

KIMBERTON YOUTH ATHLETIC LEAGUE
Rules of Play
Baseball – Major Division

I. Governing Rules

All games shall be played according to the OFFICIAL LITTLE LEAGUE BASEBALL RULES, (1.00 through 10.22), with all exceptions noted on the following pages:

II. League Officers

All League Officers are eligible to be managers or coaches on league and tournament teams.

III. Special Rules and Regulations

1. The playing field will conform to Little League and Cal Ripken previously established standards for 50/70 with the exception of fence height.
2. Protective Gear
 - a. Approved Protective Headgear must be worn by all players, during practice and games while at bat and while a base runner.
 - b. Such Protective Headgear must cover the top of the head and have extended ear flaps which cover both ears and properly fit the player wearing the headgear.
 - c. The headgear must be free of cracks and damage.
 - d. All children acting as “batboy/girl” must wear protective headgear, as described herein, at all times while on the field of play and in or around the dugouts.
 - e. Deliberate refusal to wear headgear or deliberate removal of headgear while in the field of play may result in the following:
 - i. A warning on the first offense
 - ii. Being called out on the second offense
 - iii. Ejection from the game on the third offense
 - iv. Deliberateness will be at the discretion of the plate umpire.
 - f. Any player warming up the pitcher, on or off the field of play, or participating in the game or practice as the catcher must wear a approved protective headgear complete with an full integral face mask and throat protector.
 - g. Any player participating in a game or practice as a catcher behind the plate, must wear approved protective chest gear and approved protective shin guards.
 - h. It is strongly encouraged that all boys wear a protective supporter cup during all practices and games. It is mandatory that any player either warming up a pitcher, either on or off the field or play, or participating in a game or practice as a catcher wear such a protective cup.
 - i. Refusal to wear any of the protective catcher equipment, as described herein, will cause the players removal from the practice or game.
3. Shoes
 - a. Metal cleats are not permitted by any player.
4. Regulation Game
 - a. A regulation game shall consist of six (6) innings.
 - b. In order for a game that is called early to meet the requirements for a complete or regulation game, as designated in Baseball Rule 4.10(e), it must go a full 3 ½ innings with the home team having scored more points than the visiting team or four (4) complete innings if the visiting team has scored more points than the home team.

5. Tie Game
 - a. KYAL's interpretation of Baseball Rule 4.10(d) is: In case of a "Tie Game" the results are entered into league records as a "Tie Game" and are so indicated in league standings.
 - b. In order for a game to be declared a "tie game" by the umpire, it must be a regulation game as defined above in C.4.a. and b.
6. No Game
 - a. If a game fails to reach the regulation minimum limit of play as described above in C.4.a. and b., it is not a regulation game and therefore must be replayed as a new game.
 - b. According to Baseball Rule 4.10 (e), the game is declared a "No Game" by the umpire, no statistics are kept.
 - c. Records are intact as it was prior to the start of the "No Game" situation.
 - d. Innings pitched will count towards "weekly" pitching totals.
7. Protesting Games
 - a. No protests shall be permitted on judgment decisions by the umpire.
 - b. All protests will be solved immediately by the disputes and protest committee present at the field during the game in question. Decisions will be made by a majority vote of the committee members present but not involved in the game as a coach. If the vote is split, the Board Members present and not involved in the game as a coach will make a decision by majority vote. If the decision is still split, the initial ruling of the umpire crew will be final and the game will then resume. All decisions made by the Disputes and Protest Committee will be final.
 - c. If the Baseball Commissioner and/or League President are managing in the game in question, they shall not be part of final determination of the protest. However, as with any manager, they are permitted to state their opinion.
8. Re-Entry
 - a. Any of the starting nine (9) players may be withdrawn and re-enter once, providing such player occupies the same batting position in the line-up.
 - b. A substitute who is withdrawn MAY NOT re-enter the game.
 - c. If the starting pitcher is removed from the mound because of a second trip by the manager, he must be moved to another position.
 - d. If a player re-enters illegally as a batter, such illegal re-entry is penalized according to official Little Baseball Rule 6.07; Batting out of order.
9. Substitution
 - a. No player shall be removed from the game during the middle of a defensive half inning for any reasons other than injury or sickness.
 - b. If a team is not fielding the required number of players and cannot do so on a consistent basis, the Baseball Commissioner and League President must be notified.
 - c. A reserve player brought up from the AAA Division for a game shall not, under any circumstances, play more innings than any rostered player. No exception to this unless prior approval has been granted by the Executive Board.
10. Base Coaching
 - a. It is strongly recommended that adult coaches and managers serve as base coaches.
 - b. If a situation arises where a player may have to be used as a base coach, meaning no adult coaches are available, then the temporary player/coach must wear a protective batting helmet as defined in item; 2.b.

- c. Base coaches must be careful not to distract the pitcher, with a special emphasis after the pitcher, catcher, batter and umpire are in their set positions. If concern over a missed instruction/signal is felt, then the MANAGER can call for a time out. If it is felt, by the plate umpire, that the actions of the Manager calling time out caused what would normally be a balk, no pitch should be declared and play resumed.

11. Ten Run Rule

- a. Game will be terminated once completing the fifth (5th) inning if the following criteria are met:
 - i. One team is ahead by ten (10) or more runs.
 - ii. Both teams have had equal times at bat.
 - iii. After four and a half (4 ½) innings, if the home team is ahead.
- b. In an attempt to give all the players' equal playing time in the event that a game is shorted by the Ten Run Rule, the manager has the option of substituting players at the completion of the second (2nd) Inning if one of the teams is ahead by six (6) runs or more. However, if the team behind would post a comeback and the game was not shortened by the Ten Run Rule, than the managers are required to re-enter the original starters in the top of the sixth (6th) inning to assure that they meet the three (3) defensive innings requirement as described in Item 14.
- c. Another option available to the coaches during a game that appears to meet the definition of a Ten Run Rule; is once a player has met the requirement of 3 defensive innings, free substitution may occur. For example; after three full innings the coach may substitute the player removed from the game in the second (2nd) inning, as described in item 11.b. for another starter.

12. Absentee Rule

- a. All managers must make every effort to field a full roster of players for each game. Teams with less than a full roster MUST report why the player or players are not available to the Baseball Commissioner and League President prior to the start of the game.
- b. The absence of a player must be recorded in the official scorebook.
- c. In order for a rostered player who is absent at the start of the game to be eligible to play; said player must physically show-up and check in with the umpire, in a play ready state (full uniform on body) prior to the start of the forth inning. Arrival after one pitch has been thrown which starts the forth inning shall constitute ineligibility to play in that game.

13. Replacement Players

- a. In the event that a player drafted on a major team becomes unable to play, be it for injury, lengthy illness, family relocation or personal reasons, the manager of the affected team must notify the Baseball Commissioner and League President immediately.
- b. The following procedures will be followed:
 - i. Manager will notify the Baseball Commissioner and League President immediately.
 - ii. The Baseball Commissioner or League President will contact the family to discuss the situation.
 - iii. The Baseball Commissioner will gather a list of players that met the major division draft requirements and present that to the manager of the affected team.
 - iv. The manager will select an individual from that list, with one exception, if the team affected is already at their predetermined limit of ten (10) year olds, then a ten (10) year old may not be selected from said list. If only ten (10) year olds are available, then an exception will be made with the approval of the Executive Board.

- v. The Baseball Commissioner or League President will discuss the manager's selection with the selected player's parents to confirm their agreement with the player moving up into the major division. If the parents do not consent, then the selection cycle will start again.
 - vi. The selected player will not be permitted to play for their AAA team while rostered on the major team.
 - vii. The primary concern in this situation is to maximize communication between the Manager, Baseball Commissioner and League President.
 - viii. This procedure describes the minimum level of communication that we'd hope would keep all three people working together.
 - ix. At no time should any additional try-out be conducted.
 - x. At no time should undue pressure be applied to the manager to limit his choice during this selection process.
- c. If the original player becomes available/able to play, then said player will return to his roster spot and the replacement player will return to the team in the AAA division in which they came from. However, if the major manager would like the replacement player to remain with their team for the remainder of the season they may make that request to the Executive Board. If the Executive board approves the request, said player may remain on the team however, any additional games played will not count towards the players total number of games played in majors as referenced in section 13 d. It must be made clear to the parents of said player that they will have to enter the major draft the following season. A major coach may not request to carry a replacement placer for the remainder of the season if carrying the player would put the team's roster over 12 players.
 - d. If the replacement player has finished out the season with the major team and has played in nine or more games (playoffs included) than said player, if age eligible, will be automatically be rostered by that major team in the subsequent year's draft. Finishing out the season means the player was roster on the team throughout the playoffs.

14. Playing time Requirements

- a. All rostered players MUST play a minimum of three (3) complete innings and at least one (1) at bat.
- b. The only exception to item 14.a. is in the event of a game that is terminated due to the ten (10) run rule.
- c. All non-starting players must enter the game at the start of the forth (4th) inning.
- d. If a player does not enter the game at the start of the forth (4th) inning, the following rules will be strictly enforced:
 - i. First offense - Said player MUST play the next entire game.
 - ii. Second offense – Three (3) game suspension of manager.
 - iii. Third offense – Dismissal of manager from league.
 - iv. If committed at the end of the season, the above penalties will carry over to the next season.
- e. A team must field a roster of nine (9) players, by no later than ten (10) minutes after the official game start time or the game is forfeited.

15. Pitching Limitations

- a. A pitcher, regardless of age, may pitch a maximum of six (6) innings per every other game, with the exception of item b. iii. and iv. below.
- b. Additional pitching rules that apply to each team;
 - i. A pitching week is defined as Monday through Sunday.
 - ii. If a pitcher delivers one (1) pitch in an inning that pitcher shall be charged for one (1) inning pitched. Warm-up pitches do not count for the purpose of this rule.
 - iii. As many as three (3) twelve (12) year olds can pitch in a week with two (2) games or more.
 - iv. In a week with three (3) games or more, **all age groups** are limited to a maximum of fifteen (15) innings.
 - v. No more than two (2) twelve year olds can pitch in a one (1) game week.
- c. Games in which an ineligible pitcher has been used, as specified within item 15 are automatically forfeitures. This includes playoffs. The second offense by a manager shall result in a one game suspension. The third offense will again result in a one game suspension along with possible further disciplinary action as determined by the Executive Board.
- d. Innings pitched during games called because of rain will still count for the purposes of the total eligibility and re-pitching qualification. This holds true for uncompleted and completed innings. For example if a pitcher delivers one (1) pitch, then the game is called for rain, the pitcher is charged with one(1) inning pitched.
- e. There is NO re-entry rule for pitching at KYAL. Once a pitcher is removed from the mound, including after a completed half (1/2) of an inning, he cannot re-enter to pitch.

16. Balks

- a. Balks, as defined in above referenced rules of baseball, will be enforced as follows:
 - i. At the start of the season, each pitcher, NOT the team, for their duration on the mound will be given one (1) warning. For example; if pitcher number 1 pitches for three innings, he will be given one warning, subsequent pitchers for that team will each be allowed one (1) warning.
 - ii. Commencing on May 1st, Pitchers will no longer receive warnings. Balks will be called immediately.
 - iii. If a balk warning is given all play stops and “dead ball” is declared. All runners will remain at the base they previously occupied, regardless if a steal was being attempted by the runners on base.
 - iv. The issuance of balks and their associated warnings is KYAL’s attempt at developing a sound foundation for those players wishing to learn the skill of pitching. With this in mind, screaming or excessive “chatter” directed at the umpires will not be tolerated. At the umpire’s discretion, coaches may be ejected, WITHOUT warning for disruptive behavior. Refer to item 24 for further discussions around ejections. Refer to item 16.b. below for a listing of which balks are to be enforced.
 - v. Only the manager may discuss concerns with the umpire, see item 23. If a discussion regarding balks and or their warning is warranted, it is recommended that time out be called and the managers request a conference with the umpires. Said discussions should be keep quiet as to not invoke the players or fans. The number of discussions should be kept to an absolute minimum.

- b. Balks (enforcement criteria) shall be defined as follows:
 - i. Pitcher in set position and does not come to a complete stop.
 - ii. Pitcher while in either the windup or set position removes his hand from the ball.
 - 1. A pitcher who steps on the rubber with the ball in their glove cannot remove the ball from their glove. Pitchers should be taught to step onto the rubber with the ball in their throwing hand.
 - iii. Pitcher, while in contact with the pitcher's plate (rubber), starts then stops his motion to pitch.
 - iv. Pitcher while in contact with the pitcher's plate (rubber) fails to complete his throw to the base intended.
 - v. The pitcher cannot fake a throw to one base and then turn and throw to another, such as commonly done with runners on first and third base. Such a move will constitute a balk.
 - vi. Once a Pitcher has started his/her wind up motion (out of a stretch) and the lead leg/foot crosses the plane of his/her leg of the plant foot or the rubber, they must deliver the pitch to the plate. Throwing to a base is considered a balk.
 - vii. Left handed pitchers attempting a pick-off move to first base and a right handed pitcher attempting a pick-off move to third base, MUST step towards the base they are throwing too.
 - 1. Once the pitcher makes a move to deliver the pitch to home plate, they MUST deliver the pitch to the plate.
 - 2. The pitcher may not throw the ball until his/her lead foot has hit the ground. In other words, a pitcher may not hang their leg in the air and attempt a throw with the leg still in the air.
 - viii. A pitcher can only receive the signs from the catcher while on the rubber.
 - 1. The pitcher is not permitted to receive signs directly from any member of the coaching staff in the dugout, this includes the score keeper.
 - a. If a coaching staff utilizes signs;
 - i. The intent is the catcher will receive the sign from the coaches and relay said sign to the pitcher.
 - 2. The pitcher is not permitted to receive signs from anyone in the stands.
 - 3. The pitcher MUST be in contact with the pitching rubber when receiving the signs.
 - ix. The Executive Board reserves the right to make revisions to the Balk rule.

17. Base Running

- a. Leading off the base is permitted.
- b. Use of approved protective headgear while on base is a requirement. Refer to C.2. above.
- c. In order to prevent injuries and protect the defensive player attempting to make a play on a base runner, contact with the defensive player must be avoided by sliding and/or veering off to one side. If a base runner does not slide or make a valid effort to avoid contact with the defensive player, then the base runner will be called out immediately.
- d. Contact is defined as; if the base runner remains on their feet and makes, any type of contact with the defensive player holding the ball or while in the process of getting the ball, to apply a tag.
- e. If contact is made, the umpire must warn both benches and make a determination as to the intent and severity of the contact. If in the judgment of the umpire, the act is determined to be flagrant, the base runner will be called out and ejected from the game immediately. If the act is determined to be at the instruction of the manager or coach, the manager and/or coach will be ejected

from the game immediately. Such an occurrence must be brought to the attention of the Executive Board of KYAL. The Executive Board will determine further suspension or removal from the league.

- f. Sliding head first into a base, including home plate, is not permitted. Any player attempting to do so will be call out immediately.
 - i. Returning to a base head first is permissible.

18. Bunting

- a. A player that squares to bunt or otherwise indicates an attempt to bunt, has the following two options:
 - i. Bunt or attempt to bunt the offered pitch.
 - ii. Pull the bat back and take the pitch.
- b. Any player that squares to bunt or otherwise indicates an attempt to bunt, pulls back and swings at the pitch, regardless if contact with the ball is made, will be ruled out and the play will be called dead. No runners may advance.

19. Game Curfew

- a. During the school year, no new innings will be started after 10:00 pm or two (2) hours after the start of the game. This cannot be waived if any of the local schools are in session. If schools are not in session then curfew can be waived with Board approval.
- b. The curfew does not apply to Friday and Saturday nights.

20. Visits to the Mound

- a. Any visit to the playing surface by any member of the coaching staff, including the scorekeeper, constitutes a charged visit. Appearance for injury does not constitute a charged visit.
- b. A second trip to the mound in the same inning mandates removal of the pitcher from the mound.

21. Equipment

- a. Throwing of equipment is extremely dangerous and damaging to the equipment and will not be tolerated. The throwing of equipment will be a judgment call by the umpire. Penalties will be:
 - i. Throwing the bat while at bat
 - 1. First offense – Batter will be given a warning.
 - 2. Second offense – Batter will be called out. Dead ball rule applies, (rule 5.09D).
 - ii. Throwing of Batting Helmet or equipment
 - 1. First offense - Batter will be given a warning.
 - 2. Second offense – Batter will be called out and the manager may remove the player from the game without penalty.
 - 3. Third offense – Automatic ejection. NO EXCEPTION.
- b. Any equipment thrown by other players, coaches or managers in any area may result in immediate ejection.

22. Discussions with Umpire

- a. Any person other than the manager who argues with the umpire can be ejected immediately from the game by the umpire.

23. Ejections

- a. Any ejection of a manager, coach or any member of the coaching staff constitutes an automatic one game suspension.
- b. All suspensions and ejections are off the KYAL grounds.
- c. The Executive Board will review all such suspensions and can assess additional time.

24. Team Coaching Staff Make-up

- a. The staff can include manager, assistant manager, coach and scorekeeper. The scorekeeper can be sixteen (16) years of age, all others must be eighteen (18) years of age or older.
- b. The league recognizes that many of our returning players that play baseball at a higher level may be interested in helping with the coaching duties. Approval of an individual under the age of sixteen must be approved by the Baseball Commissioner and the League President.
- c. KYAL fully supports the utilization of High School juniors as student coaches to as a means for the student/coach to meet senior project requirements.
- d. All coaches must complete a "Safe Kids" Disclosure Statement prior to the start of the season, turn in their concussion certification, and be cleared by the Background Check Committee.

25. Umpiring

- a. Managers will be scheduled to umpire games. A comprehensive umpiring schedule will be distributed prior to the start of the season. Failure to umpire an assigned game will result in an automatic one game suspension.
- b. If a manager is unable to make a scheduled umpiring duty, it is their responsibility to either work out arrangements with another major division manager or find an approved substitute. It is not the responsibility of the Baseball Commissioner or the League President to work out individual umpiring schedules.
- c. All substitute umpires, meaning umpires other than the major division managers or coaches, must be pre-approved by either the Baseball Commissioner or League President.

26. Uniforms

- a. All uniforms will be collected after the last game. Failure to attempt to collect uniforms may result in a suspension.

27. Scorekeeping

- a. The home team is responsible to keep the official league scorebook.
- b. The official scorebook must be turned into the Baseball Commissioner or League President immediately following the end of the game. Great care will be taken to properly identify innings pitched by all pitchers.
- c. Failure or refusal of a team to keep the official scorebook will result in an automatic one game suspension of the manager.

IV. Divisional Set-up

- a. For a season with (7) seven or less major division teams:
 - i. All teams will be in one (1) division.
 - ii. In the regular season, teams will play each other twice.
- b. For a season with eight (8) major division teams:
 - i. Teams will be divided equally into two (2) divisions, the National Division and the American Division.
 - ii. The teams comprising each division will be determined based on the previous seasons' results.
 1. The National Division will be made up of the 1st, 3rd, 5th and 7th ranked or seeded teams.
 2. The American Division will be made up of the 2nd, 4th, 6th and 8th (new team if first season for 8 teams) ranked or seeded teams.
 - iii. In the regular season each team will play the teams in their respective division two (2) times and each of the teams in the other division one (1) time for a total of ten (10) games.

V. Playoff Format

1. All teams will enter the playoffs.
2. For a season with eight (8) major division teams:
 - a. Determination of the Regular Season Champion (preserving a KYAL tradition)
 - i. The two divisional winners, teams with the best overall records from total league play (games in and out of division), will play each other in a single game with the winner being named "Regular Season Champions".
 - b. The first two rounds of the playoffs will be single elimination followed by a double elimination tournament for the final 4.
 - c. The first round will be the 3rd seed in each division playing host to the 4th seed in the opposite division in a single elimination game.
 - i. 3rd seed in the National League Division will play the 4th seed in the American Division and the 3rd Seed in the American Division will play the 4th seed in the National Division.
 - d. The second round will be the 2nd seed in each division hosting the winners of the first round. The 2nd seed will play the winner of the game between the 3rd place team in the opposite division vs. the 4th place team in their own division. This round will also be single elimination.
 - e. The 3rd round will start the double elimination tournament. The 1st seed in each division will play one of the two remaining teams. The regular season champion will select which remaining lower seed they will face in the 3rd round and the other 1 seed will play the remaining team. This will start a standard 4 team double elimination bracket.
3. For a season with seven (7) or less teams:
 - a. The playoffs will be a double elimination format.
 - b. Seeding will be determined by the regular season standings
 - c. The higher seeded team will be the home team
 - d. The Executive Board reserves the right to revise the playoff format if the scheduling of the standard format, as described above, cannot be met due to timing issues. The decision to revise the format must be made prior to the end of the regular season games.
4. Playoff Pitching Rules
 - a. The regular season pitching rules will apply with the following additions/exceptions:
 - i. A week will be defined as any 3 consecutive games.
 - ii. No player may pitch more than 12 innings in any 7 day time period during the playoffs. (Example: Innings pitched on a Wednesday are not removed from a player's innings until the following Wednesday)
5. Tie Break Scenarios
 - a. In the case of a two-way or multiple team tie, the following tiebreakers will be used
 - i. The team with the best head to head record will hold the higher position. In the case of a 3 or more way tie with regular season record, and head to head among the 3 teams cannot determine placing then the following tiebreakers will be used. Once a tie has been broken return to Head to Head to break the next tie in the case of a multi team tie.
 - ii. Fewest runs allowed during the regular season
 - iii. The team that has given up the least number of runs in any single game.
 1. EXAMPLE:
Team A gave up: 0, 1, 2, 4, 5 runs
Team B gave up: 0, 1, 1, 5, 5 runs
Team B would win the tiebreaker as their 3rd fewest runs given up in a game is less than Team A's 3rd fewest runs given up.

- iv. Run differential during the regular season with each game's maximum run differential being 10 runs.
- v. Coin Flip

VI. Tournament Team Rules

1. All tournament teams may go to a maximum of three (3) travel tournaments, excluding Cal Ripken Tournaments, (i.e. Districts, States, Regionals, World Series, The Keystone Cup and The Tri-State Cup) and tournaments hosted by KYAL. If there are no Cal Ripken Tournaments and no KYAL hosted tournament for a specific age group, then three (3) tournaments may be attended. The Board reverses the right to waive the (3) three tournament maximum limit.
 - a. Tournaments each team may attend are determined by a committee and approved by the executive board. Managers are not permitted to sign their teams up for tournaments on their own and ask for reimbursement.
2. Tournament teams will consist of a maximum of twelve (12) players. With the approval of the Executive Board, additional players maybe added by the approved manager.
3. Tournament Team managers will be nominated and voted on by the general membership.
 - a. Twelve (12), eleven (11) and ten (10) year old managers can be managed by a major division manager, coach or assistant coach.
 - b. Managers and coaches from other divisions, other than the major division, must have Board approval to run for the position of tournament team manager.
 - c. The elected tournament team manager will have the responsibility of selecting their coaches and assistant coaches. All coaches and assistant coaches must be approved by the Board.
4. To be eligible for nomination said manager and coaches must be in good standing with both the Pennsylvania State and District Cal Ripken Representatives and must have the approval of the KYAL Board of Directors.
5. Per Cal Ripken rules, coaches and assistant coaches for tournament teams must be officially rostered for that particular year.
6. Tournament team players will be voted on by the major division managers. If there are an even number of teams the executive board will grant another coach or board member a vote. Managers will nominate players and vote for the top 12 players. Managers may vote for players on their own team. The Executive Board will count the votes. The 12 players with the most votes for each age group will be submitted to each age groups Oversight Committee for approval. If there is a tie, the oversight committee will be responsible for breaking the tie.
 - a. Each age group will have its own oversight committee.
 - b. The Oversight Committee will be comprised of the League President, the Boy's Commissioner, and 3 other members selected by the Executive Board before the Major Division Draft.
 - i. Members of the committee must be a rostered coach within the Major Boy's Division unless otherwise approved by both the League President and Boy's Commissioner and voted in by the Executive Board.
 - ii. Members must have tournament team coaching experience at KYAL unless otherwise approved by both the League President and Boy's Commissioner and voted in by the Executive Board.
 - iii. Members may not have a child eligible for the age group in which they are serving as a member of an oversight committee unless otherwise approved by both the League President and Boy's Commissioner and voted in by the Executive Board.
 - c. Any player receiving **more than 75%** of the major managers' votes will automatically make the tournament team unless more than 12 players receive

over 75% of the votes in which case only those that were unanimous will automatically make the tournament team.

- d. The oversight committee will review the list of players selected that did not receive 75% of the major managers' votes. In order to make a change to the major managers' selection, **more than 70%** of the oversight committee must agree on the change.
7. **All major division managers MUST understand the availability of the** players they intent to nominate for a tournament team. Availability is defined, in this case, as commitment to team for practices and games, family vacations, etc. Availability should be discussed at the time of nomination and voting.
8. Tournament team players for the ten (10), eleven (11) and twelve (12) year old teams must play in the major division. AAA division players may only be used when other major division players are not available.
9. To be eligible for nomination for a tournament team, a player must have played a minimum of six games in the major division during the current season.
10. Players are only eligible to participate on the team associated with their respective age group. For example: ten (10) year old players are only eligible for the ten (10) year old tournament team, same for eleven's (11) and twelve's (12). Players will not be permitted to move up to the next age group.
11. All uniforms worn by tournament teams will be identical for Cal Ripken sanctioned tournaments, unless prior approval is given by the President and/or Baseball commissioner. For example, the uniforms worn by the ten (10) year old team will be identical to those worn by the twelve (12) year old team, same for the eleven (11) year old team. This includes hats.
12. There will be a fee to play on our tournament teams. In addition cost for individualized tournament team uniforms will be the responsibility of the individual players.
13. Coaching Staff Ejection:
 - a. If a member of the coaching staff (including the score keeper) for any reason is ejected from a tournament game, they are not eligible to be part of the coaching staff for the next game.
 - b. If for any reason they fail to meet this rule, they are not eligible to be part of the coaching staff for the next two (2) games.
 - c. If the ejection occurs during the last game of the tournament season, then the member of the coaching staff must come in front of the Executive Board for a hearing to determine if the individual will be permitted to be part of a tournament teams' coaching staff in the future (next) season.
 - d. All ejections MUST be reported to the League President and the Baseball Commissioner immediately (within 2 hours of the completion of the game).

These rules were revised and approved by the Executive Board of KYAL on 12/19/00. Revisions were approved as indicated below.

Mark McCullough

Mark McCullough
KYAL Baseball Commissioner

19 December 2000

Date

Revised – 12/18/05

Revised – 4/27/06

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