

Kalama Little League

Bylaws and Local Rules
League ID Number: 91-1569112
Approved: 10/14/2025

TABLE OF CONTENTS

OVERVIEW.....	
2	
SAFETY	
2	
PARTICIPANT CONDUCT.....	
3	
UNIFORMS & EQUIPMENT.....	
4	
GAME	
PRELIMINARIES.....	4
GAME PLAY.....	
5	
SCOREKEEPING AND PITCHING RECORDS	
8	
SPECIAL RULES BY DIVISION.....	8
ALL-STAR BASEBALL AND SOFTBALL Guidelines.....	10

KALAMA LITTLE LEAGUE BYLAWS AND LOCAL RULES

Approved: October 9th, 2024

OVERVIEW

All KALAMA LITTLE LEAGUE (hereinafter referred to as “KLL”) baseball and softball games shall be played strictly by the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL® and LITTLE LEAGUE SOFTBALL®, as established for the current playing year. The priority of rules and regulations for this League shall be as follows:

1. Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL® and LITTLE LEAGUE SOFTBALL®
2. Operating Manual for LITTLE LEAGUE BASEBALL® and LITTLE LEAGUE SOFTBALL®
3. Washington District #6 District Policies as authorized and issued by the District Administrator
4. KLL Local Rules and Policies

No rule or policy may be adopted within KLL that is or may be in direct conflict with any rule, regulation or policy contained in publications of a higher priority as listed above.

SAFETY

1. Medical

- a. Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
- b. During the game/practice, teams must have at least one representative present who has completed the League’s mandatory safety courses.
- c. Managers, Coaches, Umpires and League Officials should have some training in first aid. First-aid kits should be made available and stocked at all times.
- d. When a player misses more than seven (7) continuous days of participation for an illness, injury, or sustains a suspected concussion or head injury, a physician or other accredited medical provider must give written permission for a return to full baseball/softball activity. Such written permission must be given to the League President, Commissioner of Baseball/Softball or Player Agent before the player can resume participation.

2. Protective Equipment

- a. Equipment should be inspected regularly, especially for cracked or damaged helmets.
- b. Batters must wear approved helmets during batting practice as well as during games.
- c. Athletic protection – All male players must wear a protective cup.

d. The catcher must wear a long or short chest protector, shin guards, protective cup (baseball) and a catcher's helmet and mask with dangling throat guard.

3. Pitchers/Catchers

a. Unless otherwise noted, pitching shall be conducted in accordance with the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL and LITTLE LEAGUE SOFTBALL. There is no limit to the number of pitchers a team may use in a game.

a. Representatives from teams scheduled for practice or game play shall inspect the entire playing field to ensure it is free of debris and hazards that could reasonably lead to player or volunteer injury. If either manager or the game coordinator cannot conclude that the field is safe for play, the field shall not be used and the practice or game shall be canceled.

b. Rainouts- Players, scheduling coordinator, umpire, and concessions need to be notified at least 2 hours prior to game time if a rainout occurs. Managers from both teams will determine if the field is safe to play. Rescheduled games need to be approved by the scheduling coordinator. The scheduling coordinator will not automatically reschedule games. Both coaches need to contact the scheduler in order to reschedule games.

PARTICIPANT CONDUCT

1. The use of abusive or profane language by anyone is prohibited.

2. Any use of alcohol, drugs or tobacco on the playing field or in the dugouts is prohibited.

Drinking of alcoholic beverages will not be allowed among spectators within the vicinity of any game at any division of LITTLE LEAGUE BASEBALL and LITTLE LEAGUE SOFTBALL.

3. Game protest policy (see playing Rule 4.19). Any protest must be submitted by the manager first to the umpire on the field of play, if not resolved, noted in the official scorebook and play on. Then after the game, the protesting manager shall report in writing to the local league president within 24 hours. The umpire in chief of the game shall also submit a report with 24 hours to the local league president, District Administrator, and the District UIC. The league president shall then notify the interleague board for resolution. Ejections shall be reported within 24 hours by the umpire who executed the ejection or the umpire in chief of the game to the local league president of the offending player, coach, or manager. Copies will be sent to the district administrator and district UIC as well. This is mandatory so that the penalty of an additional game suspension will be enforced on the offending person.

4. Ejection Rule

a. KLL will absolutely not tolerate uncontrolled or unsportsmanlike conduct from managers, coaches, players or spectators.

b. If the umpire ejects a player, manager, or coach from a game, he/she shall leave the field and baseball facility immediately and take no further part in the game. He/she may not be recalled. Any manager, coach or player ejected from a game is suspended for his/her team's next physically played game. A second ejection in one season shall mean termination of participation in all KLL activities.

b. If a parent or spectator is ejected from a ball game for whatever reason, he/she shall leave the baseball facility immediately and take no further part in the game.

Failure to

3

leave will result in the umpire suspending play until such time as the ejected party complies. If necessary, in the umpire's judgment, the game may be suspended for the day and resumed at a later date without the ejected party present. A game date/time will be worked in accordance with the League reschedule policy and will resume at the precise point at which it was suspended with all records; including pitching and hitting, counted. Any parent or spectator ejected twice in one season will not be allowed to attend any KLL activities for the remainder of the season.

c. Any and all appeals shall be made to and heard by the KLL Board of Directors and the Board's decision shall be final.

5. The League President may protect the best interest of the players and/or League by taking immediate disciplinary action up to suspension until such time as a full hearing, against any manager, coach, player or spectator determined to be not conducting themselves in a manner consistent with League rules, spirit of the rules or other obligations of their position within the League.

UNIFORMS & EQUIPMENT

1. Players on the field must be in full uniform to include cap, uniform jersey, and uniform pants. Shirts must be tucked in the pants and the shirt, pants and socks must match and fit properly.
2. Players must not wear watches, rings, pins, jewelry, or other metallic items. Exception: items displaying medical alert information.
3. Shoes with metal spikes are not permitted in Majors or below.
4. Bats, balls, and equipment used in any scheduled practice or game must comply with size, weight and performance specifications set forth by LITTLE LEAGUE Rules.
5. Misuse of equipment by anyone will not be tolerated.

GAME PRELIMINARIES

1. Umpires/Game Coordinator

- a. All teams in the Minors/Majors/Juniors and intermediate division are required to have a minimum of one volunteer umpire.
 - i. Adult volunteer umpires must be approved KLL volunteers.
 - ii. Umpire training and equipment will be provided by KLL.
 - iii. The League will assign umpires for Minors, Majors, Juniors, and Intermediate

Divisions

- iv. If no volunteers are available both teams will supply an adult umpire.
 - v. The home plate umpire and field umpire will be determined by the umpires.
- b. Majors Games
- i. The League will assign umpires for Majors games.
 - ii. The home plate umpire and field umpire will be determined by the umpires.
- c. If no adult umpire is available for a game, and junior umpires are used exclusively for that game, the home team must provide an adult to serve as Game Coordinator – it is

suggested this be the adult who is the official scorekeeper. The Game Coordinator cannot be a coach or manager involved in the game. The Game Coordinator is not an umpire. The duties of the Game Coordinator, as detailed in LITTLE LEAGUE Rule 9.03(d), include being the sole determiner of when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The Game Coordinator does not have the authority to make any calls on the field or overrule or change calls made by umpires. The Game Coordinator does have the authority to eject coaches, players, and spectators.

d. The plate umpire may stand behind home plate or behind the pitcher, whichever he/she chooses.

2. Home Team Responsibilities

a. Occupy the third (3rd) base dugout.

b. Prepare the field - including raking/leveling and chalk lines.

c. Provide official scorekeeper and pitch counter for game - check at end of each inning.

d. Name an adult as Game Coordinator when no adult umpire is present who fulfills the duties outlined in LITTLE LEAGUE Rule 9.03(d).

e. Provide the umpire with at least two (2) balls suitable to the umpire for play. Provide additional balls as required.

3. Pre-Game Practice

a. Batting Practice

i. Teams can hit Wiffle®, Pickle-ball® or Total Control Ball® (heavy balls) on their respective side of the infield or outfield. Pop up nets or sock nets may be used in the outfield only or beyond the fence at Haydu or Cloverdale Field.

b. The visiting team shall have infield practice for ten (10) minutes starting thirty (30) minutes before game time. The home team shall have infield practice for ten (10) minutes immediately following the visiting team. If normal infield practice time is shortened due to previous game running long, the teams shall equally split whatever time is available. Infield practice is not taken if time is not available.

4. Pre-Game Meeting

a. The pre-game meeting between managers, game coordinator, and umpires shall take place ten (10) minutes before game time:

b. Each team shall provide each other and the official scorekeeper a copy of the starting line-up at this time, and a line-up card shall also be given to the home plate umpire, if requested.

c. The home plate umpire shall give the managers the pre-game instructions and review any and all ground rules particular to that field.

5. Players from both teams shall occupy their respective dugouts in the five (5) minutes prior to game time.

GAME TIME

a. This rule applies to the Tee Ball Division. No new inning will be started after 1 hour from the scheduled start time of the game, or after 3 complete innings. The game will terminate at 1 hour and 30 minutes after scheduled start time of the game.

5

b. This rule applies to the Pee Wee (coach pitch and player pitch divisions). No new inning will be started after 1 hour and 15 minutes from the scheduled start time of the game, or after 4 complete innings. The game will terminate at 1 hour and 30 minutes after scheduled start time of the game.

c. This rule applies to the Minor division. No new inning will be started after 2 hours from the scheduled start time of the game. There is a hard stop at 9:00 pm.

d. This rule applies to the Major division. No new inning will be started after 2 hours from the scheduled start time of the game. There is a hard stop time at 9:00 pm Sunday thru Thursday and 10:00 pm Friday and Saturday.

e. This rule applies to the Intermediate, Junior, Senior divisions. No new inning will be started after 2 hours 30 minutes from the scheduled start time of the game. If there is no game following this rule that does not apply, there is a hard stop at 9:00PM Su. - Thur. NOTE: If the game does not start within 15 minutes of the scheduled game time, either manager may ask for a reschedule.

f. This applies to all divisions of all levels of SB &BB. Some leagues (usually the home team) have hard stop times applied (either daylight or park closing times) to all games regardless of whether the game is legal or not. Interleague time limits apply to all games and only stop when that game bumps up to the local stopping point.

GAME PLAY

1. Start of Game

a. All games shall start at the scheduled time except for changes approved by the League President or Scheduler of Baseball/Softball.

2. Managers and Coaches – Approved by the Board

a. Teams may elect to use two (2) adult base coaches, one (1) at first base and one (1) at third base. An adult coach is only permitted to occupy the first and/or third base coach's box if there is at least one (1) adult manager or coach in the dugout. b. No more than one (1) manager and two (2) coaches shall be allowed in the dugout. No other non-player shall be allowed in the dugout.

i. Exception: Coach Pitch and T-Ball teams may have one (1) manager and three (3) coaches in the dugout.

c. The manager and coaches shall remain with the players at all times to supervise and direct player activity. Parents or other children are not allowed to mingle around the dugout and talk to the players or offer them food or drink.

d. Managers, coaches, and players must remain in the dugout when not on the field playing or as a base coach during the game and may not leave without the permission of the umpire.

3. Time Outs

a. Unless otherwise noted, time-outs must be taken in accordance with the LITTLE LEAGUE Rule 8.06.

4. Minimum Playing Time

6

a. All players shall play in each game for a minimum of three (3) full defensive innings. Substitutions shall be made no later than the bottom of the third (3rd) inning for the visiting team and top of the fourth (4th) inning for the home team.

b. In Minor League divisions and below, if a half-inning ends because of the five (5)-run limit, and a player on defense has played for the entire half-inning, that player will be considered to have participated in a full defensive inning. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively. c. Any game shortened by darkness, weather or mercy rule is not an excuse to not satisfy the minimum playing time rule.

d. When a violation of the minimum playing time rule occurs the offended player(s) shall start the next scheduled game, play any previous requirement not completed as well as the requirement for this game prior to being removed.

e. The manager shall for the:

i. First (1st) Offense – receive a written warning

ii. Second (2nd) Offense – a suspension for the next scheduled game

iii. Third (3rd) Offense – a suspension for the remainder of the season

f. If violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked.

g. See Division rules for additional minimum playing time rules.

5. Batting Order

a. A continuous batting order shall be used which includes all players on the roster present for the game. Players arriving after submissions of the line-ups to the umpire shall be placed in the order after the last player named in the batting order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the order without penalty. If the injured, ill or absent player returns they will be reinserted into their original spot in the batting order and the game continues.

6. Player Substitutions

a. A courtesy runner is allowed for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

7. Stealing Signs

a. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s) and/or coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

8. 15/10/8-Run Mercy Rule (Majors, Juniors, Intermediate 50/70)

a. A manager of a team with the least runs shall concede victory to the other team if:

i. The leading team is up fifteen (15) runs or more after three (3) innings (2-1/2 innings if the home team is ahead);

7

ii. The leading team is up ten (10) runs or more after four (4) innings (3-1/2 innings if the home team is ahead);

iii. The leading team is up eight (8) runs or more after five (5) innings (4-1/2 innings if the home team is ahead).

9. Postponed or Suspended Games

a. Regular season and pool play games in Majors, Juniors and Intermediate divisions are required to be made up or resumed if less than twelve (12) games will be played. Division Vice Presidents will monitor games played to ensure that the twelve (12) game minimum is achieved. Exceptions must be approved by Division Vice President as "unreasonable circumstances".

b. Managers may reschedule a game through the League field scheduler. The League Umpire-in-Chief and Concessions must also be notified of the new date. 10.

Protesting Game

a. Unless otherwise noted, protesting a game must be done in accordance with the LITTLE LEAGUE Rule 4.19.

b. The League has not adopted the local rule option in LITTLE LEAGUE Rule 4.19(g) that requires Minor League division and below game protests be resolved before the next pitch or play.

SCOREKEEPING AND PITCHING RECORDS

1. The home team shall provide the official scorekeeper.

2. The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game. The scorekeeper for each team is responsible for recording the pitch count.

3. Managers and scorekeepers shall periodically reconcile their respective pitch counts to ensure both are in agreement. If there is a disagreement, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.

4. The scorebooks of all teams shall be subject to inspection by the League and its representatives

.b. All players must receive an opportunity to pitch in at least one (1) game and pitch to a minimum of five (5)

SPECIAL RULES BY DIVISION

T-Ball

PURPOSE: Tee ball programs are for players 4-7 years old who want to learn the fundamentals of hitting and fielding. In Tee Ball, players hit a ball off a batting tee. The primary goals of Tee Ball are to have fun, to instruct children in the fundamentals of baseball & softball and to allow them to experience the value of teamwork. A. No umpires will be used in Tee Ball

B. Extra players are to be placed in the outfield.

C. Coaches/Managers are permitted on the field for the purpose of instruction

only. No more than three coaches or managers are allowed on the field at one time (one at the plate and two in the field).

D. No manager or coach shall hand a ball to a player while it is in play.

8

E. All runners can only advance a maximum of 1 base on an overthrow or passed ball

F. Both teams will bat through the line up each inning. Batting order is to remain the same through the duration of the game.

G. No 5-run rule

H. No 10-run rule

I. Play only 3 innings

J. After 3 outs clear the bases continue batting until the side has batted. Clearing the bases after every 3 outs.

PeeWee (aka Coach Pitch/Player Pitch)

PURPOSE: PeeWee is the next step up from the Tee ball division however are not quite ready for the Minor division. This is the division where they begin to work on their skills as infielders, pitchers, catchers and outfielders. Remember, each position plays a key role in the game, and it is important that each child has the opportunity to play each position during the regular season of play.

A. Ball used will be a level 5 safety ball.

B. Umpires are not allowed for PeeWee games. The Honor System will be used to call balls/strikes, safes/outs & fair/fouls by coaches.

C. Games may be started and continued with 7 players but not less than 7. D. No more than 10 players on defense allowed, if the 10th player is used, they will play in the outfield only and the team is required to maintain 4 outfielders.

D. Only one coach/manager is allowed in the outfield. This will be for instructional purposes only. At no time should a coach/manager touch a ball that is in play. E. Maximum of 5 runs per inning, per team, including the last inning. 15/10 run rule in effect additionally. No unlimited innings will be allowed. Game time limit is still in effect.

F. Season will start with 2 divisions, 1) coach/machine pitch & 2) player pitch. On the 2nd Monday in May the coach/machine division may switch to player pitch from the remainder of the season.

G. Coach/Machine pitch division will not merge with the player pitch division after the 2nd Monday in May or at any time.

H. Base runners cannot run unless the ball is put in play by the batter (NO STEALING ALLOWED). J. Base runners are not allowed to run on an overthrow or passed ball.

For clarification, A passed ball is defined as a ball that gets past/behind the catcher and not past a fielder stationed in the field of play (fair territory) that is an overthrow.

I. No more than 7 pitches or 3 strikes per batter. The pitcher will throw a maximum of 4 pitches per batter with the coach pitcher to throw the remaining 3 pitches. The batter keeps the count as pitched by the player when the adult assumes the pitching role. At any time during the at-bat, if the batter reaches 3 strikes the batter is out and receives no more pitches. Batter is out after seven

pitches, UNLESS the seventh pitch is a foul ball. Batter may continue the at bat until he or she puts the ball in play or strikes out. A NO swing is a strike.

9

J. Batters will be awarded first base if hit by pitch. If a pitcher hits 3 batters during the course of the game, they will be replaced as a pitcher on the third infraction.

K. Both SB and BB – When the pitcher is in possession of the ball and is either in the pitching circle (SB) or on the pitching mound (BB), all play will end.

L. All inning count (SB) or pitch count (BB) applies, and rest periods must be observed as listed in the rule book.

Minor Softball & Baseball

A. Continuous batting per Rule 4.04 will be used.

B. There is a maximum of 5 runs per inning, per team. 15/10/8 run rule applies additionally. If a game reaches the 6th inning, then the 6th inning may be played as an unlimited runs inning. Gametime limit(s) are still in effect.

C. Any batter not able to complete their turn at bat is removed from the batter's box and the next batter is allowed to enter the batter's box with a 0 ball & 0 strike count. D. Any player unable to take a turn at bat due to injury is just skipped. No out is applied. E. Pitching records must be recorded and available for review by managers of future games.

F. Pitchers must observe all appropriate rest periods per the rule book/regulations.

Major Softball & Baseball

A. Batting order will be continuous as described in the rule book.

B. 15/10/8-run rule applies in both SB & BB. 5 run rule not allowed by rule. C. Any batter not able to complete their turn at bat is removed from the batter's box and the next batter is allowed to enter the batter's box with a 0 ball & 0 strike count. D. Any player unable to take a turn at bat due to injury is just skipped. No out is applied. E. Pitching records must be recorded and available for review by managers of future games.

F. Pitchers must observe all appropriate rest periods per the rule book/regulations.

Intermediate, Junior, Senior Leagues Softball & Baseball

A. Intermediate BB plays per Junior League rules

B. 15/10/8 run rule applies to all divisions

C. Pitching records must be recorded and be available for review by managers of future games.

D. Pitchers must observe all appropriate rest periods per the rule book/regulations

Clarification of Minors, Majors, Intermediate and Juniors

A. Divisions listed above shall use continuous batting. Teams may start and end with 8 players. When the 9th spot in the lineup comes up in the batting order, that spot will be skipped and no out applied.

B. Teams may use a courtesy runner for the pitcher and or catcher only when there are two outs. Courtesy runner will be last out.

. ALL-STAR BASEBALL AND SOFTBALL

1. MANAGERS/COACHES: Will be selected by the Board of Directors. In order to be eligible the coach must have coached that division during regular season. If those

10

coaches decline to participate then another coach of a different division or other KLL volunteer may be nominated.

2. PLAYERS: By the final weekend of May, or at a date determined by the KLL panel, each manager in Majors or Minors will be asked to submit nominations of players to be part of the All-Star teams. The written nominations by the coaches should include player's names, primary position(s) played, and a short description on why the player should be considered for All-Stars. Those nominations will be given to the KLL panel (and team manager, at the discretion of the panel) to use to determine the All-Star teams. Each All-Star team will include 12 players, with up to three alternates, and a manager and assistant coach. An effort will be made to include at least one player from each team on the appropriate All-Star teams (Majors and Minors), but is not guaranteed. The goal is to select players that will best represent the character of KLL, and also provide a competitive group representing our best players on the field who can play together as a team. Another consideration for player selection will be if the players will be available to attend all practices and games for whatever length of time such teams are not eliminated from play.

3. All-Star teams can NOT be announced or begin practice prior to dates set by Little League, in accordance to national policy and based on starting dates of tournaments. Travel Guidelines

KLL Executive Board retains the right to determine financial assistance for KLL Tournament Travel. The below along with District 6 Policy will provide guidelines and an outline for determining financial assistance.

District Tournaments

1. Managers/Coaches and Parents are responsible for all travel expenses to and from District Games.

State Tournaments

1. Close to Home (within 150 mile of Tournament Site round trip)
 - a. The team will travel back and forth to the tournament site. If parents and/or team decide to stay overnight near the tournament site they will be responsible for all expenses associated with staying overnight.
 - b. Family members: All parents/family members traveling with the team but not on the team are STRICTLY ON THEIR OWN AS TO ALL EXPENSES FOR THEM AND THEIR FAMILY. The League is not responsible for any expenses incurred by the parents/family members.

