



KMSPL

Season 2026

KMSPL DECLARATION

(Mandatory Conduct)

All players, whether regular players or spare, must adhere to CITY OF KIRKLAND bylaws while at Holleufer Park. This includes following regulations on parking and using restrooms only at the park chalet.

Failure to comply with these bylaws will result in an automatic suspension of 3 games, with a possible further investigation.

Additionally, any league member, regular player, or spare who behaves disrespectfully towards any city employee or official at Holleufer Park will face a 5-game suspension and may be subject to further investigation.

Holleufer Park

Ground Rules for 2026

New Fence Rule

The Following Will Apply

2.1 Any ball hit over a fence between the left field light post and the right field line is a home run.

2.2 If a ball is hit over the fence to the left of the left field light post:

First occurrence in a game by a player is a Double

Second occurrence in a game by a player is a Triple

Third and every occurrence after in a game by a player is a Homerun

2.3 In right field, to the right of the right field light post, if a ball hits the netting:

First occurrence in a game by a player is a Double

Second occurrence in a game by a player is a Triple

Third and every occurrence after in a game by a player is a Homerun

NOTE: An occurrence is only when the ball goes over the fence from the left-center field light post to the left, or when the ball hits the netting from the right field light post to the right field line for each player.

Unplayable Balls

All balls that go under a fence and are not playable, the player should raise his hand and the umpire should be able to visibly see that the ball is unplayable and a ground rule double should be called.

KMSPL STRUCTURE AND BREAKDOWN

This is the KMSPL Constitution and Rule Book. This document is split up into 4 sections.

- 1) The Constitution
- 2) Rules of Play
- 3) League Operations
- 4) League Definitions

SECTION 1

KMSPL CONSTITUTION

1. NAME

This organization shall be known as the Kirkland Men's Slow-Pitch League or KMSPL.

2. OBJECTIVES

The KMSPL is organized to provide a slo-pitch league which offers recreation, fellowship, sportsmanship, and fair competition for its members.

3. MEMBERSHIP

Definition of A Member

A member is defined as a Regular player (Full time player) who is up to date with payment owed to the league and who registered according to the league deadline for registration and is 25 years of age or older as of the calendar year in which the player is wanting to play in. All members have the right to attend all league events and have a right to vote in all rule and constitution proposals at the AGM.

Spares are not considered members. They do not have a right to vote at the AGM and a spare can be anyone who is 21 years of age or older as of the calendar year in which the player is wanting to play in.

Priority of Membership

Registration shall determine who are the members for any season. The priority shall be in the following order... (Note: A player in good standing is someone who has paid all his dues owed and someone who has not been suspended within the last year)

- 1) Any regular member who played in the previous year and who is in good standing is in automatically.
- 2) All Kirkland residents who have played as a regular in the past 5 years and who are in good standing.
- 3) All Kirkland Residents who have spared in the previous year or past 5 years who are in good standing.
- 3) All Kirkland residents who have never played in the league.
- 4) All Non-Kirkland residents who have played in the KMSPL as a regular or spare who are in good standing.
- 5) All Non-Kirkland who have never played in the KMSPL before.

Players who register who are not in good standing will be reviewed by the Exec and they can be placed in any of the above 5 categories, or their membership may be denied.

NOTE: The Executive has the right to deny any membership of someone who they feel does not promote the objectives of the league as is outlined in Section 2 of the Constitution.

4. EXECUTIVE COMMITTEE

A) The Structure of The Executive

The Executive Committee shall be composed of five (5) officers and (2) alternates that are non-voting members of the Executive Committee and shall become a member of the executive should any vacancy be created for any reason. The executive shall decide which position the alternate will fill in for at their discretion. Alternates will be voted on at the AGM itself with no advance notice being required to run for the position. The alternate receiving the highest number of votes, as between the alternates, shall be the first alternate.

B) Nominations of The Executive

Each candidate for an Executive Committee position shall be nominated and seconded by a member in good standing and forwarded in writing to be received by the President by FIRST Friday of September of each year. A candidate must be a league member OR A PAST MEMBER in good standing for at least 1 year prior to the nomination. All members of the executive must be residents of the town of Kirkland.

C) Structure of Executive

The Executive Committee shall have a President, VP Finances, VP Equipment, VP Events, VP Operations.

The Executive has the right to create non-voting positions on the Executive Committee as deemed necessary to assist with the general operations of the league. These position(s) must be offered to members in good standing only.

D) Positions and Responsibilities

- 1) All Executive members report to The President
- 2) The President has the right to change the duties and responsibilities of each position and direct it to the executive best suited to fulfill that duty based on the President's judgment.

President: AGM, Rule Changes, Executive Nominations, Executive Meetings, Discipline Committee, Competition Committee, Levere Award, League Liaison with City Officials, Oversee All members of the executive Re-assignment of duties (if Necessary)

VP Finances: Budgets, Treasurer, Beer Distribution Admin, Sponsors, Admin of Registration & banquet & golf tournament of receivables and payables.

VP Events: Coaches meetings, Rookie Day off-field, Draft Day, Family Day, Golf Day, Awards Night, Annual Banquet

VP Operations: Registration, Ratings, Scheduling, Stats & Website, Rookie Day on-field, Spares Coordinator, Umpire and Chief Facebook Page, Advertising & Promotion of The League

VP Equipment: All bats' balls bases sweaters, all on-field equipment, BBQ's (cleaning and supplying BBQ's and gas tanks), Bunker management.

E) Executive Vote and Procedure

- 1) The Executive Committee for the following year shall be elected at the Annual General Meeting (AGM) by the members present at the AGM. The members of the Executive Committee shall be eligible to vote.
- 2) Each candidate shall be given an opportunity to address the AGM if he so desires.
- 3) The election for each portfolio shall be by a secret ballot of the members present with the candidate receiving the greatest number of votes being elected to the Executive Committee for the following year. In the case of a tie an additional secret ballot will be taken to decide between the tied candidates.
- 4) The term of the Executive Committee members shall be one (1) year, commencing with their election at the AGM.
- 5) Quorum for Executive Committee meetings shall be four (4).
- 6) Unless otherwise agreed by the Executive Committee, the President shall chair the Executive meetings.
- 7) All decisions of the Executive Committee shall be made by a vote from the officers present, with any ties being broken by the President. A majority of members (50%+1) must be present for a vote to pass.
- 8) A member of the executive committee shall be allowed to coach /captain a team during his term. Should an issue arise involving an

executive member's team member or himself, that executive will abstain from the vote.

9) Should a position on the executive be vacant for lack of anyone being nominated for it before the deadline, 1 or more league members in good standing may volunteer for the position on or before the AGM. A majority vote or 50%+1 of the members attending the AGM will be enough to occupy the position. Should, After the AGM, a position on the executive become vacant with no alternate available, the executive may assign any member in good standing of the league to that position with his permission.

5. POWERS OF THE EXECUTIVE COMMITTEE

(a) Other than is set forth in this Constitution, the Executive Committee shall have the power to operate KMSPL in a way, in their view, will best attain the objective of KMSPL. Notwithstanding the generality of the foregoing, the Executive Committee shall:

(i) Select the coaches.

(ii) establish the rules of play according to rule changes passed by a majority vote at an AGM.

(iii) Schedule games.

(iv) discipline members.

(v) set up committees.

(b) All decisions of the Executive Committee shall be final.

6. ANNUAL GENERAL MEETING

A) An AGM shall be held between the end of the regular season and the 31st of December each year.

B) Notice of the location and time of the AGM shall be given in writing at least two (2) weeks prior to the meeting to all members of the

KMSPL with the agenda, the list of Executive Committee positions and the candidates for each, proposed amendments to the constitution and a financial report.

C) The AGM shall be chaired by the President or his designate who shall be a member of the Executive Committee or a non-voting member of an Executive sub-committee.

D) Quorum for the AGM shall be any number of the members of KMSPL present at the meeting.

E) The agenda for the AGM shall include:

1) a summary of the League's activities by each member of the Executive Committee.

2) The list of candidates nominated by position for election to the Executive Committee.

3) The election of the Executive Committee.

4) Any other business.

F) All constitution and rule changes must be submitted by members in writing to the President no later than the 1st of October of that given year.

G) All proposals will be introduced by the President and the member who is proposing the change will be given time to explain his proposal. This will be followed by the members at the meeting who are opposed or for the change to also speak. A maximum of 10 minutes will be given for each change, after which a vote will take place.

7. AMENDMENTS

Any change to the Constitution must be by a vote of 67%+ of the members present at the AGM.

Any change to a rule of play must be by a vote of 50%+ 1 vote of the members present at the AGM and 50%+1 at the following years coaches meeting.

Any full-time player may submit a proposal to add, review, or delete any rules of play before October 1. A vote will be held during the AGM, with only full-time attendees eligible to vote. If the proposal is approved by at least 50% + 1 of those present at the AGM, the executive will present the rule to the 16 coaches at the following year's coaches meeting. If 50% + 1 of the coaches agree with the rule passed at the AGM, it will be adopted for the upcoming season. In the event of a tie, the President will cast the deciding vote.

8. EXTRAORDINARY MEETING

Any member of the KMSPL may request the Executive Committee to call an extraordinary meeting at any time during the year if he has written support of 25% of the membership.

9. DISCIPLINARY GUIDELINES AND CODE OF CONDUCT THE KMSPL CODE OF CONDUCT

NOTE: IN THIS POLICY “player” REFERS TO all members and non-members in KMSPL.

as well as to all individuals engaged in activities by the KMSPL, including, but not limited to, athletes, coaches, officials, volunteers, directors, officers, team managers, team captains and administrators.

PREAMBLE

1. KMSPL is committed to the development of slow pitch softball and the establishment of a friendly and mutually rewarding relationship among the members of the Association to better facilitate competition.
2. Players in KMSPL have many benefits and privileges. At the same time, players are expected to fulfill certain responsibilities and obligations, including but not limited to, complying with the Code of Conduct, Constitution, By-Laws, policies, rules, and regulations of KMSPL.
3. The KMSPL Code of Conduct identifies the standard of behavior which is expected of members of KMSPL. Members who fail to meet this standard will be subject to the disciplinary sanctions identified within this policy.
4. KMSPL adheres to the principles and ethical standards outlined in the Quebec Charter of Human Rights.

APPLICATION

5. This Code of Conduct applies to all categories of players in KMSPL.
6. These parties have a duty to encourage and maintain the highest standards of courtesy, fairness, and mutual respect in the execution of their duties. It must be recognized that the executives, coaches, and volunteers play a critical role in the personal and athletic development of the competitors and athletes. The executive, coaches and other volunteers must both understand and respect the inherent power imbalance that may exist in these relationships, and they must be careful not to abuse it.
7. The executives, coaches and volunteers must also recognize that they are important conduits through which the values and goals of KMSPL are expressed and communicated. How a competitor or athlete regards himself and their position within the KMSPL is often dependent upon the behavior of the executive, coach, or volunteer.

8. This Code of Conduct has been developed to govern the behavior of the executives, coaches, players, and volunteers.

LEAGUE OFFICIALS, COACHES, AND FELLOW MEMBERS HAVE A RESPONSIBILITY TO:

9. Treat everyone fairly and with respect within the context of their activity, regardless of gender, place of origin, color, sexual orientation, religion, marital status, political belief, economic status, or disability.

10. Direct constructive comments or criticism at the performance rather than the individual.

11. Consistently display standards and project a favorable image of KMSPL and shall:

a) Refrain from harassment of any kind upon any individual, as defined by the KMSPL Harassment Policies (POINTS 23 AND 24), including any unnecessary public criticism of other members, or individuals.

b) Abstain from excessive consumption of alcoholic beverages when participating in or attending a KMSPL game or event.

c) Refrain from the use of profanity, insulting, harassing or otherwise offensive language.

d) At no time verbally or physically abuse an official, coach, contestant, spectator, or other person while at any softball event.

e) Wear the appropriate dress for the activity attended.

f) Respect the property of the association at all times and make every attempt to prevent damage to said property.

g) Report the theft or attempted theft of any of the possessions of the association and refrain from any unauthorized use or taking of said property; and

h) Respect the Constitution, By-Laws, Rules, and Regulations of KMSPL and the standards and ethics of the KMSPL

12. Treat all other members with due respect and encourage competitors and athletes to act accordingly, and actively encourage them to uphold the principles, ethics and rules of the KMSPL.

13. Must adhere to the league's zero tolerance directives as outlined on the KMSPL web site and rule book.

LEAGUE OFFICIALS AND COACHES MUST:

14. Ensure the safety of competitors and athletes.

15. Respect the individual dignity of competitors and athletes; verbal or physical behavior which constitutes harassment or abuse of any kind being unacceptable.

16. Never advocate or condone the use of drugs or any other banned performance enhancing substance

ATHLETES MUST ADHERE TO:

17. Integrity - The athlete must act with integrity in performing all duties owed to the sport and the general public.

18. Competence - The athlete must strive to be well prepared and current in order that all duties in the respective discipline are fulfilled with competence.

19. Athletes Interest - The athlete must act in the best interest of the sport's development and as a whole person.

20. Respect for The Rules - The athlete must accept both the letter and the spirit of the rules that define and govern sport.

21. Respect for Officials - The athlete must accept the role of officials in providing judgment to ensure that competitions are conducted fairly

and according to the established rules, and at no time verbally or physically abuse an official, and

22. Responsibility to Other Athletes - The athlete's conduct toward other athletes must be characterized by courtesy, good faith, and respect. HARASSMENT POLICY

23. KMSPL is committed to providing a sporting and work environment in which all individuals are treated with respect and dignity. Everyone has the right to participate and work in an environment which promotes equal opportunities and prohibits discriminatory practices.

24. Harassment can take many forms but is generally defined as inappropriate behavior including comments and/or conduct which is insulting, intimidating, humiliating, hurtful, malicious, degrading or otherwise offensive to an individual, or group of individuals, or which creates an uncomfortable environment. All individuals participating in events sanctioned by KMSPL must adhere to the principles set forth in the KMSPL Harassment Policy.

DISCIPLINARY GUIDELINES

These are the formal guidelines on how incident reports filed against a team or player shall be investigated and dealt with.

A Note on Confidentiality

The names of those involved in, or witness to an incident will not be released to the public. Some information regarding incidents may be released, and names may be given to League Officials and Captains if required by the Disciplinary Guidelines detailed below. However, no information will be released that would enable the general public to resolve the individuals involved in a specific incident. It must be noted that all information regarding a specific incident will be made available to appropriate authorities where the KMSPL is required by law to provide it.

Incident Investigation Process

The following shall be the process for investigating and ruling on incidents reported by KMSPL members:

1. Incident reports filed through the Incident Reporting System (On-Line report) shall be forwarded to the Umpire-In-Chief and then all incidents must be sent to the Disciplinary Committee.
2. The Disciplinary Committee will solicit reports from the parties directly involved with the incident, the captains of the teams involved with the incident, and any relevant witnesses to the incident. The identities of all these individuals must be made available to the Disciplinary Committee upon request. Failure to do so may result in further disciplinary action.
3. Upon reviewing the reports, the Disciplinary Committee shall make a ruling according to the Disciplinary Guidelines defined below. The original incident report and the Disciplinary Committee's ruling shall be filed with the Umpire-In-Chief.
4. Should the Disciplinary Committee be unable to make a ruling on the matter, either due to the restrictions of the Disciplinary Guidelines or for any other reason, or should the parties involved not be satisfied with the

The Disciplinary Committee's ruling, the matter may be escalated to the Executive for further review or appeal.

5. If there is an appeal, the KMSPL Executive will review all reports forwarded by the Umpire-In-Chief and the Disciplinary Committee and/or will solicit reports from the parties directly involved with the incident, the captains of the teams involved with the incident, and any relevant witnesses to the incident. The identities of all these individuals must be made available to the Executive upon request. Failure to do so may result in further disciplinary action.
6. Upon reviewing the reports, the Board of Directors shall make a ruling according to the Disciplinary Guidelines defined below. This

ruling shall be final. The original incident report, the original Disciplinary Committee's ruling (if any), the UIC's ruling, and the Board of Director's final ruling shall be filed with the Executive Officer.

Disciplinary Guidelines

The following are the guidelines for disciplinary rulings stemming from the Incident.

Investigation Process outlined above:

Conflict of Interest

Should there be a conflict of interest or the appearance of a conflict of interest, for anyone charged with investigating and ruling on an incident, that individual must excuse themselves and the remaining members shall make a ruling.

Possible Disciplinary Actions

The KMSPL is not a legal body. It does not have a mandate to detail all manner of potential incidents and assign corresponding disciplinary actions. It is felt that the judgment of those investigating and ruling on a given incident, and the appeal process provided, will prevent disciplinary actions that are out of proportion to an incident. However, it should be noted that the disciplinary actions taken against an individual or team by the KMSPL may include, but are not limited to:

- No action
- Official warnings
- Alteration of win/loss records for a team
- Suspension of an individual or team
- Assigned a strike(s)
- Expulsion from the KMSPL of an individual or team

Any of these actions may be taken based on the severity of a single incident or documented history of incidents.

Disciplinary Authority As per the Incident Investigation Process outlined above, various individuals or groups within the KMSPL are empowered to impose disciplinary actions. The following outlines the actions each of these individuals or groups are authorized to impose upon an individual or team.

Disciplinary Committee

The Disciplinary Committee is authorized to impose sanctions up to and including the suspension of an individual for as many as five games and/or 1 strike. If they deem that an incident merits a greater penalty than they are authorized to impose. They are entrusted with not ruling and passing the disciplinary process over to the next level.

Executive Committee

The Executive Committee is authorized to impose sanctions up to and including the permanent expulsion of any individual. However, any ruling involving permanent expulsion would require an automatic hearing in front of a committee made up of 6 coaches and Disciplinary Committee members and would require the approval from the majority of members of the said committee. This includes any player having received a third strike which in effect is the equivalent of a permanent expulsion.

Enforcement

The sport of Softball is based on the premise of Spirit of the Game. It is implicit that no player shall intentionally break the rules for gain. As such, players and their captains are entrusted to adhere to the rulings imposed by the KMSPL. However, in the event of a suspension, additional measures must be taken to ensure compliance with the ruling. If an individual is suspended for any number of games, the captains of their scheduled opponents for the duration of the suspension will be notified. If a player is found to be playing in

defiance of a suspension, additional and more serious disciplinary actions will be taken against the player. Also, actions may be taken against the team captain as an individual, or the team.

SECTION 2

RULES OF PLAY

1. REGULATION GAMES

A) Innings And Stats

- 1) A regulation game consists of nine innings.
- 2) No inning can start 1 hour and 45 minutes and 1 second past the starting time of the game. The start of an inning begins immediately after the home team makes the last out of an inning.
- 3) No pitch will be allowed 1 hour and 55 minutes and 1 second past the starting time of the game. (This rule is only applicable in the regular season, please refer to section 10 for playoff rules.)
- 4) If a game reaches the 1 hour and 45 minute mark, the visiting team has the right to forfeit its remaining outs in order to complete its inning. In such cases, no outs will be recorded, and no player statistics will be affected by the forfeiture. (Regular Season Only)
- 5) Uncompleted Innings
 - A) If an inning begins and is not finished for any reason before 4 and 1/2 innings are complete, then the entire game is replayed at a new scheduled time and the game will be played from scratch and the stats of the uncompleted game will not count.
 - B) If the 5th inning begins and it is not finished for any reason and the home team is tied or losing then the entire game is replayed at a later date and the player stats do not count.
 - C) If the game is called after 4 1/2 completed innings but the home team has not finished its 5th inning at bats and the home team is

ahead, then the score and stats shall stand, and the game is considered completed.

D) If the Game is called for any reason during an uncompleted inning at any point after 5 completed innings the game will revert back to the previous inning's score and stats except for the scenarios listed below.

1. If the Home team is losing when the inning starts and at the point of when the game is called the home team is winning or tied, then the score and stats will stand at the point of when the game was called.

2. If the Home team is tied when the inning starts and by the time the game is called the home team is winning, then the score and stats will stand at the point of when the game was called.

B) Mercy Rule

1) If a team is leading by 20 runs or more, at the end of any completed inning during after 5 complete innings, the official game is considered to have ended. This rule is applicable in the regular season and the playoffs.

2) If a team is leading by 15 runs or more, at the end of any complete inning during or after 7 innings have been completed, the official game is considered to have ended. This rule is applicable in the regular season but not applicable in the playoffs.

2. PITCHING REGULATIONS:

A) Pitcher's Box

The pitcher's "box" is 2 feet wide and 3 feet long. The front edge of this box shall be centered on the direct line from home plate to second base. The front edge shall be 46 feet from the rear corner of home plate.

B) Pitch Delivery

1) From the start of the pitching motion to the release of the ball from the pitcher, the pitcher must have one foot completely inside the pitcher's box and must place the protective net on the opposite side of their pitching arm. Failure to do so will result in the pitch being ruled illegal (Rule 4C)

2) The pitch must be delivered with a smooth, continuous underhand motion, releasing the ball below the waist with moderate speed.

3) Pitches Must have 3 dimensions to being Legal

a) The pitch must have a minimum arc of 3 feet, measured from the pitcher's hand, and this arc must be achieved before the ball reaches the end of the pitching mat.

b) Pitches must be a minimum of 6 feet from the ground

c) Pitches cannot exceed 12 feet from the Ground.

4) The pitcher must deliver the ball within 10 seconds of the umpire calling "playball". If the pitcher fails to deliver the ball within the prescribed time limit, the batter shall be awarded a walk.

C) Illegal Pitch

If, in the umpire's judgment, a pitcher deliberately throws a pitch that does not meet the three legal requirements (arc, minimum height, and maximum height), a warning may be issued. A pitcher is allowed a maximum of two warnings per game, and upon receiving a third warning, must leave the pitching position and take another fielding position. The pitcher may return to pitch in a later inning; however, no warnings remain, and any subsequent illegal pitch will result in immediate removal from the pitching position. Poor execution alone does not constitute an intentional illegal pitch, and the umpire must be confident that the pitcher deliberately delivered an illegal pitch before issuing a warning.

D) Mandatory Use of a Pitching Net

The pitcher's protective net is always to be used. No exceptions.

- 1) The pitcher is allowed to make defensive fielding plays after the release of the pitch.
- 2) The net must be placed halfway on either side of the pitching plate and two feet in front of the pitching box
- 3) Any thrown ball striking the net is in play, any batted ball striking the net is a dead ball, AND NO CHANGE TO THE COUNT WILL ENSUE.

E) Pitching Mat

1. A pitching mat (dimensions 26 inches wide x 43 inches deep) will be placed directly behind home plate. All pitched balls that hit any part of the mat directly (without hitting the ground first) shall be called a strike. All other pitches that do not hit the mat directly will be called a ball.
2. If a pitcher makes a pitch and it hits the ground or the mat, the ball is immediately dead, and no other play can come about until the next pitch.

3. BATTING REGULATIONS:

A) Batting Order

Each player on the team at bat shall become the batter in the order in which his name appears on the score sheet.

NOTE: Batting out of order is an appeal play, by the defense.

- 1) If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his place, assuming any accumulated balls and strikes.
- 2) If the mistake is discovered after the incorrect batter has completed his turn at bat, and before a pitch is made to the next batter, the batter

who should have batted is called out. All base runners must resume their positions prior to the incorrect batter coming to the plate.

3) If the mistake is not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

4) If a batter is absent for their turn at bat and hasn't been ruled out of the game, it counts as an automatic out, and the next batter will come up to hit. If the same batter misses a second consecutive turn at bat, they will be ruled out of the game and there is no out for the 2nd missed at bat.

5) All spares shall bat at the bottom of the batting order. Replacement players can bat anywhere in the batting order unless specified. In the playoffs, spares can bat anywhere in the batting order.

B) Bunting

Bunting is not allowed. A batter who attempts to bunt is out, the ball is dead, and other runners may not advance.

C) Outs / Foul Ball

1) A batter is considered to have struck out if the count against him reaches three strikes, including foul balls. A foul ball is only considered foul if the ball hits the ground in foul territory or if it hits any structure of the field (Fence, Pitchers Mat, Tree's) that is in foul territory.

2) Hitting a foul ball on a "third" strike, is an out, the ball is dead, and runners may not advance.

3) Foul balls to the catcher: A ball hit behind the plate is either a "foul ball" (above the batter's head) or a "foul tip" (below the batter's head). A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught, and any foul tip that is caught is a strike (not an "out" unless it is a third

strike). If the ball is hit above the batter's head and caught by the catcher in foul territory, the batter shall be called out.

4) A batter is out if a fly ball is legally caught by any player. This includes a fly ball in playable territory (fair or foul within the playable lines). If a batter has 2 strikes and hits a fly ball into foul territory, and the defensive player catches the fly out, this is not considered a stroke out. This is a fly out and baserunners may advance on a tag play.

NOTE: See Definition of a fair or foul ball in Section 4.

D) Batter's Box

There is no visible batter's box on the playing field, therefore the batter is allowed to stand where he wants before the pitch as long as it is within reason. The appropriate distance is 3 feet before the plate and 4 feet after the plate. A bat can be used to measure the distance; however, this is only an approximate.

1) The batter must stand with both feet inside the batter's box (within reason as the size of the batter's box is stipulated above, when he makes contact with the ball.

2) When the ball is hit, any part of the batter's foot that is touching the ground must not be completely outside the batter's box, except for the front foot, which may touch home plate. If either foot touches the pitching board, or if the back foot touches home plate, the batter is out.

Effect: The ball is dead, the batter is out, and baserunners may not advance.

4. BASERUNNING

A) Safety Bag (at 1st base)

The "safety bag" is orange and attached to the regular first base but lies completely in foul territory.

- 1) The batter-runner must touch only the safety bag if a play is being made at first base. Failing to do so constitutes an out.
- 2) The fielder must touch some portion of the base in fair territory in all cases. If the fielder uses only the safety base for the out, the runner is safe.
- 3) The batter-runner may touch either bag at 1st base if no play is being made on him or his intention was to carry on to 2nd base.

B) Catcher Obstruction

If the catcher obstructs the batter on the batter's backswing no pitch is called, and the play is called dead no runner may advance and Time is called.

If the obstruction is on the downswing part of the swing which prevents him from striking at a pitched ball, he will be awarded first base except if the batter succeeds in hitting the pitch and reaches first safely, and no runner is put out before advancing at least one base. In this case, the

obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains in play.

C) Batter-Runner Out

A batter-Runner is out under the following circumstances:

- 1) When the batter is directly hit with a batted ball in fair territory outside of the batter's box.
- 2) When the batter's bat is hit by his own batted ball in fair territory outside the batter's box.
- 3) When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.

4) When, after a fair ball he is touched with the ball by a fielder who has control of the ball, while the baserunner is off the base.

5) Once the runner reaches first base safely, he is considered to be in the field of play if at least one foot is fully over the first baseline. Merely having part of his foot on the line does not count as being in play. A fully over-the-line foot indicates that he is in play and is subject to being tagged out. However, if the first baseman requires the runner to touch the white bag rather than the safety bag, the umpire must decide whether the runner was genuinely attempting to advance to second base or was merely forced into the field of play by the first baseman's positioning while trying to catch the ball. If the runner had no choice but to step into the field of play to avoid contact, this is not considered an attempt to advance to the next base.

6) As soon as the batter-runner touches home plate in any circumstance.

Effect: The runner is in jeopardy and must be tagged with the ball for him to be out.

NOTE: Please see the definition of a fair and foul ball in section 4.

7) An infielder intentionally drops a fair fly ball or line drive by touching the ball and then dropping it, with first, first and second, first and third, or first, second and third base occupied with less than 2 out. In this situation, the ball is dead the batter is out, and the runner or runners shall return to their original base or bases.

NOTE: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

D) Base runners are out under the following circumstances

1) Base runners must maintain contact with their respective bases from the moment the pitch is delivered until the catcher touches the ball. If a runner leaves the base before the catcher touches the ball,

and the batter does not make contact with the pitch (whether fair or foul) or been granted a walk, the runner will be called out.

Clarification: A baserunner who leaves his bag to pick up a ball or to stretch before a pitch is not considered off his bag and the umpire must understand the rule's intent is to stop baserunners from leaving their bag before a ball is hit and anything else should not have a base runner being called out.

Effect: If a runner does lead off his base and the ball is hit, then the umpire must call the play dead immediately, the runner is out, and the play is called no pitch, and the batter resumes his pitch count to what it was before he hit the ball.

2) When the base runner interferes with a fielder

- a) attempting to field a batted ball,
- b) attempting to catch a thrown ball,
- c) attempting to throw a ball,
- d) or does not make a concerted effort to avoid contact, by diverting from the base path away from the play, or sliding, on plays to second or third base.
- e) If the umpire determines that a player is intentionally trying to remain within the base path after being called out, with the aim of hindering a defensive player from making an out on another runner. In this situation the most advanced runner will also be called out.

Note: A runner is only out when the fielder has clear possession of the ball and either touches the base or tags the runner with the ball. The runner has the right to their baseline until a clear out is made.

Note on Baseline Obstruction or Interference:

I) Obstruction or Interference in the Baseline

1. If a defensive player is not in possession of the ball, nor in the act of making a play (e.g., catching, throwing, or fielding), and is positioned in the runner's baseline, the fielder must avoid contact and move out of the baseline. Once the ball has passed the furthest infielder, the runner has the right to their baseline but must still avoid making contact with a fielder.
2. Even in the case where the runner has the right to his baseline, the runner should try to go around the fielder to avoid contact. If the runner is called out for altering their path as a result of avoiding contact, the umpire may rule obstruction on the fielder, awarding the runner the next base.
3. If the defensive player has possession of the ball, the runner must remain within their baseline and not make contact with the fielder if the fielder is attempting to tag the runner with the ball. The runner should either give themselves up, go back to a free base or slide into a base.

II) Avoiding Contact

1. At no time should any player intentionally make contact with another player. This applies to both runners and fielders while still adhering to the rules of obstruction and interference.
2. Players may be suspended if contact is determined to be avoidable even if they have the right to the base path.

III) Blocking the Base

1. A defensive player, without the ball, should not block access to a base and may be called for obstruction if he impedes a runner from getting to a base because of his blocking the base.
2. The runner must be given the ability to slide into the base when the fielder is in the act of making a play (catching, fielding, or throwing the ball).

3) When a base runner is struck by a fair batted ball WHILE OFF HIS BASE before the ball touches any infielder or passes by an infielder excluding the pitcher.

Effect: The baserunner is out and the batter is awarded a single. All other baserunners advance one base if it is forced. If it is not forced, then the baserunner stays at the base he occupied before the pitch.

Note 1: If the base runner is struck by a batted ball that is in fair territory and he is standing on his base, then the ball is live as if the ball struck the base.

Note 2: If the ball is touched by an infielder or passes by an infielder and then strikes the runner, the runner is not out and the ball is live and in play.

4) When a base runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with his base.

5) When a coach physically holds or pushes a runner, to assist him to return or leave a base.

6) When a baserunner who has been put out, continues to run the bases, thus simulating a live base runner, and there by draws a throw to retire him a second time.

Effect: Ball is dead immediately and base runner is out. Other runners must return to the last legally touched base at the time of catch, or before the above-described action.

7) When, while the ball is in play, a base runner is legally touched by a fielder while off the base. In the case of a baserunner being safe at 1st and making an attempt going to 2nd base and is tagged, the baserunner had to

have crossed the 1st base foul line into fair territory and he must have made a forward movement towards 2nd base to be regarded as being off his base.

8) When, on a force out, a fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach that base.

9) When running toward any base, he runs more than three feet from the established base path, to avoid being tagged with the ball in the hands of the fielder. A runner is permitted to run 3 feet off his baseline only to avoid contact with a fielder.

10) When a base runner PASSES a preceding runner before that runner has been put out. Effect: viii – x: The ball remains alive and in play with all other base runners in jeopardy.

11) When a base runner leaves his base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and legally held on that base, or a fielder legally touches the runner before the runner returns to his base.

Tag-Ups. If a runner leaves a base too soon on a caught fly ball this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.

When a base runner fails to touch an intervening base or bases, (including awarded bases) in regular or reverse order, while the ball is in

play, and the ball is held legally on the missed base, or the runner is legally touched with the ball, while off the base.

Effect: (xi – xii): These are appeal plays and the defensive team loses its right to make an appeal on any of these situations if the appeal is not made known before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

(Please see section 6 (E) for results of an upheld appeal)

13) A defensive player controlling the ball touches home plate with any part of his body with the bases loaded before the 3rd base runner touches or lands across the "SAFETY" line

14) The runner has touched or landed across the "COMMIT" line without the bases being loaded, and a defensive player controlling the ball touches home plate with any part of his body before the runner touches or lands across the "SAFETY" line

15) The runner touches home plate or touches or lands across the "SAFETY" line in fair territory

16) The runner makes avoidable contact with a defensive player who the umpires believe would have had a fair and reasonable chance of getting an OUT.

NOTE: In this case the offensive player may be subject to ejection based on the umpire's' judgment

17) The runner touches or lands across the "COMMIT" line towards home and then returns towards 3rd base, crossing the "COMMIT" line in the opposite direction

18) The runner is tagged by a defensive player prior or after touching or landing across the "COMMIT" line between third and home plate.

Note: Rules regarding the safety line, The runner coming home is only considered reaching home plate once his foot or any part of his body hits the ground across the safety line. A Foot or leg in the air that has not yet touched the ground past or on the safety line is considered still a live runner. This rule also applies for the commit line.

E) Appeals

When an appeal play is upheld, the following shall apply

1) Unless two are out, the status of a following runner is not affected by a preceding runner's violation or failure to comply.

- 2) If, on an appeal, a preceding runner is the THIRD OUT, no following runner shall be allowed to score.
- 3) If, an appealed out is the THIRD OUT, and is the result of a force out, neither the preceding or following runners shall score.
- 4) If the appealed out is the third out and is the result of the base runner not touching first base, preceding runners shall not score.
- 5) On any appealed play or timing play not a force out, all runners preceding the runner being appealed out, who cross the "SAFETY" line legally before actual physical completion of the THIRD APPEALED OUT in any inning shall be counted. Following runners cannot score.
- 6) Here is a list of plays that are Appealable:
 - a) Batting out of order [Rule section 5 (A)]
 - b) Base Runner misses touching a base or left his base too early before a fly ball was caught. [Rule section 6 (D) xi-xii]

F) Base Stealing

Stealing is not allowed in any circumstance.

G) Two Runners Occupying the Same Base

Two runners may not occupy the same base simultaneously. The runner who first occupied the base is entitled to it, unless forced to advance. The other runner(s) may be put out by being touched with the ball.

H) Overrunning First Base

Once the runner reaches first base safely, he is considered to be in the field of play if at least one foot is fully over the first baseline. Merely having part of his foot on the line does not count as being in play. A fully over-the-line foot indicates that he is in play and is subject to

being tagged out. However, if the first baseman requires the runner to touch the white bag rather than the safety bag, the umpire must decide whether the runner was genuinely attempting to advance to second base or was merely forced into the field of play by the first baseman's positioning while trying to catch the ball. If the runner had no choice but to step into the field of play to avoid contact, this is not considered an attempt to advance to the next base.

I) Bodily Contact

All instances in body contact and collisions should be avoid at all cost. For the purposes of a rule, the following shall apply:

1) A defensive player fielding a batted ball has the right of way. A runner interfering shall be called out.

Effect: The ball is dead, and the batter is awarded first base unless the umpire believes that both the runner and the batter would have been out if the fielder had fielded the ball without interference.

2) A fielder who does not have a play and without the ball in his possession, blocks the path of the base runner, is guilty of obstruction.

Effect: The runner will be declared safe and awarded whatever base the umpire feels he would have reached had there been no obstruction. The fielder may be ejected from the game if the umpire feels an injury was at risk.

3) If his path is blocked, the BASE RUNNER has a responsibility to avoid a collision. If the fielder has possession of the ball in the base path, the runner is obliged to avoid a collision but retains the right to proceed to the next base until he is either put out or forced out at the appropriate base. A runner intentionally colliding with a fielder shall be called out and automatically ejected from the game. A slide must be designed to avoid the tag and/or a collision. Any attempt to jar the ball loose from the fielder will result in the runner being called out and possibly being ejected from the game.

J) Safety Line & Commit Line Rule

1) Pursuant to the KMSPL's attempts to ensure the safety of its players, a "SAFETY" line and a "COMMIT" line will be continuously in effect, independent of field conditions, for all KMSPL games. This means there is a force play at the plate under all circumstances, however the offensive player must touch or land across a "SAFETY" line rather than touch home plate to score.

2) The runner is to be declared SAFE at home when, in the judgment of the umpires:

A) Any part of the runner's body touches the ground on or across the safety line before any defensive player controlling the ball touches the plate with any part of his body.

B) The defensive player interferes or makes contact with the runner, including tagging the runner with the ball in the 20 feet safety area between the "COMMIT" line and "SAFETY" line.

NOTE: In this case the defensive player may be subject to ejection based on the umpire's judgment.

L) Bases

The distance between each base is 65 feet.

5. BALL OUT OF PLAY

A) The ball is out of play, After the result of a batted ball where the base runners have stopped advancing (a continuous forward motion towards the next base) and the pitcher has the ball within his pitching box. If a baserunner attempts to advance after a pitcher has possession of the ball in his pitching box, the runners shall be asked to go back to their original bases.

B) The ball is not in play outside the established limits of the playing field (OUTSIDE OF FOUL TERRITORY)

C) The ball is not in play after a ball, or a strike is called (including a 4th ball or a 3rd strike)

D) If a batted ball hits the Pitching Mat and rolls into fair territory. This is an automatic foul ball, and the Ball is considered out of play.

E) Calling “TIME” by an umpire is the act of an umpire putting the ball out of play. The following shall apply when calling “TIME”:

F) When a fielded ball is overthrown out of the playing area by either:

- 1) Entering the dugout as defined in Annex II
- 2) Leaving the field through the “On Deck” entrance
- 3) Crossing any out of bounds line or fence

G. Balls Thrown Out of Play

Is a ball thrown from one fielder toward another and for whatever reason, goes into “out of play territory”. If this occurs, all baserunners will be awarded two bases from the last base touched at time of the throw (when it left the fielder’s hand).

Note: The only exception is if there is a situation where 2 runners would occupy the same base after the 2 bases have been rewarded. If this is the case, then the lead runner would be awarded 2 bases and the runner behind him would be awarded 1 base.

H. When a legally hit fair ball bounces out of the playing area, the ball is dead, and all base runners are awarded 2 bases from the base they occupied at the time of the pitch. This includes a ball which bounces out of play after contacting a fielder attempting to make a play.

I. When a fielder intentionally causes a legally batted ball to leave the playing area which he does not possess, the umpire shall award all runners a minimum of three bases.

J. Should a batted ball get trapped under the outfield fence then the fielder must raise his hand and not touch the ball and wait for the

umpire to make a ruling on the ball. If the umpire deems it was playable then a homerun shall be awarded, If the Umpire does not feel it was playable then a double shall be called.

K. Should the batted ball get trapped in the protective net above the fence in the outfield, it will be ruled a ground rule double.

NOTE: Ball in play means the offensive team can still advance bases and defensive team can still attempt to get outs. Ball out of play means it's a dead ball and no runners can advance, or no defensive play can be made to get outs.

6. BALL IN PLAY

A) A ball is in play when the pitcher has the ball and is within the pitcher's box and the umpire calls "Play Ball".

B) When a batted ball is hit in fair territory or is caught in the air in foul territory. (Even on a 3rd strike, if the outfielder chooses to catch the ball in the air in foul territory, the ball is in play and runners may tag up. The ball is only foul if it hits the ground in foul territory or beyond)

C) When a batted ball is hit in fair territory or is caught in the air in foul territory and is carried by the fielder out of the playing area, the ball is live, and play should continue.

7. INJURIES

A) Injury - The Following shall apply when a player is injured during a game

1) A player who misses a turn at bat due to illness or injury will be recorded as an automatic out. If the player is unable to bat a second time, they must be removed from the game, and the second missed at bat will not count as an automatic out.

2) A fielder who leaves the game due to illness or injury may return and is allowed to miss one turn at bat, which will count as an automatic out. If the player must miss a second turn at bat (which will not be

counted as an automatic out) or cannot return to a defensive position in the following inning of his removal from the field, resulting in the team violating the rule that no player may sit a second time before all others have sat once, then the player must leave the game. If the injured player is unable to play defensively in the following inning but the team remains in compliance with the sit-out rule, the player may continue participating, and that inning will count as his sit.

3) Should a base runner be injured at any time during his running the bases, he may temporarily come out of the game and be replaced by a pinch runner once play has stopped and "TIME" has been called. The replacement runner must be the previous last out. A pinch runner will only be allowed to pinch run for the injured player for that one specific tour around the bases, and if the replaced player becomes injured a second time, he may ask for another replacement runner, but he **MUST** leave the game at that point.

4) Pinch runners may **ONLY** advance one base and it must be on a batted ball or a walk. Pinch Runners may advance more than 1 base only apart from

- a) any throwing attempt made on a runner resulting in the ball going out of play, at which point the normal rules of play governing balls thrown out of bounds should be administered
- b) any ball goes out of play cause by a ground rule double
- c) any ball batted over a fence in fair territory.

Should the pinch runner advance more than one base on a batted ball other than what is listed above (a,b,c), then he shall be called out and all other runners can only advance one base if they have achieved that 1 base already.

SECTION 3

LEAGUE OPERATIONS

1) EQUIPMENT

A) Sweaters

All players (excluding spares) must always wear the official team sweaters. If a Player loses his sweater, then he must order a new one at his own cost.

B) Bats

1) All bats must have USSSA marking on it. The League must approve all bats by placing a KMSPL sticker on the bat. Any bat without a sticker **MUST NOT** be used. The league still has the right to remove said bat if it is deemed dangerous. All personal bats used do not have to be shared. All league bats must be located on the side of the home team for the entire game.

In Addition, Any player aged 70 years or older is permitted to use a Senior Bat. All current applicable rules governing bats apply to Senior Bats. The player who brings a Senior Batis responsible for its use, including if other players use it. If a Senior Bat is used by players other than the one who brought it, the responsible player may be subject to suspension. Senior Bats are identified by a 1.21 performance marking. The EXECI will add red paint on the butt of the bat to mark it as a senior bat.

C) Shoes

Players are not allowed to use shoes with metal soles and/or heel plates. Metal or screw-on metal cleats are not allowed.

D) Gloves

All gloves designed for baseball may be worn by any player at any position.

E) Balls

Each game shall start using a new ball provided by the home team.

F) Bases

The Bases will be supplied by the league and the distance between each base shall be 65 feet.

G) Pitching Net

The Pitching Net will be 2 feet wide and must be placed to a maximum of 3 feet from the front pitching plate. It must always be used when a pitcher is pitching to a batter. The Net sits on either side of the pitching box and must cover half of the pitching plate. Once the Batter hits the ball beyond the pitching box, the Pitching net can be moved to make a defensive play.

H) Pitching Mat

A pitching mat in the size of 43 x 26 shall sit directly behind the edges of home plate.

I) Field Setup Responsibilities

The home team of the first game of the day shall be responsible for bringing out and setting up the equipment on the field. The Home team of the last game of the day shall be responsible for putting away the equipment that is on the field.

2) RATINGS COMMITTEE

The ratings committee will be chosen and mandated by the Executive. Their responsibility is to rate all players before the draft, all spares

during the season and a final playoff rating for both regulars and spares.

3) DISCIPLINE COMMITTEE

Objective: To review all “incidents” brought forth to the Committee, by the executive in a timely manner. All verdicts should be done with a sense of fairness, calmness, and without prejudice in order to preserve the overall KMSPL objective.

A) Members

- 1) 4 League Members chosen by the Exec
- 2) The Umpire in Chief Executive Member shall act as the Sponsor of the Committee and as such will only vote in the case of a tie.
- 3) One selected league member chosen by the Executive shall act as Chairman of this Committee and will be responsible for calling meetings when necessary and advising the executive of any disciplinary action.
- 4) Quorum will be reached when the three of the above are present
- 5) The Executive must turn over ALL matters to the discipline committee for review, follow-up, and disciplinary recommendation as required. These matters can be incidents on the field or off the field and can be for conduct unbecoming a League member(s) that hinders, hurts, or does not benefit the overall betterment of the League or its objectives.

B) Guidelines

Basic Guidelines for the Discipline Committee (Please refer to the Incident Guidelines official document as adopted on November 9th, 2009)

C) Three Strike Rule Definition:

After 3 disciplinary incidents with any KMSPL member, at the recommendation of the Discipline Committee and the Executive combined will be expelled from the League. What constitutes a Strike? A strike is any additional suspension, beyond the automatic 1 game suspension from the League, for conduct unbecoming, or an act that risks injury to another member of the league. A strike is also any written warning to a member, from the executive, for conduct unbecoming that does not warrant a suspension. How will the 3 Strike Rule be administered? When a player is given a strike, it will be communicated to the player and his coach by the executive in a timely manner by phone and followed up in writing. A copy will be placed on file with the executive. If a player reaches Strike 2, a warning letter will be sent to the player, copied to the coach, and a copy will be placed on file with the executive. The player will be warned that he is playing with zero tolerance.

Repeat offenders (extreme cases) may be sent a letter stating that they will be starting the next season with zero tolerance. That is to say that the player will commence the upcoming season starting at Strike 2. A copy of this letter will remain on file with the executive. It is also important to understand that all suspensions may result with the player losing his "member in good status" record. When a player is called out on the 3 Strike rule, he will be informed by phone, and followed up with a letter from the Executive. All outstanding money will be reimbursed to that player in a timely manner.

D) Breaking the Park Curfew

Any member of the KMSPL reported in writing by Kirkland Public Security or by the Executive as being at the park after the official park curfew of 11:30 P.M. will be issued.

the following penalties and suspensions in accordance with the 3 Strike rule.

- (i) 1st offense – Strike 1, and 1 game

(ii) 2nd offense – Strike 2, and 3 games

(iii) 3rd offense – Strike 3 (Player will be expelled for life from playing in the KMSPL)

4) PLAYER CONDUCT

A) Only a coach or his designate can speak with the umpires in case of a disputed call.

B) The following are grounds for ejection from a game:

1) Profane or abusive language

2) Visible displays of temper (throwing objects)

3) Intentional and violent collision with an opposing player

4) Fighting

5) Continued arguing over an umpire's judgment call

C) All ejections will result in an automatic game suspension for that player's next game and will also result in a review by the executive committee for possible further disciplinary action.

Note: Umpires are also subject to review and their behavior during a game can also come into question and can result in a suspension as well.

D) Continued harassment of umpires, opposing players or bystanders after an ejection will result in additional disciplinary action.

E) Smoking is not permitted within the field of play, dugouts or anywhere within the area that is determined to be the field of play. This applies to all players from any team at any time or anyone who is umpiring.

5) PLAYER SAFETY

Any player who has had a heart attack, stroke, or concussion will not be permitted to return to active play without written permission from a physician.

6) SCOREKEEPING

A) Should the home team score enough runs in the last inning of a game to win the game, only those runs necessary to win the game will be counted. The batter in question will be credited with a “single “and as many R.B.I.s as necessary to win the game.

B) Individual stats from a game which is called by default will be counted to the last complete half inning, provided that the visiting team has completed five innings. Otherwise, the teams will be credited with a win and a loss respectively but no individual stats will be counted.

C) Standings

1) Teams will be awarded 2 points for a win,

2) Teams will be awarded 1 point for a tie

3) Teams will have points deducted in the standings:

a) If the team forfeits a game (1 point). However, should a team notify the league (through either the president or the umpire-in-chief) more than 48 hours prior to game time that they intend to default the game, no points will be deducted.

b) If the team fails to provide the required number of umpires as required by the schedule. Said umpires may be any League member, as long as the arrangements have been made 24 hours prior to the game. The points will be deducted, in the following manner, if the required numbers of umpires have not reported by the completion of the first inning:

i. One umpire missing - 1 point deducted.

ii. Two umpires missing - 2 points deducted.

4) At the end of the regular season, ties in the league standings will be broken as follows:

- a) Greater number of wins
- b) Fewest losses
- c) Best record between tied teams (in the case of more than 2 teams – the combined total record of all tied teams will be used)
- d) Best record in own division
- e) Plus/Minus
- f) Coin toss

5) If there is an error in counting runs where the team did not count enough runs, it must be reported to the other team immediately during the game. Once the game is over the runs counted during the game are final. If a team has missed counting runs and it has been uncovered after the game is over, the final score will stand, and these missed runs will not count. If a team has given themselves too many runs and it discovers this error after the game is over, then these runs will be removed, and the score will change even if it was discovered after the game was completed.

7) PLAYOFFS

A) Playoff Rankings

Division winners will be ranked above all other teams throughout the playoffs regardless of point totals. They will be followed by All other teams. All rankings are decided by teams point totals and tie breakers will be according to rules laid out in SECTION 6.4.

B) Playoff Format

- 1) Play in round

2 out of 3 Game elimination, winner goes on to the 1st round.

16 /13 and 15/14 (Last Place Teams In each Division)

2) First Round: Teams are seeded 1 through 14 based on regular season records, and we proceed with 3/14, 4/13, 5/12, 6/11, 7/10, 8/9, all best 2 out of 3. 1st place and 2nd place play 2 games for 1st overall seed. The 2nd place team must win both games to claim the 1st place overall.

3) Second Round: Teams are seeded 1 through 8 based on regular season records, and we proceed with 1/8, 2/7, 3/6, 4/5; all best 2 out of 3.

4) Semi Finals: Again, remaining teams are seeded 1 through 4 based on regular season performance, and we proceed with 1/4, 2/3; all best 2 out of 3.

5) Finals: Best 3 out of 5.

C) Playoff Regulation Game

1) If after 5 complete innings, if a playoff game is interrupted by lights, weather after an inning has started and the game cannot continue at the same time slot, then both teams will come back and finish that inning at a later time slot.

2) If 5 complete innings have been played, A game must not end in a tie and will be continued until there is a winner or the game will be suspended and completed at the next available time slot.

3) If a game is stopped before 5 complete innings then the entire game is to restart at a new time slot.

4) All innings that start and do not finish due to time restrictions, will be suspended to a new time slot and continued where the game left off.

D) Playoff Scheduling

No team can be scheduled to play more than 3 games in 3 consecutive nights. The Exec will notify the coaches involved of all dates before the start of a series and if a game is needed that was not scheduled it will be played in the next available time slot.

8) WARMUPS BETWEEN INNINGS

A) Infield and outfield warmups are allowed for the first 3 innings ONLY. Catchers are permitted to throw the ball to 2nd base for the 1st 3 innings Only.

B) Pitchers are allowed 5 pitches for their 1st inning of pitching, after their 1st inning is completed, they are allowed 2 pitches.

9) FIELD CONDITIONS

A) The conditions of the field to determine if the game is playable is decided by the umpires.

B) After the game has started, the plate umpire shall be the sole judge as to whether the game shall continue.

1) The umpire has the responsibility to call the game at any time due to rain, lightning, darkness, or any other cause which may put the players or umpires at risk.

2) No game will start later than 20 minutes after the scheduled start time.

3) At the request of the Town of Kirkland, the playing field must not be altered in any way, unless done by the chalet ATTENDANT. This includes raking, baling water, etc.

10) SPARES

When a team requires a spare player(s), the “spare coordinator” must be contacted no later than 24 hours prior to the start time of the game requiring the spare(s).

11) SEASON FORMAT, COACHES & TEAMS

A) At the beginning of every season, the exec will determine by the amount of player registration received, the number of teams and players per team for that season.

B) The Exec will also determine the number of games played for each team.

C) The Exec will also review all coaches who applied to coach, History and player conduct will weigh heavily on the decision on who will coach.

D) All matters to the planning of the season, players, spares, events, scheduling, will be determined by the exec and may change from year to year.

E) A player who does not play in at least 70% of his team's games will be reviewed for the upcoming year if that player registers again as a regular. This player may be required to register as a spare only the following year unless there is a valid explanation provided to the executive such as injury, illness bereavement etc.

F) Minimum Players A team must have a minimum of nine players to start a game (including spares). 7 of these players must be regular players. A team must have sufficient players to start a game. Teams will be given fifteen minutes of the scheduled starting time to wait for a player to show up or the game is forfeited and the team that did not have enough players will be penalized by deducting 1 point from their point total.

1) A team must have a minimum of eight players (including spares) to continue a game.

2) Each player on the team roster must participate in a game. All players who show up to a game must be included in the batting order and must bat in turn.

G) The defensive team may field a maximum of eleven players at a time. No player may sit out a second inning until every player on the team has sat out once. Likewise, no player may sit out a third inning until all other players have sat out twice.

If a player currently on the field cannot complete an inning and is replaced by a player who was sitting out, that inning will still count as the sitting player's turn to sit.

If the replaced player is unable to return to the field in the following inning, and this results in a situation where a player would sit out a second time before others have sat once, the replaced player must be removed from the game to maintain fairness and compliance with the rotation rule.

H) A player who arrives after the first pitch of the game may play, but his name must be added to the bottom of the batting order. If his team is in the field and is playing with less than 11 fielders, he may join the game immediately. A player is considered late if he is not seen anywhere in the park prior to the first pitch of a game.

12. PLAYERS

A. Regular Season

1) There are 4 types of players in the regular season

A) A Regular Player (A drafted player, who has paid his full due)

B) A Spare

C) A Replacement Player

D) A Permanent Replacement

2) All regular players must be given a schedule and encouraged to attend all games.

3) The replacement player is the responsibility of the team and coach, and they must call all spares within the parameters to see who is available for the player they are replacing. After calling the spares, the coach will then make a request in the manner the exec has laid out before the beginning of the season.

4) If a regular player expects to miss 6 or more consecutive games (for whatever reason) then the team must replace him by choosing a spare on a game-by-game basis according to the parameter structure in place. The replacement player must play by the 6th game, if not then the team shall be penalized by losing 2 points in the standings and the coach shall be awarded a 2-game suspension. The exec also has the right to remove any win of where this rule was not upheld if it so deems to do so.

5) A regular player may only return to play after being replaced for at least 3 games. Once replaced, rainouts count as missed games for the regular player toward this 3-game minimum, ensuring the regular player is not penalized for rainouts. However once a team has started a replacement stint (Start is when they have requested for a replacement player and not if a replacement has played a game), they must go forward with the stint regardless if rainouts occur.

6) If a regular player expects to miss 3 or more consecutive regular season games, (for whatever reason) then the team could replace him by choosing a spare on a game-by-game basis according to the parameter structure in place.

7) Replacement players can be any spare that is within Parameter 1 or lower. These replacements can be scheduled for more than 1 game at a time. Replacement players that are rated higher (other than in Parameter 1) must be approved by the Spare coordinator and can only be scheduled for 1 game. Once this game is completed the team must call all spares within the parameters to see if a replacement more appropriate to the regular players rating is found in the appropriate parameters.

8) Replacement players can replace more than 1 player if they choose to, but the team that reserves this player first has priority if there is a

conflict. The Reservation period begins when the regular player has played his last game and is ready to be replaced and not before this period of time. No Team can reserve players If the regular player is still not ready to be replaced.

9) Replacement players can also spare for other teams if they choose to but their priority is to the team that has him as a replacement.

10) A team must advise the spare coordinator once it has released a replacement player and taken another player or if the regular player is returning.

11) A suspended player cannot be replaced by a replacement player unless the Executive decides to not enforce this rule. He must serve his games and if his team needs players, they must use the spare list.

12) If a player is suspended while being on the DL, the suspended player must return to play when he is ready, he must then play 1 game and then serve his suspension.

13) No replacement will be permitted if a team has only 2 games remaining in the season. Replacements must play 3 games before a regular can return.

14) A permanent replacement is not the same as a replacement player. A permanent replacement will be treated as a regular player and belongs to the team for the remainder of the season. A replacement player is removed from all teams at the end of the season and is available as a spare for all teams and his playing for a team is determined by the time of request by each team.

15) Regular season Only – If a replacement player is found and he is + 1.00 and above in rating from the regular player's draft rating, then that replacement must hit at the bottom of the order with all other spares even if he is a replacement player for that game.

16) All previous rules remain in effect. In addition, once a team has designated a replacement player, that replacement or Any replacement must actively participate in place of the regular player. A

team may not keep a replacement inactive for more than four games in total across all replacement stints during the entire year for that regular player.

NOTE: Once the playoffs begin, all replacement players will be removed from all teams unless they have a permanent status. No replacement status is permitted for the playoffs; therefore, all coaches must be aware of the 3 and 6 game rule and how many games they have remaining to make sure they are not in danger of being non-compliant and in danger of being suspended.

17) The Parameters are as follows

Parameter 1

Any player that is down 1 point and up .50 points of the player being replaced can be selected at the coach's choice.

Parameter 2 and beyond

From the previous parameter, Down 1 point first, Then Up .50 from the player being replaced

Note: Rule 12.A.6 and Rule 12.A.14 must be followed for a replacement who is rated higher than the regular outside of Parameter 1.

B. Play-Off Players

1) Players

A) There are 2 types of players in the playoffs

1) A spare (either a spare from registration or an eliminated regular)

2) A regular player (either a drafted player or a permanent replacement player who is taking the place of a player who has confirmed that he will not return for the year)

2) Official teams

1) Coaches **MUST** make **EVERY** effort to ensure that they start every playoff game with the same number of players as they drafted.

Effect: Failure to make **EVERY** effort will result in an investigation and could lead to sanctions and/or suspension.

2) In the event that this is impossible to field a full team (no-shows, last-minute cancellations, or lack of players whose ratings fit the parameters available), then they must still sit 2 players per inning in their defensive rotation regardless of how many players are on the field.

Exceptions to this are the following.

A) Should a player be injured during a game and be unable to continue to play.

B) If a team is disallowed by the opposing team to play with a replacement player who is higher in rating by plus 1 or more of the player(s) being replaced.

C) In the event that a player is injured during a continuation game, and his team has a regularly scheduled playoff game immediately following.

NOTE: In these 3 cases the affected team would therefore still be permitted to have 11 players on the field.

3) Regulation Game

A) All series except finals - Once an inning has started the inning must be played to its completion unless such stoppage is weather related and then left up to the discretion of the umpire. The completion can be completed immediately or at the next open time slot (umpire's discretion)

NOTE: No inning can start 1 hour and 45 minutes and 1 second past the starting time of the game. The start of an inning begins immediately after the home team makes the last out of an inning.

B) Finals – All games must be played to their entirety (nine innings or as the mercy rule applies)

C) Mercy Rule - If one team is leading by 20 runs or more, at the end of 5 innings or more the official game is considered to have ended.

4) Late Arrival

A player who arrives after the first pitch of the game may play, but his name must be added to the bottom of the batting order. If his team is in the field and is playing with less than 11 fielders, he may join the game immediately. A player is considered late if he is not visible in the surroundings of the park at the time of the first pitch.

5) Playoff Spare Requests and Replacements

A) The Exec will assign someone to take all spare requests for the playoffs. This person will be referred to as the spare coordinator.

B) Teams will be responsible for contacting all spares that they require. They must start with Parameter 1 and then Parameter 2 and so forth for all spare needs.

C) A team has no restriction to select any spare player lower in rating than their player being replaced.

D) The Ratings committee will review all ratings of Regular players and will render a final playoff rating list by the second Monday in August. The Ratings committee will also review all spare ratings and a final rating will be submitted to the coaches by the August coaches' meeting. If the ratings committee is not comfortable with not seeing a spare enough, they have the right to not give a final rating and omit this spare from sparing in the playoffs.

E) If a spare is already on a team as a replacement player for the player that is not coming back, then that team has priority over any other team to keep this spare as permanent if it so chooses to. The priority goes to the team who first claimed the spare for the injured player, as a replacement if the spare is a replacement on more than 1 team.

F) All teams must play every game with the same number of players they drafted. The only players considered to be part of the team's regular list of players will be those originally drafted or traded for. Teams can be permitted to replace a Regular player permanently if the regular player has confirmed that he will no longer return for the year by email and the permanent replacement accepts to play full time and his rating is in the Parameter 1 with regards to the regular he is replacing. This request to have a spare become a Permanent replacement must be given to the Executive By the teams last game of the year. All requests after this date will be denied.

G) Once the final playoff ratings have been confirmed by the ratings' committee, the new spare player ratings come into effect immediately and cannot be changed until the playoffs are over. All Regular players will be given 2 ratings, 1) Their Original Draft Rating and 2) Their eliminated Rating. All Regulars retain their original draft rating, and their rating changes immediately once they have been eliminated to the Eliminated Rating. The Original Draft Rating is the rating that a team must replace when looking for a spare for one of their regulars.

H) Spare players who have been given a rating and have played minimum 1 game during the year will be permitted to spare in the playoffs. No other spare can be a replacement player in the playoffs. Spares will ONLY be permitted to play in the 1st round.

I) Eliminated Regular players can play immediately after being eliminated. Once they are eliminated, they will be referred to as spares and are the only players who can replace a Regular After the 1st round.

J) All teams Must send their request for a spare to the spare Coordinator via email and can be sent in only when the scheduled

game is posted on the website. The emails will be time stamped for priority. Spare requests will be placed on a first requested, first served basis. Teams are permitted to speak to spares before, but Teams who send their request in first have priority over other teams, even if that team has not contacted any spare and other teams have. The priority is who requested it first, not who contacted the spare first. Once a request has been sent in and the player has accepted, then that team must advise the spare coordinator of the spare's acceptance or of the spare's denial if that is the case. Teams MUST send in their request and it must be approved for the spare to play, even if it's minutes before game time.

K) A spare who has confirmed that he can play and the team has sent in their request for that player cannot be canceled unless the game is canceled and a new time slot for that game has been set.

L) A spare player is permitted to play more than 1 game per day if he so chooses, and he is also permitted to accept assignments before or after assignments that he has already accepted. If that spare gets hurt on the same day as he is scheduled to play a 2nd game, then that team who is left without a spare must do everything in its power to replace him but if they can't find anyone then they will not be penalized and will be allowed to play with 12 players and only sit 1 player.

M) The Spare Coordinator has the right to refuse a spare confirmation if he feels that the spare is picking and choosing who to spare for. All spares must be available for all teams and cannot refuse an assignment. based on the team that requested him. The Spare Coordinator has the right to remove the spare from the spare list if this situation occurs.

N) The opposing coach has the right to deny a spare from playing If a spare is found with a +1.00 and higher rating from the player he is replacing. If a coach does deny such a player, then the team requesting a spare will be permitted to play with 1 less player without the team being penalized with the number of players sitting per inning.

O) If a coach does not contact all spares that are below within a parameter before going up, The Exec has the right to force a forfeit for that game and the coach can be suspended.

P) All previous rules remain in effect. In addition, if a spare has already been playing with a team during a series, that team retains priority rights to keep the spare for the remainder of that series. The opposing team may not claim the spare unless the team with priority no longer requires his services. Once the series concludes, the priority rights expire, and the spare becomes available at the start of the next series.

Q) The Playoff Parameters are as follows

Parameter 1

Any player that is down 1 point and up .50 points of the player being replaced can be selected at the coach's choice.

Parameter 2 and beyond

From the previous parameter, down 1 point FIRST, Then Up .50. From Parameter 2 and beyond, you must go Down before going up in rating.

6) Protests

Protests are only Applicable to playoff games; no protest will be entertained during the regular season. Please see section 11 for the protest rules during the playoffs

A) A protested game can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of the rules. The game assumes the status of a suspended game until the protest is either allowed or disallowed.

Conditions governing acceptance of protests during the playing of a game are as follows:

B) An umpire's judgment as to whether a batted ball was fair or foul, a pitched ball was a ball or a strike, a base runner was safe or out, or

about any other situation wholly within the umpire's scope to make decisions, is not a valid reason to protest a game.

C) Based on alleged misinterpretation or application of the playing rules by an umpire, a protest should be accepted for consideration and decision if it had an impact on the game or score. If the violation brought forth by the coach had no impact on the outcome of a game, then the motion to validate the protest will be denied.

D) The intention to protest a rule interpretation must be made known by the Coach, or his designate, to the umpire immediately and before the next pitch is made to the batter. The protesting coach must make note of the exact conditions prevailing on the field at the time of the

protest. These conditions should be attested to and by the umpires. (Refer to KMSPL "Protest Form")

E) The formal protest form should be completed and contain the following, and be attested to by the umpires and the other coach:

- 1) The date, time, and place of the game.
- 2) Names of the umpires.
- 3) The rule or rules over which the protest is being filed.
- 4) The decision and/or conditions surrounding the cause for the protest.
- 5) The essential facts involved in the matter of the protest.

F) THE DECISION MADE ON A PROTESTED GAME MAY RESULT IN:

- 1) The protest being found invalid. The game score stands as played.
- 2) The protest being allowed. The game is resumed at the point of the protest as a suspended game.

13 THE DRAFT

A) DRAFT PROCEDURE

1) A list of players who have registered to be regulars shall be given to the coaches at the latest by the coaches' meeting in April.

2) All rookies or spares whose rating has not been determined yet will be invited to a rookie camp where the ratings committee shall rate all players and give a final list to the coaches. If a player does not have a rating and cannot show up to rookie camp, this player will not be permitted to play as a regular.

3) Coaches will be slotted in the first round according to their rating, the lowest rated coach picking first. If there is a tie in rating between coaches a coin flip will determine who picks first. The coach's round will be called the 1st round.

4) The 2nd round for each team will be completed immediately after rookie camp.

5) The draft will take place one week after rookie camp.

6) Starting with Round 2 til the last round of the draft, a total sum of the players rating will be calculated for each team. A sequence of the lowest rated teams to the highest rated teams will be the sequence of picks for each round.

7) If there is a tie between teams at the end of a round, the team that picked last of the tied teams in the round that just finished will pick before the other tied teams in the next round. This process will continue until all tie breakers have been determined.

8) Each team is given a certain amount of time to make their picks for each round. Round 2 to 9 all teams will have 60 seconds to make a pick. Rounds 10 to 12, teams will have 90 seconds to make a pick. Once a team has picked a player, the allotted time per round will begin for the next team in the drafting sequence. This allotted time for each team to make a pick will be called "On the Clock."

9) Teams are permitted to have 3 time-outs through the draft. These time outs must be called anytime during the team is "On the clock." Only 1 time out per round is permitted. If a team runs out of time outs and they do not make a pick, then their turn is forfeited to the next team in the sequence of picks. After that team has made their pick, the team that lost their turn has 30 seconds to make a pick, if they do not make a pick within 30 seconds then they forfeit their pick again to the next team. This process continues until they make a pick in the round. All teams must take 1 player in each round.

10) There are 12 rounds in the 13-man roster teams. The 1st round is selected before the day of the draft and the day of the draft begins with Round 2.

11) There will be three (3) 7-minute breaks after Rounds 4, 7, 10. Trades can only be done during the breaks and the change of rating will be in effect once the draft resumes from the breaks.

11) Once a team announces a pick for each round, this pick is final and cannot be changed.

12) No one can sit at a team's draft table unless they have been drafted by that team.

13) Only 3 players per team are permitted to always sit at a Draft table.

B) Trades

1) Trades are permitted during the 4 breaks.

2) No approvals or votes are needed for teams to trade players.

3) Teams can only trade players and not draft positions.

4) Teams are permitted to involve multiple players in an individual trade if they choose to do so.

5) Trades executed in Rounds 2 to 10 may not exceed more than + .75 for any team involved for that specific trade. Trades executed in

Rounds 11 and 12 may not exceed more than +.50 for any team involved in that specific trade. Trade window closes 48 hours after the draft.

6) The cumulative of all trades may not exceed + 1.25 for any team before, during or after the draft. If a team has completed a trade, then that trade is final. If this same team would like to submit another trade and one of the teams exceeds a cumulative amount +1.25, then this team cannot go back and undo a previous trade so the second one can be approved. Once a trade is submitted and it is within the ratings parameter, it is final.

7) The deadline to submit a trade will be 48 hours after the draft. All trades after the draft may not exceed more than +.50 for any team involved for that specific trade.

8) Trades that occur during the 3 breaks of the draft are to be given to the Draft coordinator immediately before the next round begins. The cumulative team rating amount will be affected as per the trade outlines for each team that makes a trade, and the team rating amounts are re-sorted accordingly. The next round will begin with the new sorting of the teams.

14 COACHES

A) Coaches have the responsibility to set line ups, sits, and manage their teams appropriately and within the guidelines and rules set forth by the members and executive.

B) Coaches have the responsibility to set up after game activities for their players such as beverages and food.

C) A coach's conduct on or off the field must be one that promotes the rules and is respectful to all players in all teams.

D) Coaches are required to schedule 2 umpires for all scheduled umpire duties, and they must always schedule 1 of those 2 umpires that is able to take control of a game and is knowledgeable of the KMSPL league rules.

E) Coaches are encouraged to help umpires with rules even if it goes against their team. An umpire's call on a play is always subjective, but rules are to be followed and coaches must encourage the right rule to be implemented when an umpire does not know a rule or is confused about a rule.

F) Coaches have the responsibility to promote all league events to their teammates.

15 UMPIRES

A) All players are encouraged to read the rule book and umpires are responsible to enforce all rules.

B) Umpires must do everything to focus on their duties as an umpire and make the appropriate calls. They have a responsibility to the 2 teams playing.

C) Umpires are to respect all players and they are to take control of the game in terms of mood, time management, making appropriate calls, looking after the health of all players and to make sure fairness is always given to both teams.

D) Umpires are encouraged to always get the call right regardless of how it appears or who it may anger. If a call is made by an umpire and a coach asks for an appeal from the other umpire, the umpire in question should appeal to the other umpire in case he did miss something.

E) Umpires are allowed to switch with other players from their teams, if they need a bathroom break, food break or beverage break. They are encouraged to ask others to help rather than eat or drink during their umpire duties.

SECTION 4

LEAGUE DEFINITIONS

Base Path – is an imaginary line three feet to either side of a direct line between two bases. An established base path is an imaginary line in direct line from the runner to the base in which he is advancing. The base path becomes established when the fielder receives the ball and begins his attempt to tag the runner.

Batter's Box – is the area within which the batter takes his position when it is his turn to bat. Prior to the pitch, both feet must be in contact with the ground within the lines of the batter's box when the ball is made contact with the bat. (The lines are inside the box.)

Batter Runner- As soon as a batter's bat makes contact with the ball, he becomes a Batter-Runner

Catch(legal) – is the act of the fielder receiving the ball, in flight, and having it securely in his possession, in his hand or glove. To establish the validity of the catch, the fielder shall hold the ball long enough so that the umpire is convinced that he had complete control of the ball himself, and any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

Commit Line – is a line drawn perpendicular to the 3rd base line in foul territory 20 feet before reaching home plate from 3rd. Crossing a Line

– a runner crosses either the "COMMIT" or "SAFETY" line once his foot touches or lands past the line in question.

Dugout– An overthrown ball is considered "in the dugout" and is immediately dead when it rolls into the dugout on the ground, touches an offensive player who is in the dugout, or hits the permanent fence directly upwards above either dugout.

Fair Territory – is that part of the playing area within and including the first and third base foul lines, from home plate to the bottom of the extreme playing area fence and then extending perpendicularly upwards. (Home plate is in fair territory)

Foul Territory – is the part of the field which is the fair line on each side of first and third and is between the foul line that runs all the way down from the outer fence.

Out of Play Territory – is the part of the field that is outside of the foul line, or inside or above the dugouts or through an opening of a fence or are branches that hang over from a tree that is located outside the foul line.

Fair Ball– is a batted ball that settles on fair territory between home plate and first base or home plate and third base, or that is on or over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, or that touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field i.e., over and beyond the outside fence.

Force Out – occurs when a base runner is forced to advance to the next base due to the batter becoming a base runner. If the base runner (on or off the base) is tagged by a fielder with the ball or a fielder holds the ball on the base to which the base runner is forced to advance before the runner can reach that base and before any succeeding runner is put out, that base runner is forced out.

Foul Ball – is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object, or an area in foul territory, or that first touches foul ground beyond first or third base. Batted balls that hit the pitching mat are considered automatic foul balls, regardless of where the ball ends up after hitting the mat.

Note: If a ball is hit and a defensive player tries to catch the ball in the air and the ball hits any part of the fielder without being caught, the ball is called fair or foul depending on where the ball is first contacted regardless of where the fielder is standing. If the ball was first contacted by the fielder when the ball was in foul territory, then it is called a foul ball. A foul or fair ball is determined by the location of the ball when it is first touched by a fielder and not where the player is standing.

Illegally Batted Ball – is one batted fair or foul by the batter when either one or both feet are in contact with the ground COMPLETELY outside the lines of the batter's box, or when his foot is in contact with home plate, or when the ball is batted with an illegal bat.

Infield Fly – Infield fly is in effect when there are runners on first and second or when the bases are loaded and there are less than 2 outs. In these 2 situations if a ball is hit in the air in the infield and a defensive player has an opportunity to catch the fly ball, the infield fly rule may come into effect. An Infield fly is an umpire's JUDGMENT call, NOT subject to appeal or dispute, and NOT automatic. On an infield fly, the umpire must judge whether the ball could have been caught by an infielder with ordinary effort - not by some arbitrary limitation such as grass, or the baselines. The umpire must rule also that the ball is an infield fly, even if handled by an outfielder, if in the umpire's judgment the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately, for the sake of the runners, with the ball in the air.

Note: If a batted ball is to be declared an infield fly, the umpire shall call: "INFIELD FLY, IF FAIR, BATTER IS OUT," for the benefit of the

runners. Failure to make such a call does not preclude the batted ball from being an

infield fly. The ball is alive and if runners advance, they do so at their own risk and are in jeopardy if the ball is caught. The ruling is the same as another caught or dropped fly ball. A foul ball is not an infield fly and, if the ball falls untouched to the ground and subsequently rolls into foul territory before first and third bases, it is simply a foul ball.

Interference – is an act of players or others who interfere with a player's opportunity to execute a play.

(i) Offensive Interference - When a player interferes with, or impedes, or confuses a defensive player while he is attempting to make a play, by either physical or vocal actions.

(ii) Spectator Interference - when a spectator interferes with a player's ability to make a play.

Legal Touch – occurs when a fielder, who is securely holding the ball in his hand, touches the runner or batter-runner that is not touching a base. The fielder may touch the runner with the hand or glove in which the ball is securely held. It is not considered securely held if the ball is dropped or juggled by the fielder after having touched the runner, unless the runner intentionally knocks the ball from the hand of the fielder.

Live Ball – is a ball that is alive and playable and remains so until for some reason the umpire is required to call TIME, at which time the ball becomes dead and is not playable.

Obstruction– is an act of a fielder, while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (the thrown ball must already be in flight) which impedes the process of a runner who is legally running the bases. The obstruction does not have to be intentional. Obstruction also includes the act of a defensive player who hinders the batter's ability to swing.

Overthrow– is a ball thrown from one fielder toward another and, for whatever reason, goes into “out of play territory.” If this occurs, all base runners will be awarded bases as outlined under Rule 7 (e)

Pitcher/Infielder – the pitcher becomes an infielder when, after releasing the ball towards the batter, he has a reasonable opportunity to field a batted ball.

Safety Line – is a line drawn PARALLEL TO THE FIRST baseline, FROM THE FRONT LEFT CORNER (THE CORNER CLOSEST TO THIRD BASE) TO THE BACKSTOP.

Strike Zone – A mat (dimensions 25 inches wide by 43 inches deep) will be placed completely behind home plate. Any ball that hits any part of the mat directly without touching the ground first shall be called a strike.

Three Foot Line – is the designated running area at the latter half of the home plate to the first base path, that a batter-base runner must run in so as not to be called out for interfering with the first baseman’s ability to receive a throw.