

Kern River Valley Little League Local Rules 2022

(These are in addition to any rules contained within the official Little League Rule Book)



Divisions

T-Ball

Machine Baseball

Machine Softball

Minor Baseball

Minor Softball

Major Softball

Major Baseball

Junior Interleague Baseball

Junior Interleague Softball

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Practices and Regular Season

All Managers/Coaches must have a volunteer application on file at www.krvll.com, a completed background check, completed concussion training, and approval by the KRVLL Board prior to participation in player evaluations, practices, and /or games in the KRVLL. **NO EXCEPTIONS!**

Junior Baseball and Softball, Major Baseball and Softball: Practice will be no more than four times a week during pre-season. No more than two times a week during the regular season. Practices will not last longer than 2 hours. Practices must have an ending time of 7:30 pm on school nights and 8:00 pm on non-school nights. All practices and field usage is to be arranged through the Player Agent and/or Coaching Coordinator.

T-Ball: Practices are limited to twice a week prior to games beginning; upon games beginning, practices will drop down to NO MORE THAN once a week. Practices will be limited to 1 ½ hour.

Fields:

-Parking at the Wallace field will be ONLY on the dirt. NO ONE is allowed to park on the cement parking area, which is the Pre-School or past the rocks, NO parking on the GRASS. All managers are responsible for informing their parents and spectators of this.

-Personal batting cages are not to be used unless insured by the league prior to the charter being mailed in. If you are not covered under Little League insurance, you are prohibited from using it for team practices.

-**Junior Baseball** will play at Kern Valley High JV Baseball Field.

-**Major Baseball** will play all games at Mt. Mesa field.

-**Minors** will be played at Mt. Mesa Fields.

-**Minors Machine Pitch Baseball** will be played at Kissack ball Field

-**T-Ball** will play at the Wallace field.

-**Major Softball** and **Minor Softball** will play at Randall (Kernville) field.

No games are to be changed or canceled without the consent of the President. **This includes Tee Ball games that want to end prior to completing the game.** The canceling team will consider a forfeit if a game is not played without prior approval.

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Make-up games: All canceled games must be rescheduled with the President within TWO days. The canceled T-Ball, Minors Machine, and all softball games will try to be played within seven days. Minors and Major baseball will be scheduled additionally to the end of the season to consider pitch count.

Division Champions

In T-Ball, there is no score kept, no champion declared.

The team with the best overall record will be declared the division champion in the Minor-Major divisions. If a tie exists at the end of regular season play, a single game playoff will be played to determine the division champion. If a tie exists between more than two teams at the end of regular season play, a double-elimination tournament will be played to determine the division champion.

Managers must inform the Player Agent if a player misses more than two consecutive games or if there is a player that has missed three practices.

Field Set up/Maintenance: The home team is required to prep and chalk the field; therefore, a home team representative must arrive a minimum of 45 minutes prior to the start time of their scheduled games. The home team manager is responsible for all bases, chalking, umpire equipment (as well as scheduling an umpire for the game) at the start of the game.

-The visiting/away team is responsible for field clean up/putting equipment away, including bases.

-It is mandatory for each team to clean up their respective dugouts at the end of each game. The home team for each game will empty the trash cans prior to leaving the field after their games.

Pets of any kind are not allowed on the Wallace, Kernville, or Randall fields, in the dugouts, or in the stands where Little League games and practices are taking place. Pets of any kind are not allowed on the Mt Mesa field or the dugouts where Little League games and practices are taking place. Anyone who brings a pet on these areas will be asked to leave. All managers are responsible for informing their parents of this prior to the beginning of the season.

INJURIES/ACCIDENTS: must be reported to the Safety Officer within 6 hours of the accident.

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The Preliminary Injury Report form must be filled out immediately and turned in to the Safety Officer, Player Agent, Vice-President, or President if Safety Officer is unavailable within one day of injury/accident.

UNIFORMS: Uniforms consist of Baseball/Softball pants/shorts, hat/visor, socks (if visible), and jersey. The League provides a jersey, hat/visor, belt, and socks to the player. All players will wear the entire, complete uniform.

-Pants: Coaches can choose any pants color, but the entire team must match. Softball may wear shorts in place of pants, but the entire team must match (excluding catchers).

-Hair and Nails: Hair shall be worn back so that it cannot fall in the player's eyes, either by wind or movement. This shall be done with things that are not metal. Nails should be cut down to a length that they are no longer than the players' fingers. This applies to fake nails and natural; no metal shall be on the nails.

No smoking is allowed during any games or practice. This includes vape pens!!

Game Day Start: Before every game, each team is to line up on the baseline for pre-game ceremonies. This includes the Pledge of Allegiance as well as the Little League pledge.

- The home team must provide an official scorekeeper (who will remain unbiased) and will be responsible for the official pitch count (player-pitched divisions). The official scorekeeper will position themselves directly behind home plate to aid the Umpire. The official scorekeeper will interact solely with the Umpire and not with the managers of either team.

-Team numbers/Pool play: (majors and below) If a team has less than nine players, our league utilizes the pool play option, meaning the other team, providing they have more than nine players, must allow one or more of their players to play for the short team. A game can be completed with eight on either side. In the event eight are in a lineup, there will be no out for the missing ninth spot. Also, players from the same division can be used in the pool play option if there is time to notify another manager/parent.

-Batting Order/Play Time :(majors and below) Continuous batting order is mandatory. All players present will bat in the batting order.

Defense - No more than nine are allowed in the field at one time (except TBALL).

Division Specific Rules

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Tee Ball

Each team will bat through their lineup. Runs and outs count theoretically (players who are out are to return to the dugout). However, teams will not change offense/defense positions until the batting lineup has completely been up to bat. After each team has had TWO complete at-bats or reached the time limit of 1-1/2 hours, the game is over. No new inning may start after 1hr and 15 min. The continuous batting order is mandatory. Scorebooks are not maintained in this division. All players should be on the field for defense.

The ball is considered dead when thrown towards the pitcher, and the pitcher is standing in the pitcher's circle. The ball is considered a "Dead Ball," and all runners that are not more than halfway to the next base must return to the previous base.

The runner is entitled to one base on an overthrow, not including an attempt toward the pitcher. A fly ball that clears the outfield grass line in flight will be considered a home run. A side is considered retired when they have batted the entire lineup, regardless of how many outs are made.

A maximum of THREE coaches/volunteers are allowed out in the field for the defensive and offensive. TWO base coaches and ONE coach at the plate assisting the batter (Offense) THREE base coaches (Defense (with the exception of a fourth for a player who needs special attention)). Each team must enlist a volunteer at each dugout bench for supervision. Coaches are responsible for umpiring their games. Spectators will stand/sit a minimum of 10 feet away from the baseline if they are not sitting in the bleachers.

Minors machine pitch Baseball

-No adjustments are to be made to the machine until the end of an inning, except for safety purposes; players must adjust in the batter's box if needed.

**The umpire must always push the ball into the machine the same way each pitch to keep the machine and pitches consistent.

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-*Live Pitch can be implemented after the first half of the season and a meeting with all coaches. League decision

If both managers agree and both have the ability to field 10 the league opts to allow the coaches to make the decision to have a 10 fielder defense for the entire game.

-Change of Inning: The half inning is over when the defensive side makes three outs OR the offensive side scores FIVE runs, whichever comes first. If a batter hits in runs that exceed FIVE, only FIVE runs may be scored in the official book.

-Batting Order/Play Time: Continuous batting order is mandatory. No more than 9 are allowed in the field at one time. Each player must meet the minimum play requirement rules.

-Stop Play (Dead Ball): If any fielder makes a clear attempt to throw the ball back to the pitcher after a defensive play, the play is dead (umpire discretion), and base runners may NOT advance to the next base. (An attempt to the pitcher does not include the pitcher standing at any other position than his/her own, ex: an attempt cannot be called if the pitcher is standing at shortstop, HE/SHE must be in his position).

-Change of Inning: There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first. Together, the coaches will decide if there will be an open inning for the last inning; if both do not agree, then there will not be an open inning. (Must be decided before the first pitch is thrown)

- If the base runner has left the base before a clear attempt to the pitcher is made, he/she is a live runner and can continue to the next base. "Clear attempt" is a throw from within the infield and is up to the umpire's discretion.

-If a batted ball hits the pitching machine or comes to a stop under the machine, the ball is considered dead, and the batter is awarded first base. Force runners advance to the next base. If the first base is unoccupied, but runners are on second and/or third, the runners may NOT advance. If a batted ball passes through the pitching machine without contact, it is considered a live ball.

-If the machine, or umpire, are hit the ball is dead.

-Catchers: Catchers must wear all required equipment.

-Coaches: No coaches on the field during play except for base coaches.

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The game will last no longer than 1 hour and 45 minutes. No new inning may start after 1 hour and 30 minutes.

No stealing of bases allowed!!

MINOR SOFTBALL Machine Pitch

- Live Pitch can be implemented after the first half of the season and a meeting with all coaches. League decision

-Softball: Will play with 11” Little League approved softballs. The continuous batting order is mandatory.

Change of Inning: There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first. Together, the coaches will decide if there will be an open inning for the last inning; if both do not agree, then there will not be an open inning. (Must be decided before the first pitch is thrown)

-Coaches: No coaches on the field during play, except for base coaches.

-Batter: The batter will receive five pitches. The batter is out if a hit is not made on one of these five pitches. It is a strikeout if the batter swings and misses at three pitches. The batter cannot be called out on a foul ball and will continue to receive pitches until the ball is hit, swung at, and missed, or if the batter lets the pitch pass.

The game will last no longer than 1 hour and 45 minutes. No new inning may start after 1 hour and 30 minutes.

-Stop Play (Dead Ball): If any fielder makes a clear attempt to throw the ball back to the pitcher after a defensive play, the play is dead, and base runners may NOT advance to the next base. (An attempt to the pitcher does not include the pitcher standing at any other position than her own, ex: an attempt cannot be called if the pitcher is standing at shortstop, SHE must be in her position) Also, if the catcher throws the ball back to the pitcher after a pitch, and the pitcher misses the ball, the play is dead, and base runners may NOT advance to the next base.

No stealing of bases is allowed!!

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MINOR PLAYER PITCH

-Game Time: Time limit is no new batter after 2 hours. No new inning after 1 hour 45 minutes.

MAJOR SOFTBALL & BASEBALL

-Batting: The continuous batting order is in effect for this division. Teams will bat through the entire roster, regardless of substitutions.

-Game Time: The time limit is 2 hours and 30 minutes. No new inning can begin after 2 hours and 15 minutes.

-Change of Inning: There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first. The final inning will be an “open inning” declared by the umpire at the start of that inning.

-Pitch counts and rest days: MUST be followed as directed in official Little League Rule Book!!

JUNIOR BASEBALL

There are no specific league rules to these divisions, besides what is set for the league as a whole at the beginning of this document. Please refer to the Little League Rule Book for division specific rules.

All Divisions

Code of Conduct and remediation process: If a child has issues with behavior on the field during practices or games, the remediation process will be as follows.

1. The coach will address behavior with the child and parent.
2. If the behavior continues, the coach will bring the concern to the Board of Directors.
3. The Board will address the concern with the child's parent in writing as a verbal warning.
4. If the behavior occurs after the Board has given a verbal warning, the Board will issue a written warning.
5. If the behavior occurs again, the child will be removed for the season.

If physical aggression occurs, this will result in immediate removal and suspension of one game and an immediately written warning.

All behaviors and remediation processes will be at the discretion of the Board!!