

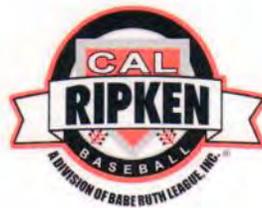
PRAIRIE VILLAGE BASEBALL/SOFTBALL



TEE-BALL

IN-HOUSE RULES - 2019 *(updated 03/31/2019)*

ALL RULES NOT COVERED IN THE FOLLOWING PAGES WILL BE GOVERNED BY
CURRENT OFFICIAL BABE RUTH AND CAL RIPKEN RULE BOOK.



LEAGUE OFFICIALS:

PRESIDENT:

VICE PRESIDENT:

TEE-BALL COMMISSIONER:

[Signature]
Bill Palmer
Ken Strong

All future rule changes will be discussed and voted on by League President, Vice President and Division Commissioner.

League Rules – All Divisions

Uniforms

1. Players must be in Prairie Village issued uniforms pertaining to that particular year at the time of play and must comply with all uniform regulations concerning non-issue articles of clothing to be eligible to play. However, the umpire may authorize the wearing of non-issue clothing to protect against cold weather.
2. The head coach/manager is responsible for the uniforms issued by the league.
3. No metal spikes or cleats are allowed in any league except Senior Babe Ruth Baseball, 16-18 years old.
4. Pants may be solid or pin striped depending on team preference.

General Rules

1. No Tobacco, Pets or Bicycles allowed on the grounds.
2. The head coach is responsible for finding out when rain-out games are rescheduled.
3. Rainouts will be made up on dates determined by a combination of the President/VP, Commissioner and/or Player Agent.
4. No practices or games before 12:00 on Sundays.
5. Prairie Village league teams have preference over “select” AAU teams concerning practicing on fields or in batting cages. This includes teams comprised of kids playing baseball or softball at Prairie Village.
6. All players will play in league defined by age designation. Players “playing up” are not eligible for All-Stars in any age group. “Playing up” is defined as a player playing one age year above their current age year in any age division. A player cannot advance two age years to a different division. For example: a seven-year-old may not play in the 9-10-year-old division.
7. There will be no warm ups on field if games are not on schedule.
8. The league will supply a scorekeeper and scorebook. If there is not a scorekeeper from the league, the home team must provide an official scorekeeper and will keep the official scorebook for the league. The visiting team is to provide someone to update scoreboard and announce games.
 - o *Exception:* No score or scorebook is kept in Wee-ball.
9. Home and visiting coaches must sign official scorebook at completion of game. Once the scorebook is signed by both coaches, the game is official.
10. Both teams are responsible for cleaning out their dugout after each game.
11. A team may start with eight (8) players and must finish with no less than seven (7).
 - o *Penalty:* Forfeit of the game.

Note: (There is no grace period for a team to get 8th player needed to start game. If 8th player is not physically present on field/dugout at game time, game is a forfeit. At least one (1) umpire will stay on field to officiate the game, but it will be played as a forfeited game and the win will be awarded to team that had 8 or more players at game time and the loss will be awarded to team that did not have at least 8 players present at game time.)
12. An optional courtesy runner for any player deemed unable to run may be utilized. The runner must be the player who made the last out.
13. All teams will be required to provide help in the concession stand at their designated times.
14. No soft tossing of balls into fencing. Rubber pads on fencing may be used for this purpose.

15. Protests of games – Must be submitted to division commissioner, President or VP within 24 hours of the end of the game. (End of game is determined by the scheduled start time of your game with the time limit factored in and may not be the actual end of game time.) Coach must submit written protest and a \$50 check within the 24-hour period for the protest to be official. Protest fee will be refunded if the protest stands.
16. Pre-game warm-ups must be done behind the minor/major fields or in the church lot next to parking area. No exceptions!
17. Coaches are permitted to be Head Coach of only one (1) team in any given season. Assisting on one (1) additional team is allowed, regardless of division.
18. Coaches are asked to provide a team sponsor to help reduce the cost of uniforms.
19. Regular season games can end in a tie. If needed, a playoff game can be played at the end of the season to determine 1st or 2nd place standings or All-Star coach selection.
20. Head Coaches are responsible for the actions and behavior of their Assistant Coaches and fans. A reasonable attempt by the Head Coach must be made to control the behavior of the Assistant Coaches and fans. Any coach or fan that is ejected for unsportsmanlike behavior will not be allowed to coach or attend the next game. If ejected from a game, you must not only leave the playing field but either leave the facility or watch the game from inside the office above the concession stand if available. Failure to abide will result in a forfeit of the game and could include indefinite suspension or dismissal from Prairie Village Baseball/Softball.
21. Any coach that runs onto a field and argues an umpire's call in any way will immediately be thrown out of the game; no questions asked. If the coach refuses to stop the argument or refuses to leave the facility, the game will be considered a forfeit.
22. Any coach that physically touches an umpire or league official will be ejected from the game and not allowed to coach for the remainder of the season. If a second offense occurs in future games and/or seasons, coaching rights will be lost for life.
23. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

Game Rules

1. All players must play every inning.
2. All games are one (1) hour long or six (6) innings. There is a six (6) run limit per inning with the exception of the declared final inning. The final bat around inning will start at the 45-minute mark. If the visiting team is still batting at the 45-minute mark, that inning becomes the final bat around inning. If the home team is batting, the next inning will be the final bat around inning. In the final inning, a team may score as many runs as possible before accumulating three (3) outs or until all players have batted. (*See rule #1 under BATTING for Bat Around rules*)
3. All games will finish the inning in progress if needed. If the home team is batting and ahead in score, the game will end at expiration of time. Time limits are in effect when the previous inning is completed.
4. The Head Coach/Manager or Assistant Coach shall submit a line-up, including name, and uniform number to the official scorekeeper prior to the scheduled start of the game. Once turned in, it is official. A player that is late to a game, must be placed in the last batting position. If the player's turn at bat comes up, and the player is still not present, that player is ineligible for the remainder of the game. That batting position is removed from the lineup. If changes are made illegally, the umpire shall make corrections in the batting order.
5. Coaches cannot aid any base runner by touching or holding them.
 - o Penalty: Runner is out.

Batting Rules

1. Players will hit off tee. (NO COACH PITCH)
2. Any combination of four (4) missed swings (not hitting the ball or tee), will result in the batter being called OUT.
3. After two (2) strikes, the second (2nd) foul will result in an OUT.
4. The hitting tee must stay inside the black outer edges of home plate when being hit.
5. Batting coach must remove tee from plate before runner crosses home plate.
Penalty: The runner will be called out.
Note: (This is for safety reasons.)
6. All players bat. If player refuses to bat, no OUT will be assessed.
7. Runners are allowed to advance one (1) base on an overthrow to 1ST base and ONLY at 1st base. If defensive player attempts to make a play on advancing runner, the one (1) base rule is VOID.
8. If a base runner is hit by a batted ball before being touched by a fielder, the play will be stopped, and all base runners will advance one (1) base; including the batter.
Exception: If base runner intentionally gets hit by the ball or picks up a live ball, he will be called OUT. (Umpire's judgment)
9. Batter must not throw bat out of designated area.
Penalty: (1st offense) Warning to batter.
(2nd offense) Batter is called OUT.
10. Coach cannot touch batter once they are set in batter's box. After each swing, coach is allowed to reset batter, one (1) time.
Penalty: (1st offense) Warning to coach.
(Further offenses): Batter is called OUT.
11. Bat Around - The bat around inning is a max of 12 players. If a team has more than 12 players present, the bat around is limited to 12 players; unless three (3) outs are recorded before the 12th batter. If a team has less than 12 players present, then the max number for the bat around is all players present. Bat around cannot exceed number of players present, when less than 12 players are present. Three (3) outs ends the inning regardless.

Fielding Rules

1. All players play the field. One (1) player in each infield position, the rest in the outfield.
2. The pitcher must have one (1) foot on the pitching rubber before the batter can hit the ball.
Penalty: (1st offense) Warning to pitcher.
(Further offenses): Batter will be awarded first (1st) base and all runners advance one (1) base.
3. The pitcher has the right to move into the outfield and ONLY the outfield (not to any other infield position) if he needs to for safety reasons due to a strong hitter. He can move back into the pitching position only after the play is completed.
Note: (This is for safety reasons - not for game strategy).
4. No infielder can run into the outfield (grass) to get the ball unless it has deflected off an infielder's glove. The outfielder must make a throw toward the infield. Then the infielder can go and get the ball.
Penalty: The play will proceed as normal. After the play ends and time has been called, the umpire will advance all runners one (1) base.
5. An infielder (not outfielder) must hold the ball up above their head within fair territory (in the infield) in order to stop play.
6. Each defensive team may have one (1) coach in the infield as long as they are in foul territory. Each defensive team may have two (2) coaches in the outfield as long as they are behind the outfielders. All other coaches must be in the dugout.

7. Infielders must be positioned behind designated line when ball is hit.
8. A line from home plate to second base will be drawn for each game. If the pitcher fields the ball on the third (3rd) base side of the line, they cannot chase or run down the batter-runner going to first (1st) base.

COACHING SENIORITY POINT SYSTEM

Coaches will be awarded teams based on seniority. Assistant coaches are not guaranteed a team. The assistant coach **MUST** be an active assistant coach and be listed as the first assistant on the roster. If we, the Board, feel this was done just to give that assistant coach priority over other coaches moving up, then that assistant coach may not get asked to coach that team the following season. Any open teams from that point will start with the seniority coaches first and go down the list of advancing head coaches.

Snake Draft Policy

1. All divisions will utilize a snake draft except T-ball. T-ball players will be placed by Commissioner, Player agent(s), Vice President and President. T-ball must have an equal number of ages on teams.

All-Star Tournaments and Selection Process

1. The league will pay for one (1) approved invitational tournament, up to \$400. This applies to one (1) team per age group and expires at the end of July.
2. Each player will be required to buy/sell raffle tickets upon selection and acceptance to their respective all-star team. This fee will assist league in covering expenses of hats, shirts, pants, belts, socks and entry fees for all-star tournaments.

Selection Process for All-Star Players

1. Players must have an all-star contract turned in prior to all-star vote.
2. Coaches will submit nominations to league player agent or commissioner prior to May 30th.
3. A coach may nominate any number of players from his or her team.
4. Players must be nominated in order to be selected as additional 11th or 12th player.
5. Each coach will be given time to positively discuss their nominees with other coaches.
6. The top ten (10) players receiving the most votes will be placed on the team. In case of a tie between two (2) players, both will be placed on the team. A three-way tie for the 10th position will result in a vote by the coaches to determine the 10th player.
7. The all-star coach will select two (2) additional players to fill out roster of 12 (1 additional player if 2 have tied for 10th position).

8. The all-star coach can select up to three (3) alternates for the team. These players will practice with team and receive all-star uniform.
9. Alternate players are not eligible to play in tournament games unless needed due to vacations, illness or voted players leaving team. Alternate players' eligibility must be approved by league player agent or Commissioner before playing in tournament games.
10. If no alternates are selected and the coach needs additional players due to illness, players quitting or other circumstances, the next eligible player by votes received will be added to the team. This process must be coordinated through the league player agent or Commissioner.
11. Any failure to adhere to the rules of all-star playing eligibility may result in suspension or regular and/or all-star coaching opportunities.
12. No player who is playing up will be eligible to be part of any all-star team.
13. Players must play on in their respective age all-star team.
 - o *Explanation:* A 9-year-old must play on the 9-year-old all-star team and is not eligible to play on the 10-year-old all-star team; even though both ages are in the same division.
14. Any player quitting all-stars in one (1) year will not be eligible for all-stars the following year.

Selection Process for All-Star Coaches

1. Coaching for each all-star team will be determined by regular season standings at completion of season. The head coach of the first (1st) place team will be offered choice of all-star team according to age if required.
2. In case of tie in league standings, playoff will determine first (1st) or second (2nd) place teams.
3. If first (1st) place coach declines all-star coaching opportunity, the head coach of succeeding teams will be offered same opportunity. Assistant coaches will be considered after all head coaches have been offered.
4. All head coaches and assistant coaches must be from that league they are coaching in.
5. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

You may not be a head coach if you have been convicted of a felony. Exceptions may be considered if requested and reviewed by the league review board. We will use our recommendations from Babe Ruth and our local law enforcements for all background checks.

**I have read and understand all rules and guidelines set forth by Prairie Village
Baseball/Softball for 2019.**

Coaches Name: _____

Division & Team: _____

Date: _____