



Kennedy Little League (KLL) General Rules

Rev: 4-21-2025

Safety First:

- Safety of the players, coaches, umpires and spectators is paramount. Coaches have the responsibility to stop any unsafe act immediately. Be especially vigilant for children and players around the batter.

**Rules are enforced according to KLL and the
Little League Official Regulations and Playing Rules booklet.**

Rules:

- Managers/Coaches are responsible for:
 - Demonstrate good sportsmanship, respect for an umpire's call and teach the players the joy of baseball.
 - Supporting and the protection of all youth players and umpires.
 - Rotating your players throughout the year
 - No harass, stall games, and intimidate an umpire allowed.
 - Not to protest as it is prohibitive.
 - Keeping the parents under control.
 - Encouraged to visit: <http://www.littleleague.org> for rules or refer to the LL rule booklet.
 - Making sure the players are using the correct and legal bats (not a responsibility of the Umpire).

Bat Rules

<https://www.littleleague.org/playing-rules/bat-rules/>

Updated as of February 15, 2018

Rule 1.10 – Baseball

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the **USA Baseball logo** signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted

Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions. Additional information is available at LittleLeague.org/batinfo.

- **Tee Ball:**

Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017.

NOTE: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

- **Minor/Major Divisions:**

It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

- **Intermediate (50-70) Division and Junior League:**

It shall not be more than 34" inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

- Home team occupies third (3rd) base dugout.
- Ten (10) Run Rule ends the game review - Rule 4.10(e) STARTING AND ENDING THE GAME.
 - Ten (10) Run rule: If, after four (4) innings (3 $\frac{1}{2}$ if home team leads) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- Batboys and/or batgirls are not permitted. Regulation III (b)
- One adult in dugout at all times during game. Regulation XVI (d)
- Adults/Coaches may not warm-up any pitcher at any time. Regulation XIV (f) & Rule 3.09
- The on-deck position is not permitted in LL (Major) Division and below. Rule 1.08 NOTE 1

- (Major) Division and below: NO on deck batters are allowed to take practice swings on the field, in the bull pen, in the dugout or outside the dugout. Only the "leadoff" batter of each inning maybe outside the dug out while warm up pitchers are being thrown. Rule 1.08 NOTE 2
- The traditional batting donut is not permissible – sleeves OK. Rule 1.10 NOTE 2
- Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by pitcher, must be covered by an undershirt. NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter. Rule 1.11 (a)(3)
- Players must not wear jewelry. Exception: Jewelry that alerts medical personnel to a specific condition is permissible. Rule 1.11 (j)
- Catchers must wear shin guards, protective cups, chest protector, helmet with mask and "dangling" throat protector. Rule 1.17 & 1.17 A.R
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Rule 6.02 (c)

Exceptions:

- On a swing, slap, or check swing.
- When forced out of the box by a pitch.
- When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
- When the catcher does not catch the pitched ball.
- When a play has been attempted.
- When time has been called.
- BASEBALL: When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box. SOFTBALL: When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box.
- On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

- If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
- **Batter becomes a runner** - Minor/Major Division: Prior to a pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire. Rule 6.08 (a)(2)
 - NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.
 - NOTE 2: The ball is dead and no other runners may advance unless forced by the batter's award. Four (4) pitches will be added to the pitch count.
- Sliding – **Any runner is out when** the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; or There is no "must slide rule." Rule 7.08 (a)(3) & 7.08 (a)(3) A.R.
 - Little League Majors and below only: if the runner slides head-first while advancing. Rule 7.08 (a)(4) states the runner is out, and the ball remains live. Runners may dive head-first when returning to a base.

- Excessive contact with trying to intentionally knock the ball out of a player glove/hand will lead to an out and automatic ejection.
- Throwing the bat a warning will be given an automatic out there after.
- Safety batting helmets must be worn by each batter.
- Free Substitution is allowed. A courtesy runner for the catcher is required with 2 outs. It is recommended with 1 out. The runner is the player making the last out.
- Pickup players are acceptable as long as they are KLL players that are in the same league or younger and **not** a travel ball or all-star player. All your team player will play entire game. The pickup players must play the outfield and bat at the bottom of the order.
- There will be no scorekeeping and no standings until seeding and playoffs. Teams shall keep a scorebook for the purpose of the batting order and keeping track of runs during an inning.
- At the end of the game both teams will line up at home plate and shake the opposing teams hand in recognition of a good game.
- Due to inclement weather KLL will make the decision if there will be any games played. If there is any lightning strikes or inclement weather during game time, the Game Day Manager and Umpires will make a decision on a field by field basis. Game Day Manager will have final decision. If play does not continue all games scheduled for the night will be postponed/cancelled. The league will let teams know if and when games are to be rescheduled.

KLL Umpires during evening games - until May 31st:

KLL prides itself on cultivating young umpires, although WI State Labor Law prohibits those under the age of sixteen (16) to work pass 7:00 PM CST after Labor Day through **May 31st**. Therefore if you have a night game with a younger umpire(s) a coach(s) can fulfill the umpire role and responsibilities. Thank you for your cooperation and understanding.