



LOCAL RULES

2026

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LITTLE LEAGUERS OF KENOSHA, INC.

REGULATIONS, PLAYING and NON-PLAYING RULES Local Rules Override National Little League Rules

I. GENERAL INFORMATION, PARK AND LEAGUE REGULATIONS

- A. Maximum of 5 runs scored per inning in the first **4 innings** of the game.
 - a. Spring/summer 7/8 & 9/10 leagues.
 - b. Fall 6/7 & 8/9 leagues.
- B. No animals are allowed at the park at anytime. If you have an animal at the park, you will be asked to remove the animal from the premises.
- C. Playing catch with players:
 - a. National Little League has changed this rule.
 - b. Any **REGISTERED** coach is allowed to warm-up pitchers and/or play catch with players.

II. PURPOSE

The Little Leaguers Baseball of Kenosha, Inc. was established in 1952. It is a baseball program to serve the youth of Kenosha County, in the Kenosha Unified School District. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation.

It is dedicated to helping children become well and decent citizens. It strives to inspire them with a goal and to enrich their lives toward the day when they must take their places in the world. It establishes for them rudiments of teamwork, sportsmanship, and fair play.

III. AGE REQUIREMENTS

Any child who is seven years old before May 1st of the current year and any player who does not reach their 13th birthday before May 1st of the current year are eligible to try out and participate for the Little Leaguers of Kenosha, Inc. programs.

2026 Little League Age Chart

Match month (top line) and box with year of birth. League age indicated at right.

Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Age
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12

6-YEAR-OLD - ONLY ELIGIBLE FOR FALL 2026 SEASON

IV. LEAGUES

Two Programs are available for participation in.

A. Spring leagues

- a. 7-8 year-old machine pitch.
- b. 9-10 year-old.
- c. 11-12 year-old.

B. Fall leagues

- a. 6/7 year-old machine pitch.
- b. 8-9 year-old player pitch.
- c. 10-11 year-old wood bat (only league issued wood bats are allowed).

V. TRYOUTS/EVALUATIONS

A. Regular Season – Spring/Summer Program

- a. All children who have a registered will can take part in the leagues evaluations on the specified date(s) for that season. Such evaluations are conducted by managing personnel of the league in order to assist in determining the playing skills and ability of the candidate.

B. Little League District Tournament Teams

- a. There will be teams for each age group, 9, 10, 11 & 12 year-old, providing there are enough eligible players.
- b. Additional tryouts will be held for each team after the start of the season, date and time TBD.

C. Fall Program

- a. Rosters will be determined by the President.

VI. PLAYER SELECTION/ROSTERS

A. The Commissioner/President will determine the number players per team.

B. Evaluations – Spring/Summer Program

- a. Evaluations will be held for all leagues: 7/8, 9/10, and 11/12
- b. Based on the evaluations, comparative point values are placed on each candidate.

C. Player Draft – Spring/Summer Program

- a. If a league is increasing the number of teams from the previous season:
 - i. Previous manager to rank players retained.
 - ii. All previous players will be placed in a pool.
 - 1. Each returning team may claim 2 players (including manager's child) from last season's roster prior to draft.
 - 2. The new teams will draft until all teams have 2 players of the older age group (either from the existing players or new players).
 - iii. Team names will be drawn to resume the draft, which will be used for the entire draft.
 - iv. Each round will start from the top.
- b. If a league is decreasing the number of teams from the previous season:
 - i. Team(s) that will be removed will be the team(s) with the least amount of respective league seniority and/or the team(s) with the least number of players returning.
 - ii. Once a player is placed on a Spring/Summer team, they are not permitted to move to another team, except:
 - 1. Permission granted by the President.

- 2. A player's parent/guardian becomes the manager of another team.
- iii. Returning teams will retain their previous players.
- iv. Players from teams dissolved will be distributed by the discretion of the league.
- c. If a league remains the same as the previous season:
 - i. Each team will be allowed to claim 2 new players.
 - ii. Exceptions:
 - 1. Siblings.
 - 2. One sponsor pick.
 - iii. Draft order will be previous season standings (worst to best).
- d. **Once a player is placed on a Spring/Summer team they are not permitted to move to another team.**
 - i. Permission granted by the President.
 - ii. A player's parent/guardian becomes the manager of another team.

D. Claiming Players – Spring/Summer Program

- a. A claim form must be completed online, electronically signed, and submitted no later than & submitted no later than 72 hours before the draft.
 - i. Claims that are submitted after that deadline are not guaranteed.
- b. Number of Claims Allowed
 - i. A manager can claim up to two players per team, including his/her child.
- c. Sponsor Pick:
 - i. A sponsor pick is **ONLY** for a child or grandchild of a family-owned business. It cannot be used for anyone else.
 - ii. Only one (1) sponsor selection is allowed per team.
- d. Brother/Sister:
 - i. A sibling will be automatically added to the respective team's roster.
- e. Any player claimed will be the team's selection in the next round, regardless of player's ranking.

E. **Once a player is placed on a Spring/Summer team they are not permitted to move to another team.**

- a. Permission granted by the President.
- b. A player's parent/guardian becomes the manager of another team.

F. Once a player is placed on a Spring/Summer team & chooses to drop out of the program, for any reason, that player becomes ineligible for the remainder of that season. If said player chooses to return to the program, the player must go through the tryout/evaluation process.

G. Fall Program

- a. Rosters will be determined by the President.

VII. INSURANCE

Accident insurance coverage is available as supplement to the participant's regular health care coverage.

VIII. PARENT RESPONSIBILITIES

Make your child's experience a positive while in the Little Leaguers of Kenosha program. Encourage them when they make an offensive or defensive error (physical or mental). Praise them and others for their effort and determination. Even though baseball is a game of failure, it is extremely rewarding. Keep it fun so your child and all children have a positive experience.

A. Parents shall

- a. Abide by all rules of the Little Leaguers of Kenosha, Inc., and International Little League.

- b. Have your child present and on time for all practices and games.
- c. Inform the manager if your child will miss a practice and/or game.
- d. Pick your child up promptly after practices and games.
- e. Be courteous and respectful to other teams, players, manager, coaches, umpires, etc.
- f. Participate in all Little Leaguers of Kenosha, Inc. functions.
- g. The use of tobacco or alcohol in any form is prohibited anywhere at Dr. James L. Santarelli Sports Complex.

B. No animals are allowed on the Little Leaguers of Kenosha property.

C. Dispose of debris properly before leaving the facility.

IX. MANAGERS & COACHES

- A. Anyone with direct assistance with players must register as a coach or manager of the Little Leaguers of Kenosha. Registration is done annually.
- B. Failure to complete the National Little League registration, abuse awareness, training, and other required forms, entirely, is considered an incomplete application.
- C. Anyone with an incomplete application is not permitted to assist with players.
- D. Background checks are mandated by National Little League on everyone annually.
- E. The offensive team shall have a coach in each of the coach's box & must:
 - a. Always remain within the coach's box.
 - b. Will not heckle or interfere with defensive players.
 - c. If the coach is a player, they must wear a protective helmet.
- F. Only registered managers and coaches in proper attire are permitted in the dugout and on the field, if not the game could result in forfeit.
 - a. Only league issued hat/shirt or any hat/shirt with original Little Leaguers of Kenosha logo.
 - b. Shirt/jacket with Little Leaguers of Kenosha logo.
 - c. If a jacket is worn, Little Leaguers of Kenosha not required.
- G. **Registered managers or coaches** are allowed to warm up a player at any time, effective 2023.
- H. Coaches
 - a. An unlimited number of coaches may be registered for a specific team.
 - b. All coaches must be completely registered before assisting with practices and/or games.
 - c. Number of coaches for games:
 - i. 6/7 Fall and 7/8 Spring/Summer leagues:
 - 1. Six coaches are allowed on the field and dugout.
 - ii. Fall 8/9 and 10/11 and Spring/Summer 9/10 and 11/12 leagues:
 - 1. Four coaches are allowed on the field and dugout.

X. MANAGER

A. Responsibilities

- a. Every manager is responsible to conduct themselves as well as their coaches, players, & parents in a manner that does not embarrass themselves, coaches, players, umpires, opponents, & most importantly the Little Leaguers of Kenosha, Inc.
- b. Any violent outbursts & constant disruption will be handled individually by the President.
- c. Managers are responsible for the behavior of the team's players, coaches, and parents.
- d. Information given to by the league must be distributed to the players and parents.
- e. Only the manager or acting manager, may question an umpire regarding a decision or ruling. Any violation of this could result in ejection.
- f. Managers must report any changes to opposing manager and umpire.
- g. Inspect the players equipment prior to every game and make sure it follows Little League regulations. Faulty equipment must be removed and reported to the President.
- h. Make sure all coaches and players are in proper attire.

i. PENALTY:

- i. First time, warning.
- ii. Second time, suspension.
- iii. Third time, possible dismissal.

B. Fundraisers

- a. Must assist in getting materials to players and parents.
- b. Major fundraisers
 - i. Golf Outing.
 - ii. Other.

C. Drinking of alcoholic beverages of any kind by managers, coaches, fans, etc. is prohibited & is a violation of a City Ordinance. This could result in an arrest and/or suspension.

D. The use of tobacco in any form is prohibited anywhere at the Kenosha Sports Complex.

E. Scorebook

- a. Every team is required to keep an accurate score book. Home team has official score book.
- b. It must include:
 - i. First initials & last name.
 - ii. Players uniform number & starting position.
 - iii. Game starting time.
 - iv. Umpires name.
 - v. Team names, date, and diamond.

F. Pitcher/Pitch Count

Managers need to review Little League Official Regulations- VI. PITCHERS (page 40) and understand the number of innings a player is allowed. The position of catcher effects his eligibility to play the position of pitcher. Also, how number of pitches a pitcher delivers effects player's eligibility to play the position of catcher.

a. Catcher:

- i. If a player catches more than three (3) innings, said player cannot pitch.
- ii. If a player catches less than three (3) innings, said player can pitch.
- iii. If a pitcher throws more than 41 pitches in one day, said player cannot catch.
- iv. **PENALTY:**
 - 1. Player removed as catcher & may take another position.
 - 2. The manager is suspended immediately & for the next game.
 - 3. If a second offense occurs, the manager is relieved of his/her duties.
- ii. If a female is going to catch, the manager must have parent's approval in writing and a copy given to the President.

b. Maximum number of pitches permitted per day:

- i. 8 year-olds: 50 pitches (Fall League).
- ii. 9/10 year-olds: 75 pitches.
- iii. 11/12 year-olds: 85 pitches.
- iv. Players are only allowed to throw the number of pitches according to their age at the time of registration.
- v. A player cannot throw 20 or less pitches in 3 consecutive days.

c. Days of rest:

- i. 66 pitches or more per day, four (4) calendar days of rest.
- ii. 51-65 pitches per day; three (3) calendar days of rest.
- iii. 36-50 pitches per day, two (2) calendar day of rest.
- iv. 21-35 pitched per day, one (1) calendar day of rest.
- v. 1-20 pitches per day; no (0) calendar days of rest.

- vi. **EXCEPTIONS for i & ii:** If a pitcher reaches their maximum pitch limit or day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following condition occurs:
 - 1. That batter reaches base.
 - 2. That batter is put out.
 - 3. The third out is made to complete the half-inning.
- d. Pitcher is only required to observe day(s) of rest for the threshold they reached during that at bat, if pitcher is removed before delivering a pitch to another batter.

Note: The recorded pitch count, on sheet, should be that of the threshold they reached during that at bat.

- i. If a player **throws 41 pitches** or more, they are not allowed to move to the catcher's position.
- ii. If a player **catches more than 3 innings**, said player is not allowed to pitch.
- iii. **Multiple Games/Double Headers:**
 - 1. **Multiple games** played in one day will be considered as games played on consecutive days.
 - 2. Total number of pitches (one day) cannot exceed maximum number of pitches permitted in that calendar day.
 - 3. If a player is to pitch in the second game, said player cannot exceed 20 pitches in game one.

e. Options if pitch limit is exceeded:

- i. If the pitcher throws a pitch to the next batter and the said pitcher exceeded the pitch count. The pitcher will be removed.
- ii. If the batter placed an illegal pitch in play, the offensive manager has the option of accepting the play or start a new plate appearance with the new pitcher.
- iii. The new pitcher will start with 0-0 count on the batter.
- iv. **PENALTY:** Violating pitching rules.
 - 1. First violation, manager will be suspended immediately, & for one game (next game).
 - 2. Second violation, manager will be relieved of his/her duties.
 - 3. Pitches thrown by violating player will count and added onto the number for the required rest.
 - 4. Pitcher removed; player may go to another position.
 - 5. The game is **NOT FORFIETED**.
 - 6. Play will start over from the time the violation occurred.

f. The official (home team) pitch count sheet must be signed by both managers immediately after the game. The form then it is to be brought to the concession stand.

- i. **PENALTY:**
 - 1. First offense a warning.
 - 2. Second offense manager one game suspension

g. At the pre-game meeting, managers to identify pitch counters.

h. Teams to verify pitch count after each half inning.

i. The umpire is not involved in any manner with the pitch count.

XI. SPORTSMANSHIP

- A. No manager, coach, or player shall at any time:
 - a. Incite, or try to incite, by word or sign players and/or spectators.
 - b. Use language which in any way manner refer to or reflect upon opposing players, managers, coach, umpire, or spectators.
 - c. No fielder shall take a position in the batter's line of vision, with deliberate intent to distract the batter.
- i. **PENALTY:**
 - 1. 1st time a warning, 2nd offense, removal from the game.
- B. When disapproval of an umpire's call is demonstrated. The umpire will issue a warning and/or eject the offender.
 - a. If the offender cannot be identified the game could result in a forfeit.
 - b. No one, other than the manager or acting manager, may quietly question balls & strikes. Violators could be ejected.
- C. Chanting & Chatter
 - a. No negative comments or chatter toward the opposing team or players are permissible.
 - i. Only positive encouragement to your players is allowed.
 - ii. Examples of phrases/terms not acceptable:
 - 1. 'Hey batter', swing batter swing, pitchers going wild, etc.
 - b. Reinforce and stress the positive, not the negative.

XII. TWELVE YEAR-OLD ALL STAR GAME

- A. This day is to recognize **every 12 year-old** in the program. This is a day of activity and competitive events for every one of them.
- B. The date, time, roster size, & time of line-up, will be determined by the Commissioner/President.
- C. Each 11/12 team will vote for 12 year-olds to represent their team in the game. The number of 12 year-olds will be determined by the commissioner/President.
 - a. The vote will be conducted by the Board.
 - b. Only players vote. Managers will decide any ties.
 - c. The manager will be given the votes after they are tabulated.
- D. Designated Hitter (DH)
 - a. Use will be determined by the President.
 - b. Will be one player from each of the teams with the three poorest records.
 - c. A team will not have more than one DH.
 - d. DH will be the leadoff hitter in each set of innings.
- E. Pitching
 - a. Players will be allowed to pitch no more than one inning. This will not count for regular season or post-season play.
- F. Managers & Coaches
 - a. The selection of managers & coaches will be determined by the President.
 - b. Each league will have a manager, first & third base coach, and scorekeeper.
 - c. Each appointed manager has the privilege of managing or coaching themselves or designate one of his/her registered coaches to serve as the team representative.
 - d. There is no practice allowed for the All Star game.
- G. Line-up Sheets
 - a. Managers are to submit a detailed lineup to the Commissioner/President no later than 6PM Wednesday preceding the game.
 - b. Line-ups are to include:
 - i. Players first & last name.

- ii. Team & jersey number.
- iii. Season statistics, batting average and number of home runs are required.
- c. The number of innings played per player will be determined by the Commissioner/President.
- d. If the game ends in a tie after 9 innings, the manager may choose the lineup of his choice but must abide by the pitching rules.
- e. The game will be played for the entire 54 outs, regardless of the score.

H. All teams, from all leagues are to be present at the 12 year-old All Star Game, in complete uniform. Players, managers, & coaches will be introduced in the pre-game ceremony.

XIII. PLAYOFFS & CHAMPIONSHIP GAMES

- A. All league rules will apply.
- B. Division ties determined by:
 - a. Head-to-head competition.
 - b. Record within respective division.
 - c. Record within the respective league.
 - d. Run differential within division. (Runs scored minus runs allowed).
 - e. Run differential within league. (Runs scored minus runs allowed).
 - f. Coin toss.
- C. Playoff Format
 - a. All teams will participate.
 - b. The format for all league playoffs will be determined by the President.
 - c. Teams will be seated according to regular season record.
 - d. Games will be scheduled by the President and are subject to change.

XIV. 'JUST SAY NO TO DRUGS' TOURNAMENT

- A. The tournament originated in 1987.
- B. Tournament is held for 9/10 and 11/12 year-old leagues.
- C. The tournament is mandatory. There are separate tournaments for each league that occur at the beginning of each Spring/Summer season, prior to the regular season.
- D. Special rules may apply but must be approved by President.
- E. Pool Play Rules
 - a. Teams will play everyone in their pool once with the possibility of crossover game(s).
 - b. The top 2 teams in each pool will advance to a semi-final game within their pool.
 - c. The winning teams from each semi-final game will advance to the championship game.
 - d. Home team is determined by the schedule.
 - e. All league rules apply, including time limit and pitch counts.
 - f. Tie breaker rules:
 - i. Pool record.
 - ii. Head-to-head competition.
 - iii. Run differential in head-to-head competition.
 - iv. Overall run differential within your pool.

F. Playoff Rules

- a. Highest seed is the home team.
 - i. If seeds are equal, it will be determined by a coin toss.
- b. There is no time limit, all games will play 6 full innings.
- c. The 10-run rule is in effect after 4 innings.
- d. All league and pitch count rules apply.

XV. LITTLE LEAGUE TOURNAMENT TEAMS

- A. Little Leaguers of Kenosha will be represented by a team from each age group (9, 10, 11, & 12).
- B. The number of teams per age group will be dependent on the size of each league.
- C. All teams will compete in the District 6 tournament. The winners may have the opportunity advance to the State and Regional (12 year-olds only) tournament play 9 year-olds only have District 6 tournament play.
 - a. Regional winner will play in the Little League World Series in Williamsport, PA.
- D. Tournament Managers, coaches and/or other league personal will determine team rosters.
- E. Teams will compete in a minimum of four tournaments prior to the District 6 tournament.
- F. Manager and coaches will be appointed by the President.
- G. Teams will compete in other tournaments. If approved by the Commissioner/President.
- H. The player tournament fee must be paid before the player can participate.
- I. Each player will receive a jersey, socks, & hat.
- J. Pitchers will be allowed to pitch 3 innings per tournament, no more than 2 innings in one day. These pitches will have no effect on league play.

XVI. LITTLE LEAGUERS OF KENOSHA PLAYING RULES

Little Leaguers of Kenosha rules have precedence over International Little League Official Playing Rules only for league play.

1.00 - OBJECTIVES OF THE GAME

Little League Official Playing: Rule 1.00

- A. Equipment
 - a. The ball used will be determined by the Commissioner/President and supplied by league.
 - b. Bats must meet Little League standards and approval.
 - i. Must meet Little League standards and approval.
 - 1. Complete bat information: www.LittleLeague.org/BatInfo.
 - 2. Bat diameter can be no larger than 2 5/8 inch and must bear the USA Baseball logo.
 - ii. NOTE: 10-11 Fall League shall only use all wood bats, supplied by the league, are permitted.
 - iii. **PENALTY:**
 - 1. First offense, bat removed from the game.
 - 2. Second offense, player and manager removed from the game and suspended for the next game.
 - 3. Third offense, player, parent, and manager to meet with President and could result in removal from the program.
 - c. Batting helmets
 - i. Every player (all programs) must have a league issued batting helmet. All new players will receive one when they register the first year in the program. It is theirs to keep for their entire Little League career.
 - ii. **ONLY** league issued batting helmets are allowed. **NO EXCEPTIONS.**
 - 1. You are responsible to maintain & clean it for your entire stay in the program.

2. If lost, misplaced, or damaged, you must purchase a new helmet from the concession stand.
3. Player should place name on the inside of the helmet only.

- iii. Players are required to wear helmets when:
 1. Batting (anywhere/anytime).
 2. Base runner.
 3. Coaching a base.
- iv. Only the Little Leaguers of Kenosha decal is allowed on helmets. It will be placed on the front center of the batting helmet and on the back center of the catcher helmet.
- v. No decals (expect; Little Leaguers of Kenosha), writing, printing, etc. or discoloring is allowed.

- vi. **PENALTY:**
 1. First offense is a warning and helmet removed and corrected.
 2. Second offense the player and manager removed from the game.
 3. Third offense the player, parent and manager to meet with the President.

- d. **Throwing of bat/helmet/equipment is prohibited.**
 - i. **PENALTY:**
 1. First offense: either a warning or ejection. Umpires' decision is final.
 2. Second offense: removal from the game & the President is notified.
 - a. If the same player is ejected a second time, the player will be suspended. The President will determine the length of the suspension.

- e. Catcher's equipment
 - i. Required equipment must be worn during games, practice, & warm-ups. Includes:
 1. Supporter & cup (males).
 2. Catcher's mitt.
 3. Mask, helmet & throat guard.
 4. Chest protector.
 5. Leg guards.
 - ii. League issued equipment is preferred. Personal catching equipment maybe allowed providing:
 1. It contains the NOSCE seal.
 2. Must be black or navy blue in color.
 3. Player & manager must have a letter of approval from the President.

4. **PENALTY:**
 - a. First offense – waring and equipment removed from the game.
 - b. Second offense – one game suspension for the player and manager.
 - c. Third offense – player, parent, and manager to meet with the President.

B. Uniform

- a. All players on each team will only wear uniforms issued by the league.
 - i. Players must be in complete uniform to participate in a game.
- b. Uniforms shall consist of:
 - i. Jersey, which is issued by the league.
 1. Must be always be tucked in.

2. No writing, printing, or markings, etc. permitted on the jersey.
3. If the jersey is defaced in any manner, the parent/guardian is responsible for the replacement costs. The player cannot play until the jersey is replaced.
- ii. Pants issued each year to players and are theirs to keep. Only white pants are allowed. No stripes or piping is allowed.
- iii. Hat supplied by the league and is yours to keep.
 1. If lost one can be purchased at the concession stand.
 2. Hats are **NOT** to be worn backwards.
 3. Players may wear their All Star hats in regular season and playoff games.
 4. Players are **NOT** allowed to wear tournament team hats in regular season and playoff games.
- iv. Socks are league issued and are yours to keep.
 1. If lost, you must purchase new socks that match the team.
- v. **PENALTY:**
 1. **PLAYER NOT IN PROPER UNIFORM MAY NOT BE ON PLAYING FIELD. IF NOTICED WHILE AT BAT, PLAYER WILL BE TREATED SAME AS PLAYER BEING ILL. WHEN IN PROPER UNIFORM, PLAYER MAY RETURN TO FIELD OR LINE-UP.**
- vi. Managers are responsible for players being in proper uniform and equipment when player is anywhere on playing field (including at bat).
 1. **PENALTY:**
 - a. **FIRST OFFENSE: WARNING TO MANAGER.**
 - b. **SECOND OFFENSE: ONE GAME SUSPENSION FOR MANAGER.**

c. Managers & Coaches

- i. Are not allowed to wear conventional baseball uniforms or shoes with metal spikes, cleats, sandals, or flip flops.
- ii. Must be registered and are required to wear the shirt issued by the league or a t-shirt, sweatshirt, or jacket that has the Little Leaguers of Kenosha logo on it, no other designs/teams are allowed. The only exception is a heavier jacket when it is needed.
 1. Issued shirt or Little Leaguers of Kenosha logo on clothing may not altered from its original design.
 2. If a manager or coach is wearing a jacket, a league issued shirt or shirt with the Little Leaguers of Kenosha logo is encouraged to be worn underneath. But not required.
- iii. Hat:
 1. If a hat is worn it must be a league issued hat or any hat that has the original Little Leaguers of Kenosha logo on it.
 - a. i.e. Tournament team hat, hat from other Little Leaguers of Kenosha leagues, or hats sold at the concession stand.
 - b. ALL players must wear their league issued hat for his/her respective league. No tournament team hats will be allowed during game play. No exceptions to this rule.
 2. **PENALTY:**

- a. Manager/coach not in proper uniform will not be allowed on the playing field, if not corrected.

2.00 - DEFINITION OF TERMS

Refer to Little League Official Playing: Rule 2.00

3.00 - GAME PRELIMINARIES

Little League Official Playing: Rule 3.00

A. Umpires before the game

- a. One or more umpires to officiate each game.
- b. Report at least 5 minutes before the start of the game to meet with managers.
 - i. Go over ground rules.
 - ii. Remind the managers of:
 - 1. Sliding rule.
 - 2. Number of warm-up pitches.
 - 3. Substitute runner for the catcher. Runner can be put in anytime but must have a runner with two outs.
 - 4. Exchange of line-up sheets, with first initial, last name & number.
 - 5. Official time the game started (when the first pitch is to be delivered).
- c. If there is more than one game at the diamond take a 5-minute intermission before starting the next game, unless the previous game ended earlier. In such instance, start the next game at the specified time.
- d. Must know the rules.

B. Participation

- a. Participants in the Little Leaguers of Kenosha, Inc. program are **NOT** allowed to participate with any other baseball team, league, or organization, other than Kenosha Youth Baseball (a subsidiary of Little Leaguers of Kenosha) as long as the regular season team, as well as the tournaments teams are active. If discovered, said player will be removed from the Little Leaguers of Kenosha, Inc. program and all fees will be forfeited. Parents agreed to this upon registration.
- b. All leagues have a mandatory participation rule:
 - i. Each player **must** start in the field every other game.
 - ii. Every player **must** play in every game unless there is a valid reason for not playing the individual. The opposing manager must be notified at the start of the game.
 - iii. Substitution:
 - 1. Spring 9/10 & 11/12 league:
 - a. There will be free substitution for every league (Spring & Fall) for all league and playoff games. However, every player must play one inning of defense within the first three innings. This applies to every age bracket.
 - i. All substitutes must be given to the opposing manager. Especially, if changing catcher before they have caught four innings and wanting them eligible to pitch that day.
 - 1. Little League Official Playing Rule: Rule 8.00 E: Illegal Pitcher.

- b. Fall 7-8 & 8/9, 10/11 leagues:
 - i. Continuous batting order.
 - ii. Has free substitution.
 - iii. Can rotate players in and out every inning.
- iv. Extra-inning games:
 - 1. Any player may re-enter the game as a fielder at the top of the extra inning.
 - 2. A player who has already pitched may not pitch again in this game.
 - 3. If a game is tied after regulation play or time limit:
 - a. First extra inning, continue to play regular baseball.
 - b. Every extra inning thereafter, a runner will be placed on second base. The last out will be used as the runner.
- 4. **PENALTY FOR FAILURE TO FOLLOW 1, 2, or 3:**
 - a. First offense, a warning.
 - b. Second offense, Manager one game suspension.
 - c. Third offense, Manager dismissal from the program

4.00 - STARTING & ENDING THE GAME

Little League Official Playing: Rule 4.00

- A. Schedules are determined by the President.
- B. Walk-up music
 - a. Walk-up music will not be allowed during the regular season and playoff games.
- C. Umpires will meet at home plate with the managers or designated coach 5 minutes before the start of the game.
 - a. Review ground rules.
 - b. Exchange line-up sheets. They must include first & last name, jersey number, and position.
 - c. Record starting time. Time starts as the first pitch is to be thrown.
 - d. Umpires will inspect the equipment (bats, helmets, uniforms, catcher's gear, etc.) prior to the start of every game (unless it is a double header involving the same teams.).
- D. Length of games
 - a. No inning to start after:
 - i. 11/12, 1 hour forty-five minutes. Number of innings determined each year 6 or 7. It depends on roster size.
 - ii. 9/10, one hour thirty minutes or 6 innings.
 - iii. 7/8, one hour thirty minutes or 6 innings.
 - iv. Fall league, all games one hour thirty minutes or 6 innings.
 - v. If home team is batting and leading when the time limit is reached, play stops.
 - vi. Time limits are ignored if the game is tied. Games will be played until a winner is declared.
 - b. There will be a five (5) run rule for the 6/7 & 8/9 Fall league and the 7/8 & 9/10 Spring/Summer league.
 - i. During the first four (4) innings teams may score a maximum of five (5) runs before three outs are made ending the half inning. Starting in the fifth (5) inning there is no maximum. However, if a team is ahead by ten (10) or more runs after 4 innings the game is completed.

E. Dugouts

- a. The scheduled home team shall occupy the third base dugout.
- b. The scheduled visiting team shall occupy the first base dugout.

F. Batting Order

- a. Seven (7) players are needed to start the game.
- b. Continuous batting order will be used in all leagues.
- c. If a player arrives late, it will be the manager's decision to play the child or not.
- d. Once a player leaves a game for injury, illness, etc. regardless of reason, that player may re-enter the game unless the game goes into extra innings.
- e. There is no automatic out, under any circumstances.

G. Ejections

- a. When a player, manager, or coach is ejected, they shall leave the playing field immediately and take no further part in the game.
- b. They are to retreat from the playing area. They may remain outside the outfield fence without incident.
- c. **PENALTY:**
 - i. A one game suspension (the team's next game) for the 1st offense.
 - ii. 2nd offense will require a meeting with the President and/or Board and could result in permanent suspension from the program.
 - iii. If the manager, coach, or player who is suspended, appears at the park for the suspended game they may not take part in any pre-game or game activities & must remain outside the field fence without incident.

1. **PENALTY:**

- a. Additional two game suspension.

H. Forfeits

- a. A team cannot field enough players (7) within 10 minutes of the starting time. Unless the umpire declares the delay is unavoidable.
- b. A team refuses to play or continue to play.
 - i. **PENALTY:**
 - 1. Manager must meet with the President prior to the next game.
 - c. A team fails to remove an ejected individual within a reasonable amount of time in the umpire's judgment.
 - d. After a warning by the umpire, the team, manager, coach, player, or spectator willfully and persistently violates any rules.
 - e. Anyone employs tactics designed to intentionally delay or shorten the game.
 - f. Forfeits and circumstances are to be submitted to the President within 24 hours.

I. Number Players Needed to Start a Game

- a. Seven (7) players are needed to start a game. If a team has less than seven the game is forfeited to the other team.
- b. Once play has started, a team may continue with less than seven players, providing a player(s) has been lost because of injury or illness. If a team cannot continue to play, the game will be forfeited to the other team.

J. Cancellation or Rainouts

- a. Games will be made up as soon as possible.
- b. Dates & times of make-ups will be posted on the web site & bulletin board.
- c. All games will be re-played from the beginning.
- d. The number of pitches used, do count.

K. Protests

- a. Protests will only be considered when there is a rule violation or interpretation of a playing rule or use of an ineligible player.
- b. No protest will be considered based on an umpire's judgment.
- c. Unauthorized equipment must be removed from the game. It is not a basis for a protest.
- d. Only the manager or acting manager has the right to protest.
- e. The protesting manager shall immediately and before play resumes, notify the umpire and opposing manager that the game is being protested. The reason for the protest is also to be declared.
 - i. If a protest is not announced at the time a believed rule violation occurred, no protest will be allowed to be filed.
 - ii. If the protest is for an ineligible player, the protesting manager must inform the umpire and opposing manager before the final out of the game occurs.
- f. Protests made must be submitted in writing to the President within 24 hours.
- g. The President and/or Board will review the protest & return a response to the teams involved within 48 hours.
 - i. If the protest is allowed, play will resume from the point of infraction.
 - ii. The game will be rescheduled at the Presidents discretion.

5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

Little League Official Playing: Rule 5.00

A. Dropped Third Strike

- a. Utilized in the 11/12 Spring league and 10/11 Fall league.
 - i. It is not permitted in the 7/8 or 9/10 Spring league, nor the 6/7 or 8/9 Fall league.

6.00 - THE BATTER

A. **Batter must always keep one foot in the batter's box** unless a time out is called.

- a. **PENALTY:**
 - i. If ball is pitched, it is an automatic strike.

B. Team is entitled to only one batter time out per inning.

- a. Little League Official Playing Rule: Rule 6.00.

7.00 - THE RUNNER

Little League Official Playing: Rule 7.00

A. Sliding

- a. Runner is **NOT** required to slide at any base. However, runner must avoid contact with and/or interfering with fielder. (The purpose of this rule is to avoid physical contact.)
- b. Headfirst slides are **NOT** allowed going toward a base.
 - i. If returning to a base it is permissible.
 - ii. **PENALTY**
 - 1. Runner will be declared out.
 - 2. Umpire decisions are final. This is not an item of protest.

B. Courtesy Runner for Catcher

- a. Courtesy runner for the catcher will be the player who made the last out.
- b. May run for the catcher at any time.
- c. Must run for the catcher with two outs.

C. Passed Balls & Wild Pitches

- a. Does not apply to the 7/8 Spring league or 6/7 Fall league.
- b. On a passed ball, runners can advance at their own risk. If the ball remains in play the runners may continue to advance. **NOTE:** 8/9 Fall league, runners may only advance to third.
- c. If the ball goes out of play, runners can only advance one base.
- d. A base runner on third may attempt to score on a passed ball in all leagues except the 7/8 Spring league and the 6/7 & 8/9 Fall league.
- e. A runner on third can only score on a batted ball, walk, or attempted pick off throw in the 7/8 Spring league and 6/7 & 8/9 Fall leagues.

D. Base Stealing

- a. When a pitcher is in contact with the pitching rubber and has possession of the ball and the catcher is ready to receive delivery of a pitch, base runners shall not leave their base until the ball crosses the plate.
 - i. If a runner leaves the base before the ball crosses the plate, the umpire shall call that runner out and the ball dead.
 - ii. If a runner is not in contact with the base when the ball is delivered, the umpire will call the runner out and the ball is dead.
- b. The violation by one base runner shall affect all other base runners.
- c. Once a runner tries to steal a base any ball thrown back to the pitchers is not a dead ball unless declared by the umpire. All umpire decisions are final.
- d. NO delayed stealing is allowed in the 7/8 and 9/10 Spring/Summer leagues and all Fall leagues (6/7, 8/9, 10/11).
- e. 7/8 Spring league and 6/7 Fall league – **NO BASE STEALING IS ALLOWED.**
- f. 8/9 Fall league - **NO STEALING HOME.**

8.00 - PITCHER

Little League Official Playing: Rule 8.00

A. Pitchers Age

- a. Pitcher's age is the age they were when registering for the league, per the Little League age chart.
 - i. i.e. A 10 year-old is registered for 8/9 year-old kid pitch and turns 11 years-old one week into the season. The player must abide by the pitching limits for a 10 year-old for that entire season.

B. Pitches Permitted

- a. Curve ball or any such breaking ball (other than natural movement) shall not be allowed. This will be enforced by the umpires & their decision is final.
- b. Only fastballs, change-ups, & knuckle balls are permitted.
- c. **PENALTY:**
 - i. First offense; a warning and the pitch ruled a ball unless the ball is put into play. The offensive team will have the option to either take the play from batted ball or have the pitch ruled a ball.
 - ii. Second offense same as the first.
 - iii. Third offense, player removed as pitcher but not from the game.
 - iv. The President is to be notified after third violation. Player, parent(s) and manager are to meet with the President and/or Board. Said player could potentially not be allowed to pitch.

C. Warm-up Throws

- a. Five (5) pitches to start the game and for new pitchers entering the game.
- b. Three (3) pitches in-between innings.

D. Walks

a. Intentional:

- i. Intentional walks are **NOT** allowed. No such strategy to attempt to take the bat out of the players hand will be allowed.
- ii. If the umpire determines the manager or coach has instructed the pitcher to pitch around a batter, the umpire will warn the manager or coach and rule the batter to hit again.
- iii. The umpire will notify the President of the violation.
- iv. **PENALTY:**
 1. First offense, a warning.
 2. Successive violations will be suspension determined by the President and/or Board.

b. 9/10 Spring league and 8/9 & 10/11 Fall leagues:

- i. Pitcher must be removed after issuing four (4) consecutive walks.

c. Changing a pitcher does not count as a visit to the mound.

- i. The number of visits to the mound is covered in the Little League rule book.
- ii. Little League Official Playing Rule: Rule #8.06

E. Illegal pitcher

- a. The protesting the use of an illegal pitcher must be done before the game is completed.
- b. If an illegal pitcher is used and a protest declared, the umpire and/or manager will contact the board member immediately.
- c. The illegal pitcher will be removed, but may be placed at another position, and replaced with a legal pitcher.
- d. To win the protest/forfeit, the game must be completed. The game will continue and played in its entirety. However, play will halt at the time limit, regardless of score or circumstances.
- e. If a manager refuses to continue the game, he/she will meet with the President and be suspended for the next two games.
 - i. If the situation occurs again, the manager will be dismissed from the program.

9.00 - THE UMPIRE

Little League Official Playing: Rule 9.00

A. Positioning

- a. If there is only one umpire, he or she, will call the game from behind the plate.
- b. If there is more than one umpire.
 - i. The plate umpire will be the umpire-in-chief.
 - ii. Base umpires must position themselves behind the infielders.

B. Ejections

- a. Each umpire has the authority to disqualify any player, coach, manager, or spectator for objecting decisions, unsportsmanlike conduct or language & to eject such person from the playing field.
- b. The President is to be notified, in writing, within 24 hours.

C. Attire

- a. Umpires must supply their own equipment.
- b. Shirt must be clean and always tucked in. The shirt must be league issued or WIAA approved.
- c. Black or gray slacks or shorts. No jeans.
- d. Pick-up game balls from concession stand prior to each game.

D. Must turn in line-up sheet with score and signature.

E. All equipment to be checked prior to every game.

XVII. COMMONLY ASKED QUESTIONS, LITTLE LEAGUE REGULATIONS, RULES & DEFINITIONS OF TERMS:

Where can I find that in the Little League Rule Book?

- A. Pitch count, number of days rest needed per pitch count, when can and can't catcher move to pitching position and when can or can't pitcher move to catcher position:
 - a. *General Regulation; VI-Pitching; pages 40-42.*
- B. Color of Pitcher's long sleeve shirts:
 - a. *Official Playing Rules- 1.11a3 page 56.*
- C. Color of glove, what can be on pitching hand, wrist or arm.
 - a. *Official Playing Rules- 1.15a-c page 57.*
- D. Definition of:
 - a. Infield Fly *Official Playing Rules- 2.00 page 62.*
 - b. Interference *Official Playing Rules- 2.00 page 62-63 and 7.09a-k pages 86-87.*
 - c. Obstruction *Official Playing Rules- 2.00 page 63 and 7.08a&b page 84-85.*
- E. Batting Out of Order:
 - a. *Official Playing Rules- 6.07a-d pages 79 -81.*
- F. Awarding Bases: Batter and Runner:
 - a. *Official Playing Rules- 7.05a-j page 83-84.*

XVIII. LITTLE LEAGUERS OF KENOSHA GENERAL NON-PLAYING RULES

- A. Diamond Use
 - a. Practice:
 - i. Teams select indoor practice times at a designated manager's meeting.
 - ii. The diamonds are reserved until the 'Just Say No To Drugs' tournament begins.
 - iii. Once the season begins, teams must reserve a diamond on the website.
 - 1. Diamonds will open on a weekly basis to make rescheduled games a priority.
 - a. Practice times will open on the Friday of the preceding week.
 - b. Game Days:
 - i. No batting practice allowed on the diamonds.
 - ii. No use of the infield permitted for pre-game practice.
 - 1. Teams not allowed on the infield until the game begins.
 - iii. Teams may warm-up in the outfield if time permits.
- B. Practice at Dr. James L. Santarelli Sports Complex
 - a. Practice may not begin until the date determined by the President.
 - b. Pre-season diamond selection:
 - i. Teams select times & days based on a draft for indoor practice.
 - ii. Each league will select two practice times, beginning with the 11/12 year-old league, followed by the 9/10 year-old league and 7/8 year-old league.
 - 1. If times are still open 11/12 league will select first followed by the 9/10.
 - iii. Times are reserved until the 'Just Say No to Drugs' tournament begins.
 - c. You are covered by insurance no matter where you practice.
 - d. Practices are to improve & develop baseball skills in each & every player on your roster.
- C. Batting Cage
 - a. Dr. James L. Santarelli Sports Complex has four batting cages.
 - b. Teams on diamonds #1, #2, #3 & #4 will use the respective batting cage.
 - c. Batting cage times:
 - i. The visiting team (on the schedule) has the use of the cage up to forty-five (45) minutes before the scheduled game time.

- ii. The home team (on the schedule) has the use of the cage forty-five (45) minutes before the scheduled game time and must be done with the cage fifteen (15) minutes before the scheduled game time.
- d. Batting cage rules:
 - i. Only the manager or registered coaches are allowed to throw batting practice.
 - ii. An adult must supervise the players standing outside the cage for safety and order.
 - iii. Only one batter per cage & the batter must wear a protective helmet.
 - iv. All equipment & debris must be picked up when you are done.
 - v. Abuse or violations will result in loss of privilege.

D. Dugout

- a. Each team is responsible to clean the dugout & surrounding area at the end of the game.
- b. Teams playing the last game of the day are to sweep the dugout.
- c. Each manager is responsible for the number of league bats in their respective dugout.
- d. No food, gum, seeds, etc. is allowed in the dugout or playing field.

E. Scoreboards

- a. Control boxes are to be picked up from the concession stand prior to the game and returned when the game is completed.
- b. The home team is responsible to operate the control box.
- c. Assign a parent or coach to operate the control box.
- d. If the control box is lost, stolen, misplaced the manager will be liable for the repair and/or replacement cost.

F. Bases

- a. They are in the third base dugout.
- b. Home team of the first game puts them out.
- c. Home team of the last game puts them away.

G. Injuries

- a. Any injury must be reported to the board member on duty or President.
- b. An injury form must be completed.

H. Game Results

- a. Game results are to be posted on our web site. www.littleleaguersofkenosha.com

XIX. MACHINE PITCH LEAGUE

A. Managers Responsibilities

- a. Inform parents of games and practices.
- b. Pass out all information given.
- c. Abide by all rules of Little Leaguers of Kenosha, Inc.

B. Rules

- a. Continuous batting order.
- b. Games are 1 ½ hours long or six innings. No new inning starts after this unless the game is tied.
- c. Batter gets 3 strikes, either called or swinging.
- d. There are no balls called.
- e. If a batter gets hit by a pitch, it does not count. Player continues to bat. The batter either puts the ball in play or strikes out. The objective is to have the batter put the ball in play so the defense can react to a batted ball.
- f. No base stealing is allowed.
- g. Pitcher must be in line with the pitching machine. They are not allowed to play in front of the machine.

- h. Defensively, maximum of 9 players. Minimum of 7 players.
 - i. Must have a pitcher and catcher regardless of number of players.
- i. Five run rule:
 - i. Only pertains to the first four innings.
 - ii. A team is allowed to score a maximum of five runs. When five runs have scored the half inning is over regardless of the number of outs.
 - iii. Starting the fourth inning teams will bat their entire three outs. No run limit per inning.
- j. Ten run rule:
 - i. If a team is up by 10 runs after the 4th inning, it is a complete game.
- k. Pitching machine:
 - i. Pitching machine will be in front of the mount on flat ground.
 - ii. Speed range:
 - 1. 33-37% or the best speed agreed upon between both managers and umpire.
 - iii. Agreement on pitching machine placement and speed between both managers and umpire prior to the start of the game.
 - iv. The pitching machine can get readjusted at the top of an inning with agreement between both managers and umpire if pitches are inaccurate.
- l. Calling time:
 - i. Runners do not have to stop once time is called. If the runner is making a continuous motion forward, they can take those bases. If the runner stops on a base, hesitates, or retreats to a base when time is called, the runner must return to the previous base.
 - 1. Umpire has the final decision.
- m. Line-up cards:
 - i. Must contain players first and last names.
- n. Coaches:
 - i. Must be registered online.
 - ii. No more than 6 coaches, per team, are allowed on the field.
 - iii. All are to remain in front of the dugout area unless directed otherwise by the umpire.
 - iv. The only coach allowed on the field is the one behind the catcher, for the machine pitch league, 6/7 Fall and 7/8 Spring.

C. Game Days

- a. Minimum two games per week weather permitting.
- b. One or two game any night of the week at 5:30 PM or 7:30 PM.
- c. Second game on Saturday at 10:45 AM and/or 12:30 PM.
 - i. Times are subject to change.
- d. Home team sets up and takes down the pitching machine.

D. Season

- a. League games begin in the beginning of June.
- b. End of season single elimination playoff beginning the middle of July.
 - i. Playoff rules:
 - 1. There is no time limit.
 - 2. Only a maximum of 5 runs are allowed for the first four innings, then three outs need to be completed for the remaining innings.

- 3. 10-run rule applies after 4 innings.
- c. Season will conclude with the championship game in the middle of July.

XX. FALL LEAGUE RULE SUMMARY

- A. Time Limit
 - a. All games are 1 ½ hours.
 - b. No inning to start after time limit unless the game is tied.
- B. Five run rules for 6/7 & 8/9 league. In the first four (4) innings, teams are allowed to score a maximum of five (5) runs or three (3) outs.
- C. Pitching
 - a. For 8/9 & 10/11 leagues: if a pitcher walks four consecutive batters, in one inning, that pitcher must be replaced.
 - i. Number of pitchers allowed; see local rules.
 - ii. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - iii. If a player catches more than 3 innings, player is not allowed to pitch.
 - iv. The home team has the official pitch count sheet. It is to be signed by both managers after the game and brought to the concession stand.
 - v. Double headers:
 - 1. If a pitcher throws 20 or less pitches in game one, said player may pitch in game two, to the daily maximum pitch count (10's - 75, 11's - 85).
 - 2. If a player throws more than 20 pitches in game one, said player may NOT pitch in the second game.
 - 3. Players are only allowed to throw the number of pitches according to their age at the time of registration.
 - 4. A player cannot throw 20 or less pitches in 3 consecutive days.
 - 5. If a player catches more than 3 innings in game one, said player may pitch in the second game.
- D. Base Stealing & Passed Balls
 - a. 6/7 league:
 - i. **NO** stealing or advancing on passed balls.
 - ii. Runner can score on a batted ball or attempted pickoff throw.
 - b. 8/9 league:
 - i. Base stealing permitted, only second and third.
 - ii. Base runner can only score from third on a batted ball, bases loaded walk, or attempted pickoff throw.
 - iii. No delayed stealing is allowed.
 - c. 10/11 league:
 - i. Runners can advance at their own risk to any base.
 - ii. Stealing of home is permissible.
 - iii. No delayed stealing is allowed.
- E. Batting Order
 - a. There will be a continuous batting order for all leagues.
 - b. 6/7 & 8/9 leagues
 - i. Teams are only allowed to score 5 runs an inning in the first four (4) innings of a game.
- F. Managers/Coaches
 - a. Any person assisting the team, on the field, for practice &/or game, must be registered.
 - b. Only 4 coaches are allowed on the field for games, except 6/7 Fall league, 6 coaches are allowed.

- c. All are to remain in front of the dugout area unless directed otherwise by the umpire.
- d. The only coach allowed on the field is the one behind the catcher, for the 6/7 league.

G. Equipment/Uniform

- a. All manager, coaches, and players must be in complete uniform to participate in the game. See local rules.
- b. No flip-flops or sandals are allowed to be worn on the field or in the dugout.
- c. Only league issued wood bats are allowed for 10/11 league.
- d. Only Little League approved metal bats with the USA stamp are permitted. The barrel may be no larger than 2 5/8 inches in diameter.
- e. Only league issued batting helmets are to be used.

H. Substitution

- a. There will be free substitution for all leagues.
- b. Once a player is removed as a pitcher, that player may not pitch again in that game.
- c. If a player is removed from the catcher position, re-enters as a catcher and you want this player to pitch, this player cannot catch more than 3 total innings.
- d. If a player catches then pitches and throws more than 41 pitches, that player may not re-enter the catcher's position.

I. All other local & Little League rules will be followed. They can be found on the web site.

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