

Kings Bay Baseball 2012 SANDLOT 7-12 yr Old Divisions

FEES/FINES

Registration- \$250 per team.

Umpire Forfeiture (refundable) - \$100 per organization

Fine- a **\$50** fine will be assed to a team if any player, coach or manager is ejected from the game for poor sportsmanship. Poor sportsmanship includes offensive language, fighting, throwing of equipment, and intentionally attempting to injure another player.

1 umpire per game behind home plate. Umpire Fee is \$46.00 (\$23.00 per team) for 11-12 and 9-10. For the 7-8s the fee is \$40.00 (\$20.00 per team) and the umpire will be behind the mound.

If a team fails to show to a game then that organization will be charged the full umpire fee FOR BOTH TEAMS, unless notification is given 48 hours in advance.

INSURANCE CERTIFICATES

All teams are required to provided a copy of their insurance naming Kingsbay as additionally insured. The following should appear in the lower left hand corner of your insurance certificates in the “Certificate Holders” section:

Kings Bay Youth Org Inc.
2670 Coyle Street
Brooklyn, NY 11235

BASIC REQUIREMENTS

No team will be allowed to participate unless the following three requirements are met:

- 1. Registration fees paid in full.**
- 2. Insurance certificate is provided.**
- 3. Completed team roster signed by submitting organization official.**

AGE REQUIREMENT

May 1st is the cutoff date for determining divisional qualification.

EQUIPMENT:

Wood Bats Only (No composite or bamboo)

Each team will supply 1 new ball per game

All players must wear a safety cup.

No metal spikes or cleats.

PLAYERS:

All teams must submit a roster with players uniform # and their birth dates

All players must report 30 minutes prior to start of game.

Full game uniform required cap, shirt and pants. Wearing of jewelry or watches during the game is prohibited.

No player is allowed to leave the dugout to go to the refreshment stand once a game has started.

Must notify coach/manager to leave the field to use restrooms.

No food in dugouts only plastic container drinks.

No throwing of equipment, bats, helmets or any other objects. Willfully throwing of bats, helmets and equipment may lead to ejection from the game (umpire's discretion).

Cheering is permitted no taunting.

Abusive or offensive language will be cause for ejection from the game.

UMPIRES:

Umpires must arrive at least 15 minutes before the start of scheduled game.

Must insure timely start of each game. No game shall start later than fifteen (15) minutes after its scheduled time.

Insure the game moves along in a timely manner. No more than two (2) minutes break between innings.

Insure all safety equipment is worn. Batters, runners and base coaches must wear helmets. All players must wear a safety cup. Any player may warm up a pitcher as long as that player is wearing a catcher's mask. No on deck batter, or bat swinging in and around dugouts.

Only the manager may discuss a disputed call with the Umpire and only on rules interpretation. NO DISCUSSION ON JUDGEMENT CALLS. Managers must request time out before approaching an Umpire. Once the Umpire says "Play Ball" the dispute is over.

Only Umpires or league official can call a game for darkness or safety reasons.

COACHES:

Treat all players fairly and insure they have fun.

Must report any injuries to a league official.

No verbal abuse towards players, umpires, or parents. Verbal abuse will be cause for ejection from the game.

No smoking on Kings Bay premises.

Must maintain control in the dugout and clean the dugout at games end.

Only managers, coaches and players allowed in the dug outs or on the field. No more than 4 adults (1 manager and 3 coaches) allowed in the dugout during games.

Base coaches may be an adult or player.

Never leave any child unattended at the end of a game. If parents fail to show at games end bring that child to a league official.

If you are the first game of the day and are the home team you are responsible for marking the foul lines.

Coaches must insure that the dugouts are clean after their game.

RULES OF THE GAME:

Games will consist of 6 innings unless called by the umpire for darkness or unsafe weather conditions. Games called after three full innings will be considered official and the winner will be determined by the last full inning played. A game may be called after 2 ½ innings if the home team is ahead.

No inning will start after 2 hours has expired. Games may be called due to darkness. If a game is called for darkness before the completion of that inning the game result will be based on the last full inning played.

Maximum of 1 manager and 3 coaches allowed in the dugout during games. If a coach is not available for a game you may appoint a substitute.

Line ups must be submitted before each game.

A minimum of 8 players are required to start a game.

RUNNERS/BATTERS:

A substitute running MUST be used for the catcher if there are two outs. The last batter to make an out will be the substitute runner.

A runner must avoid contact if the position player has the ball in his possession or play is close.

Fielding players may not block the base without possession of the ball. Must give runner access to base.

Batter is out on dropped third strike. The ball is live and other runners may advance at will.

PITCHING:

If time is called to talk to the pitcher the manager/coacher can cross the foul line. 2 visit per inning or 3 visits per game allowed, then pitcher must be removed.

No pitcher is allowed to re-enter the game as a pitcher. May reenter as a position player but must bat in his original order.

Balks will not be called. (IF UMPIRE CALLS BALK RESET PLAYERS)

Hitting of more than 3 batters per inning or 5 per game will be cause from removal as pitcher.

Batter is out on dropped third strike. The ball is alive and base runners may advance.

No stealing home if team is up by 5 runs. If team is up by 10 runs then no stealing.

No restrictions on frequency of pitching.

DIVISIONAL RULES

MAJOR DIVISION ONLY (12 & Under)

ONLY WOOD BATS ALLOWED (no composite or bamboo)

10 run mercy rule will apply after 90 minutes of play.

50' PITCHERS MOUND.

70' BASE LINE

STEALING ALLOWED ONLY ON THE CATCHER. NO LEADS

If ahead by 5 runs no stealing home.

If ahead by 10 runs no stealing AT ANY BASE.

Runners must avoid contact at all bases.

Batter is out on dropped third strike.

No balks (if umpire calls a balk then reset play).

EH are allowed

Umpire is behind the plate

AAA DIVISION ONLY (10 & Under)

ONLY WOOD BATS ALLOWED (no composite or bamboo)

5 run mercy rule per innings except last inning of the game.

Maximum of 3 steals per inning. No Leads. No stealing on pitcher, ball must pass home plate before stealing. No stealing home.

If catcher overthrows a runner going to another base that runner can only advance to that base. Ball is alive and runners on other bases may advance 1 base including home.

Ex 1: If only 1st base is occupied and the runner tries to steal & the ball is overthrown by the catcher the runner only achieves 2nd base can't go to 3rd.

Ex 2: If there are runners on 1st and 2rd and the runners try to steal and the catcher overthrows either base the runners only achieve the base they were running to., Runners can not advance to home.

Ex 3: If there are runners on 1st and 3rd and the runner at 1st tries to steal 2nd and the catcher overthrows 2nd the runner at 3rd may advance to home this is not a steal.

60' Baseline

46' from home to pitchers mound (40' optional if both managers agree)

Universal Batting Order, all players that report to a game must be in the batting order (batting order will never change during the game).

Runners must avoid contact at all bases.

If playing with 4 outfielders then all outfielders must be on the grass (not on the infield clay)

Umpire is behind the plate

MINOR DIVISION ONLY(8 & Under)

METAL BATS ALLOWED BUT WOOD IS PREFERRED

60' between bases, 40' pitchers mound (optional distance if agreed by both managers)

Universal Batting Order, all players that report to a game must be in the batting order. 10 defensive players allowed (4 outfielders)

5 run mercy rule per inning (except last inning of the game).

Maximum of 5 runs scored per each half inning unless last at bat. Runs may be scored on a walk.

No stealing, No leading off base

Players will pitch (adults optional if agreed by both mgrs)

Use safety ball.

A coach will backup the catcher.

Runners may only advance 1 base on an over throw. No stealing home

Umpire is behind the mound.