk. If pitch #5 is a foul ball, then the next pitch will be pitch #5.
  7. Current rules apply if a batted ball hits the coach pitcher or if the coach pitcher interferes with the batted ball.