



GARDEN CITY
PARKS & RECREATION

Garden City Parks and Recreation

Youth Baseball / Softball League

Rules Packet / Coaches Manual

STRUCTURE

Garden City Parks and Recreation Youth Baseball/Softball Leagues are open to all boys and girls. Age is determined as of **May 1, 2027 for boys, and for girls it will be the current grade they are enrolled in.** The program is divided into leagues according to age / grade to provide appropriate competition and skill development at all ages.

Leagues are established as follows:

BOYS	AGE		GIRLS	Grade
Mini-Sluggers	4		Mini-Sluggers	4 years old
T-Ball	5		T-Ball	5-6 years old
Pee Wee	6 & 7		Zodiac	Kind - 2 nd Grade
Rookie	8			
Minor	9 & 10	Cal Ripken	Midget	3 rd & 4 th Grade
Major	11 & 12	Cal Ripken	Prairie	5 th & 6 th Grade
Junior	13-15	Babe Ruth	Pony League	7 th – 9 th Grade

ADMINISTRATION

The GCPR Athletic Staff, with the approval of the Superintendent of Recreation and the Garden City Recreation Advisory Board, will establish the policies governing the Youth Baseball / Softball program. Evaluations, surveys, and input from advisory committees will be used to help formulate those policies.

ELIGIBILITY & REGISTRATION

Anyone meeting the age requirements will be eligible to participate in this program. All boys and girls wanting to participate must be registered and fees paid before they will be allowed to play. For those unable to pay the fee, scholarships are available through Garden City Recreation. Registrations will be accepted only at the Garden City Recreation Office, 310 N.6th, or by mail.

COACHES & ASSISTANTS

Volunteers will be used as coaches and assistants for all teams. Experience is second to willingness to coach the youth. All Head Coaches must be 18 years or older, those under 18 are encouraged to serve as assistants. Any parent that volunteers will be allowed to coach his/her own child. **Coach's children must still attend the workout and be rated.** A coaches training session and organizational meeting will be conducted each year prior to the start of the season. It is strongly recommended that all volunteers attend. **All volunteer coaches will be required to submit a background check to the Garden City Parks and Recreation, along with any assistant volunteer coaches helping.**

GENERAL RULES

1. No coach may hold practices until after the Coach Meeting has been completed for his/her age division.
2. Cancellation of games will be posted on the GCPR Facebook page but **not before 4 pm**. Coaches are responsible for notifying players of the cancellation. Coaches affected by a cancelled game will get an email from team sideline to let them know of the new date and time for that game.
3. Line-up sheets must be turned in to the scorekeeper at least 10 minutes prior to the scheduled game time. Any players arriving after line-ups are in will be added to the bottom of the order.
4. **No jewelry such as watches, rings, neck chains or earrings may be worn while playing.**
5. Each player will be entered in the teams batting line-up and bat each time it is their turn. **Each player must play one defensive inning by the third inning and two innings by the end of five.** A manager may not play an individual for disciplinary reasons; however, the manager must notify the GCPR Athletic Staff and the players' parents prior to the game. Not playing an individual is to be the last resort and any abuse of this rule can result in (first offense) a warning and (second offense) a forfeiture of the game by the Athletics Staff.
6. Any batter throwing the bat could be called out. This is a judgement call by the umpires. The ball will be dead, and no runners can advance.
7. In baseball, if a pitcher in the pitching leagues is taken out as pitcher and goes to the bench he may return and play another position but cannot return as pitcher. Defensive substitutions cannot be made during an inning except for an injured player, or for the pitcher in those leagues using a regular pitcher. **Two pitcher conferences in an inning by coach/manager the pitcher must be removed. Any attempt to evade or circumvent this rule by the manager/coach going to the catcher or an infielder and that player going to the mound to confer with the pitcher shall constitute a trip to the mound.**
8. **Any player, manager, or assistant shall be suspended for the remainder of the game and ejected from the area if guilty of any of the following:**
 - A. Using profane language in any manner.
 - B. Making unnecessary gestures in protesting an umpire's decision.
 - C. Resorting to unnecessary roughness on the playing field (No crash plays).
 - D. Throwing a bat or helmet in an unsportsmanlike manner.
 - E. Riding, heckling, or making uncomplimentary remarks to an opposing player, manager, or official.
 - F. Bickering with judgment decisions of the umpires.
 - G. **USE OF TOBACCO while on Playing fields or any GCPR Facilities.**

Zero Tolerance Rule

There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from the game, to suspension from future games and possible forfeiture of the game.

9. **Shoes with metal cleats or spikes are prohibited in all GCPR Youth Baseball / Softball Leagues.** Shoes with molded rubber or plastic cleats are permissible.
10. Coaches, players, and other team personnel must remain completely in the dugout and out of the playing area with the following exceptions:
 - A. The on-deck batter in the appropriate circle.
 - B. One bat boy/girl when retrieving equipment.
 - C. One base coach at each 1st and 3rd base. In addition, one coach around home plate for Zodiac, Pee Wee, Rookie and Midget leagues to help with getting batting tee ready for use.
 - D. One defensive coach in the outfield grass for Pee Wee & Zodiac league games.
 - E. The fielding team, batter, and base runners.
11. Pitchers will be allowed up to five (5) warm-up pitches before the start of the first half inning their team is in the field, five pitches between innings and three (3) pitches whenever a pitching change is made.
12. All batters, base runners and catchers must wear a helmet that covers the head and both ears.
13. A minimum of seven (7) players are required to avoid a forfeit (6 players for Pee Wee, Zodiac, and Rookie leagues). Scheduled game time is forfeit time. Automatic outs will not be recorded. In the case of a forfeited game, managers can agree to a practice game but in no instance, will a practice game go past the starting time for the next regularly scheduled game. Teams may continue to scrimmage with the use of officials but may not exceed the time allowed.
14. If a team cannot catch the other team due to runs allowed per inning, the game is officially over, and score will not be kept from that point on. Teams may continue to scrimmage with the use of officials but may not exceed the time allowed.
15. **Any communication to the umpire must be done through the head coach and in calm and respectful manner.**
16. Teams will wear shirts and hats provided by Garden City Parks and Recreation through sponsor participation.
17. Any team using an ineligible player shall forfeit all games that the ineligible player participates in.
18. Protests are allowed only for determining an ineligible player. All other questions regarding a ruling by an umpire shall be settled on the spot by the umpire, supervisor, coordinators, if available. Judgment calls are not open to discussion. If there is any question or comments on rules / interpretation, please contact GCPR Athletic Staff.
19. Coaches and assistants shall be responsible for the conduct of their players and parents or relatives of the players.
20. **Tobacco products are not permitted on the playing field, in the dugouts or in the stands during practice or games.** Any manager under the influence of alcohol will be automatically out of the program and relieved of all responsibility.
21. There will be no play-offs to break ties at the end of the regular season

22. Coaches, players, and spectators are not to talk to the scorer unless necessary.
23. Coaches and assistant coaches must remain in the confines of the field and dugout except, to report a substitution or check score with scorekeeper.
24. The home team listed on the schedule will occupy the **first base dugout.**
25. **Kansas High School Athletic Association (KSHSAA) rules will govern all play not covered in these General Rules or the League Rules for each league.**
26. If a player is injured during defensive play, they skip him in batting. If injured when he is a base runner/batter, a designated runner may be used. **The designated runner will be the person who is the closest previous batter not already on base.**
27. **In the event of inclement weather, if the game has passed the allotted time to complete a game but the visiting team has an additional at bat. The score will reflect the previous completed innings score.**
28. Automatic outs will not be taken for any division in baseball or softball when there are not enough players to fill the lineup card.
29. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
29. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If, in the umpire's judgement, a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
30. Any player designated as an outfielder must start each pitch in the grass of the outfield. Infield players must also assume their normal positions. (Players must be behind their respective base as to not be in the basepath)

GARDEN CITY PARKS & RECREATION

Mini-Sluggers League Rules

Governed by Cal Ripken Rules

1. A team must have at least 5 players to start a game or borrow players from another team. If a player is lost during the game due to injury or sickness his/her batting position will be skipped.
2. To start the game, the visiting team will bat its entire line up, while the home team is in the field. After the half inning is over teams will switch to complete the inning. **The 3-out rule is not in effect.**
3. Teams will play a 3-inning game.
4. A batted ball must cross the 25' arc or it will be called a foul ball.
5. A batter will receive 5 attempts to put the ball into play.
6. No defensive player may play in front of the 46' arc (pitcher position) until the ball is hit.
7. **Players need to play in regular baseball positions. Do not line kids up around the 46' arc.**
8. Extra players may play defense only in the outfield. No extra players allowed in the infield.
9. The defensive player in the pitching position must stay in contact with the 46' pitching arc until the ball is hit.
10. Players must be rotated at different positions each inning to allow players to experience various positions on the field.
11. Players may only advance one base at a time. The last batter in the lineup is allowed to run the bases
12. No runners will be allowed to advance on an overthrow.
13. Batting line-ups should be rotated every inning to allow a new hitter to bat last. No scores will be kept.

GARDEN CITY PARKS & RECREATION

T- Ball League Rules

Governed by Cal Ripken Rules

1. A team must have at least 5 players to start a game or borrow players from another team. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
2. To start the game, the visiting team will bat its entire line up, while the home team is in the field. After the half inning is over teams will switch to complete the inning. **The 3-out rule is not in effect.**
3. Teams will play a 3-inning game.
4. If a batter receives three strikes, he/she will be called out. A swing and a miss, foul balls, or any combination of the two can total three strikes. A foul ball on the third strike will not be ruled a strike. If the batter misses the ball and hits only the tee and/or misses entirely, then it is a strike.
5. A foul ball occurs when the ball is hit into foul territory or does not cross the 25-foot, which is shown by an arc drawn from foul line to foul line. If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 25-foot arc. If a batter hits all rubber or the ball does not go past the 25-foot arc, it is just a foul ball.
6. No defensive player may play in front of the 46' arc (pitcher position) until the ball is hit.
7. **Players need to play in regular baseball positions. Do not line kids up around the 46' arc.**
8. Extra players may play defense only in the outfield. No extra players allowed in the infield.
9. The defensive player in the pitching position must stay in contact with the 46' arc until the ball is hit.
10. Players must be rotated at different positions each inning to allow players to experience various positions on the field.
11. Players may only advance one base at a time. The last batter in the lineup is allowed to run the bases
12. No runners will be allowed to advance on an overthrow.
13. Batting line ups should be rotated every inning to allow for a different player to bat last. No scores will be kept.
14. No stealing or leading off is permitted. Batters cannot bunt.

GARDEN CITY PARKS & RECREATION

Pee Wee League Rules

Pitching machine speeds (Spring Setting at 5)

1. Teams will use defensive players, including one pitcher & four infielders. The rest of the fielders will play in the outfield. No Catcher will be used. Everyone present shall be in the batting line-up.
2. **Score will not be kept.**
3. There will be a **55-minute time limit on all Pee Wee games.** Once time limit has expired the game will be over. If batter is in middle of batting, he must complete his turn at bat. Teams will play 5 innings.
4. Each team will bat through their line up, then change innings. **The 3-out rule is not in effect, but players that get out will go back to their dugout.**
5. Three innings will be regulation game or playing 40 minutes, in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
6. A pitching machine will be used in place of a pitcher. The umpire will run the pitching machine for both teams. If there is a problem with the machine, step the current batter back and let the umpire fix it immediately. There will be a bucket at home plate that the coaches will use to put the pitched balls in.
7. **A batter receives four (4) pitches to hit a ball. If the batter does not hit a fair ball within four pitches, a tee will be placed on home plate and the batter will get two attempts to hit the ball fair and it must travel beyond the 10-foot arc or an out will be recorded. Walks will not be awarded.**
8. Base length will be **60 feet** and the pitching distance **46 feet** Infielders are to take normal positions on the infield and outfielders must be in the grass before the ball is hit (Infielders must be behind bags and not in the basepath). A chalk line will be marked on both sides of the pitching machine. This is the area that the pitcher must start from.
9. A batted ball striking the pitching machine or umpire is a dead ball single. The batter and any base runners will advance one base only.
10. **Base runners cannot steal and cannot leave the base until the ball is hit.**
11. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred. **There will be no plays at home plate.**
12. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
13. Base runners can only advance one base at a time. The last batter in the line up will be allowed to run all the bases.
14. Batters cannot bunt. The infield fly rule is **NOT** in effect.
15. See Mandatory Playing Rules in General Rules. (pages 2-4)

GARDEN CITY PARKS & RECREATION

Rookie League Rules

(Governed by Cal Ripken Rules)

1. Teams will play with 10 defensive players, using four outfielders. Everyone present shall be in the batting line-up. A minimum of six (6) players are required to avoid a forfeit.
2. **Score will be kept.**
3. There will be an 80-minute time limit on all Rookie games. No new inning will start after the 80-minute time limit.
4. Five runs or three outs will constitute an inning. Five innings (4 1/2 if the home team is ahead) will be completed game unless the time limit has expired. A game already decided because of run limits anytime from the third inning on will not be continued. Teams may scrimmage if time allows.
5. Any Rookie game tied after five complete innings or a completed inning after the time limit will end in a tie.
6. Three innings will be a regulation game (2 1/2 if the home team is ahead) or playing 50 minutes, in the event of rain or inclement weather. Any game called before that time will be rescheduled and played as a new game.
7. A pitcher can pitch a maximum of two (2) innings per night. One pitch in an inning counts as an inning pitched. A pitching mound will be used. If pitcher throws more than one inning in a game, he will need to rest for a minimum of 1 day before pitching again. **(Example: if a pitcher throws two innings on Monday, he cannot pitch until Wednesday of that week.)**
8. The batter will start with a 1-1 count. Walks will not be allowed. If a pitcher throws 4 balls to a batter, a tee will be placed on home plate and the batter will get two attempts to hit the ball fair. If the batter does not hit the ball fair, he will be declared out. The intent of this rule is to prevent excessive walks and allow the ball to be put in play.
9. Base length will be **60 feet** and the pitching distance **40 feet**.
10. Base Runners cannot leadoff and cannot leave the base until the ball is hit or crosses home plate. Any base runner leaving base early will be sent back to the previous base. Batters may not advance on a dropped 3rd strike. **Base Runners cannot steal.**
11. Base runners may advance at their own risk **one** base on an overthrow by a fielder. (an overthrow is any ball that gets passed its intended target. i.e. any base or the pitcher)
12. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
13. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
14. **Batters are out and cannot advance to 1st base on a dropped third strike. The ball becomes dead and base runners cannot advance.**
15. If a batter is hit by a pitch that bounces off the dirt or hits them directly in the air, they will be allowed at that point to go directly to the batting tee for their two attempts to hit the ball. If player is hurt, then they will be skipped for that at bat and will not be counted as an out.
16. Any appeal plays must be made during a time out called by the official. No other appeal will be allowed.
17. Any player or coach warming up a pitcher must wear a mask with a throat protector.
18. See Mandatory Playing Rules in General Rules.

GARDEN CITY PARKS & RECREATION

Minor League Rules

Governed by Cal Ripken Rules

1. Teams will play with nine (9) defensive players. Everyone present shall be in the batting line-up. A minimum of seven (7) players are required to avoid a forfeit.
2. There will be an 80-minute time limit on all Minor games. No new inning will start after the 80-minute time limit.
3. Five runs or three outs will constitute an inning. Five innings (4 1/2 if the home team is ahead) will be completed game unless the time limit has expired. A game already decided because of run limits anytime from the third inning on will not be continued. Teams may scrimmage if time allows.
4. Three innings will be a regulation game (2 1/2 if the home team is ahead) or playing 50 minutes, in the event of rain or inclement weather. Any game called before that time will be rescheduled and played as a new game.
5. Any Minor game tied after five complete innings or a completed inning after the time limit will end in a tie.
6. A pitcher can pitch a maximum of three innings per night and a total of six innings in a consecutive 7-day period. One pitch in an inning counts as an inning pitched. A pitching mound will be used.
7. **A pitcher cannot throw "breaking balls". Any pitch other than a fastball or change-up will be called a ball and the pitcher warned. On the second occurrence the pitcher will be removed from the pitcher's position.**
8. **Players cannot leadoff and cannot leave the base until the ball is hit or crosses home.** Any base runner leaving base early will be sent back to the previous base. **Base runners can steal but they must be walked or batted in to score.** (No stealing home)
9. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
10. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
11. Base length will be **60 feet** and the pitching distance will be **46 feet**.
12. Balks will not be called but umpires will warn players, so they learn proper techniques.
13. The infield fly rule is in effect.
14. **Batters are out and cannot advance to 1st base on a dropped third strike. The ball becomes dead and base runners cannot advance.**
15. Any appeal plays must be done during a time out called by the umpire. No other appeals will be allowed.
16. Any player or coach warming up a pitcher must wear a mask with a throat protector.
17. See Mandatory Playing Rules in General Rules. **NO METAL CLEATS!**

GARDEN CITY PARKS & RECREATION

Major League Rules

Governed by Cal Ripken Rules

1. Teams will play with nine (9) defensive players. **Everyone present shall be in the batting line-up.** A minimum of seven (7) players are required to avoid a forfeit.
2. There will be an 80-minute time limit on all Major games. No new inning will start after the 80-minute time limit.
3. **Five runs or three outs** will constitute an inning. Five innings (4 1/2 if the home team is ahead) will be completed game unless the time limit has expired. A game already decided because of run limits anytime from the third inning on will not be continued. Teams may scrimmage if time allows.
4. Three innings will be a regulation game (2 1/2 if the home team is ahead) or playing 50 minutes, in the event of rain or inclement weather. Any game called before that time will be rescheduled and played as a new game.
5. Any Major game tied after five complete innings or a completed inning after the time limit will end in a tie.
6. A pitcher can pitch a maximum of three innings per night and a total of six innings in a consecutive 7-day period. One pitch in an inning counts as an inning pitched. A pitching mound will be used.
7. **A pitcher cannot throw "breaking balls".** Any pitch other than a fastball or change-up will be called a ball and the pitcher warned. **On the second occurrence the pitcher will be removed from the pitcher's position.**
8. Base runners can lead off and steal according to Cal Ripken Baseball rules. Balks can be called without a warning given.
9. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
10. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
11. Base length will be **70 feet** and the pitching distance will be **50 feet**.
12. The infield fly rule is in effect.
13. Batters can advance to first base on a dropped third strike if 1st base is unoccupied or if there are two outs.
14. Any appeal plays must be done during a time out called by the umpire. No other appeals will be allowed.
15. Any player or coach warming up a pitcher must wear a mask with a throat protector.
16. See Mandatory Playing Rules in Garden City Recreation General Rules. **NO METAL CLEATS!**

GARDEN CITY PARKS & RECREATION

Junior League Rules

Governed by Babe Ruth Rules

1. Teams will play with nine defensive players. Everyone present shall be in the batting line-up. Other than normal substitutions, junior league will be limited to the re-entry rule where only the starting players may re-enter the line-up one time, after being substituted for and in the same position in the batting line-up. The requirements for all players for playing defensive innings still exist. A minimum of seven (7) players are required to avoid a forfeit.
2. There will be a 1 hour 50-minute time limit on all Junior games. No new innings will be started after the time limit unless the game is tied.
3. Seven innings (6 1/2 if the home team is ahead) will be a complete game unless the time limit has expired. Seven (7) runs per inning or 3 outs will be an inning. This league will use a run rule of fifteen (15) runs after three innings and ten (10) runs after five innings.
4. Four innings will be a regulation game (3 1/2 innings if the home team is ahead) or playing 70 minutes, in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
5. Any Junior game tied after seven complete innings **will play one extra inning**. If the game remains in a tie after one extra inning, it will end in a tie.
6. A Junior pitcher can pitch 4 innings per night and total of seven (7) innings in a consecutive 7-day period. **One pitch in an inning counts as an inning pitched.**
7. Base runners can lead off and steal according to regular baseball rules. Balks will be called without a warning given.
8. Base length will be **90 feet** and the pitching distance **60 feet 6 inches** for **Junior league**.
9. **Any player warming up a pitcher must wear a mask with a throat protector.**
10. All players must wear the uniform issued. Baseball hats are mandatory.
11. The infield fly rule is in effect.
12. Batters can advance to first base on a dropped third strike if 1st base is unoccupied or with two outs.
13. Appeal plays can be made at any time according to regular baseball rules.
14. See Mandatory Playing Rules in Garden City Recreation General Rules. **METAL CLEATS are not allowed on Clint Lightner Field, but allowable on Fansler Field!**

GARDEN CITY PARKS & RECREATION

Zodiac League Rules

Pitching machine speeds (Spring Setting at 3)

1. Teams will use defensive players, including one pitcher & four infielders. The rest of the fielders will play in the outfield. No Catcher will be used. Everyone present shall be in the batting line-up.
2. **Score will not be kept.**
3. There will be a **55-minute time limit on all Zodiac games.** Once time limit has expired the game will be over. If batter is in middle of batting, she must complete her turn at bat. Teams will play 5 innings.
4. Each team will bat through their line up, then change innings. **The 3-out rule is not in effect, but players that get out will go back to their dugout.**
5. Three innings will be regulation game or playing 40 minutes, in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
6. A pitching machine will be used in place of a pitcher. The umpire will run the pitching machine for both teams. If there is a problem with the machine, step the current batter back and have the umpire fix it immediately. Umpires will have a bucket of softballs at the machine. There will be a bucket at home plate that the coaches will use to put the pitched balls in.
7. A batter receives four (4) pitches to hit a ball. If the batter does not hit a fair ball within four pitches, a tee will be placed on home plate and the batter will get two attempts to hit the ball fair and it must travel beyond the 10-foot arc or an out will be recorded. Walks will not be awarded.
8. Base length will be **60 feet** and the pitching distance **35 feet.** Infielders are to take normal positions on the infield and outfielders must be in the grass before the ball is hit (Infielders must be behind bags and not in the basepath). A chalk line will be marked on both sides of the pitching machine. This is the area that the pitcher must start from.
9. A batted ball striking the pitching machine or umpire is a dead ball single with the batter and any base runners advancing one base only.
10. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred. **There will be no plays at home plate.**
11. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
12. **Base runners cannot steal and cannot leave the base until the ball is hit.**
13. Base runners can only advance one base at a time. The last batter in the lineup may run all the bases
14. Batters cannot bunt. The infield fly rule is **NOT** in effect.
15. See Mandatory Playing Rules in General Rules. (pages 2-4)

GARDEN CITY PARKS & RECREATION

Midget League Rules

1. Teams will play with 10 defensive players. Everyone present shall be in the batting line-up. A minimum of seven (7) players are required to avoid a forfeit.
2. There will be an 80-minute time limit on all Midget league games. No new inning will start after the 80-minute time limit.
3. Five runs or three outs will constitute an inning. Five innings (4 1/2 if the home team is ahead) will be a complete game unless the time limit has expired.
4. Three innings will be a regulation game (2 1/2 innings if the home team is ahead) or playing 50 minutes, in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
5. Any Midget game tied after five complete innings or a completed inning after the time limit; it will end in a tie.
6. Base length will be **60 feet** and the pitching distance **35 feet**. Infielders are to take normal positions on the infield and outfielders must be in the grass before the ball is hit.
7. A pitcher may not pitch more than eight (8) innings in a consecutive 7-day period. Rained out games are not exceptions. A pitcher may not pitch in more than five (5) innings in one game. One (1) pitch constitutes a total inning pitched. **This league will use regulation 11" softball**
 - **Pitching Delivery:** This league will play modified fast pitch. Coaches should encourage accuracy above speed. The pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before delivery. The pitcher must begin with both feet on the rubber and the pivot foot must remain in contact with the rubber until the pitched ball leaves the hand. Pitchers may use the modified, windmill or slingshot deliveries to make a pitch. With both deliveries, coaches should encourage accuracy above speed. The release of the ball must occur with the elbow locked. No Crow Hop
8. The batter will start with a 1-1 count. Walks will not be allowed. If a pitcher throws 4 balls to a batter, a tee will be placed on home plate and the batter will get two attempts to hit the ball fair. If the batter does not hit the ball fair, she will be declared out. The intent of this rule is to prevent excessive walks and allow the ball to be put in play.
9. Base runners may advance at their own risk **one** base on an overthrow by a fielder. (an overthrow is any ball that gets passed its intended target. i.e. any base or the pitcher)
10. If a batter is hit by a pitch that bounces off the dirt or hits them directly in the air, they will be allowed at that point to go directly to the batting tee for their two attempts to hit the ball. If player is hurt, then they will be skipped for that at bat and will not be counted as an out.
11. Defensive players must have the ball in the pitching circle before "Time" will be called. An infielder in control of the ball can request time and the umpire will call "Time" once the pitcher is in possession of the ball or when the umpire feels play has stopped.
12. Catchers must wear mask (with throat protector), body protector and shin guards mask that are provided.
13. The infield fly rule is **NOT** in effect.
14. Any appeal plays must be made during a time out called by the umpire. No other appeals will be allowed.
15. If a team cannot catch the other team due to runs allowed per inning the game is over. Teams may continue to scrimmage with use of officials but may not exceed the time allowed.
13. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
14. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
17. No stealing or leading off is allowed. This includes wild pitches, passed balls, and dropped third strikes.
18. **See Mandatory Playing Rules in General Rules.**

GARDEN CITY PARKS & RECREATION

Prairie League Rules

Governed by KSHSAA

1. Teams will play with 9 defensive players. Everyone present shall be in the batting line-up. A minimum of seven (7) players are required to avoid a forfeit.
2. There will be an 80-minute time limit on all Prairie league games. No new inning will start after the 80-minute time limit.
3. Five runs or three outs will constitute an inning. Five innings (4 1/2 if the home team is ahead) will be a complete game unless the time limit has expired.
4. Three innings will be a regulation game (2 1/2 innings if the home team is ahead) or playing 50 minutes, in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
5. Any Prairie game tied after five complete innings or a completed inning after the time limit; it will end in a tie.
6. Base length will be **60 feet** and the pitching distance **40 feet**. Infielders are to take normal positions on the infield and outfielders must be in the grass before the ball is hit.
7. A pitcher may not pitch more than eight (8) innings in a consecutive 7-day period Rained out games are not exceptions. A pitcher may not pitch in more than five (5) innings in one game. One (1) pitch constitutes a total inning pitched. **This league will use regulation 12" softball**
 - **Pitching Delivery:** This league will play modified fast pitch. Coaches should encourage accuracy above speed. The pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before delivery. The pitcher must begin with both feet on the rubber and the pivot foot must remain in contact with the rubber until the pitched ball leaves the hand. Pitchers may use the modified, windmill or slingshot deliveries to make a pitch. With both deliveries, coaches should encourage accuracy above speed. The release of the ball must occur with the elbow locked. No Crow Hop
8. Defensive players must have the ball in the pitching circle before "Time" will be called. An infielder in control of the ball can request time and the umpire shall call "Time" once the pitcher is in possession of the ball or when the umpire feels play has stopped.
9. Catchers must wear mask (with throat protector), body protector and shin guards mask that are provided.
10. The infield fly rule is in effect.
11. Any appeal plays must be made during a time out called by the official. No other appeals will be allowed.
12. If a team cannot catch the other team due to runs allowed per inning the game is over. Teams may continue to scrimmage with use of officials but may not exceed the time allowed.
13. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
14. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
15. Players may steal in accordance to KSHSAA rules.

16. See Mandatory Playing Rules in General Rules.

GARDEN CITY PARKS & RECREATION

Pony League Rules

Governed by KSHSAA

1. Teams will play with 9 defensive players. Everyone present shall be in the batting line-up.
2. There will be an 80-minute time limit on all Pony league games. **No new innings will be started after time limit unless the game is tied.**
3. Seven (7) runs or three (3) outs will constitute an inning. Seven (7) innings (6 1/2 if the home team is ahead) will be a complete game unless the time limit has expired. This league will use a run rule of fifteen (15) runs after three innings and ten (10) runs after five innings.
4. Four (4) innings (3 1/2 if the home team is ahead) or playing 50 minutes, will be a regulation game in the event of rain or inclement weather. Any game called before that time will be re-scheduled and played as a new game.
5. Any Pony game tied after seven complete innings **will play one extra inning**. If the game remains in a tie after one extra inning, it will end in a tie.
6. Base length will be **60 feet** and the pitching distance **43 feet**.
7. A pitcher may pitch nine (9) innings in a calendar week, which is from Sunday to Saturday. Rained out games are no exceptions. A pitcher may not pitch in more than five (5) innings in one game. One (1) pitch constitutes a total inning pitched. New pitchers are allowed up to five (5) warm up pitches. Pitchers are allowed up to five (5) warm up pitches between innings when teams are hustling.
 - a. Pitchers may use the modified, windmill or slingshot deliveries to make a pitch. With both deliveries, coaches should encourage accuracy above speed. No Crow Hop
8. Catchers must wear mask (with throat protector), body protector and shin guards mask that are provided.
9. The infield fly rule is in effect.
10. Players may steal in accordance to KSHSAA rules. **(When the ball leaves the pitcher's hand on delivery.)**
11. Runners must always seek to avoid contact with fielders. If, in the judgement of the umpire, the runner interferes with the play by making contact with the fielder; the runner shall be called out and all remaining runners will return to the base they occupied when the interference occurred.
12. Fielders may not interfere with the runners basepath provided they are not making a play on the ball. If in the umpire's judgement a fielder makes contact with a runner and impedes their ability to reach a potential base; obstruction will be called, and the runner will be awarded at least one base. (This includes blocking bases.)
13. All appeals must be made according to KSHSAA.
 - a. A **Crow Hop** is the replanting of the pivot foot prior to delivery of the pitch.
 - b. A **Leap** is when both feet are airborne.
 - c. **Pivot Foot**, the pitchers pivot foot is the foot which is in contact with the ground, as opposed to the non-pivot foot, which the pitcher uses to step toward home plate.

Pitching Rule

Prior to the pitch, the pitcher shall take a position with; (1) the pivot foot on or partially on the surface of the pitcher's plate; (2) the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 – inch length of the pitcher's plate. The hands must be apart.

About the Pitch

- a) The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
- b) Once the hands are brought together, the pitcher shall not take more than one-step, which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before or after the hands come together.
Note: toward is interpreted as within or partially within the 24-inch length of the pitcher's plate.
- c) The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, if the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
Note: It is not a step if the pitcher slides her foot in any direction on the pitcher's plate, provided contact is maintained.

The pitcher may use any windup desired provided

- a) No motion to pitch is made without immediately delivering the ball to the batter.
- b) The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- c) The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
- d) The pitcher does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
Note: One revolution is interpreted as not two revolutions," provided the pitching arm is dropped to the side and to the rear before starting the windmill motion.

Pitching Techniques

Modified: The pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before delivery. The pitcher must begin with both feet on the rubber and the pivot foot must remain in contact with the rubber until the pitched ball leaves the hand. The modified fast-pitch windup and delivery resembles the same action of a bowler bowling. The release of the ball must occur with the elbow locked.

Windmill or slingshot: With both feet in contact with the pitching rubber, the pitcher shall hold the ball in both hands for not less than one (1) second and not more than ten (10) seconds before releasing it. Both feet must remain in contact with the pitching rubber always prior to the step forward. The pitch starts when one hand is taken off the ball after the hands have been placed together. The pitcher may not make any motion to pitch without immediately delivering the ball to the catcher. The pitcher may not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body. The pitcher must not make a stop or reversal of the forward motion after separating the hands. The pitcher may not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. The release of the ball and the follow through of the hand and wrist must be forward and past the straight line of the body.

In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch pitching rubber. NOTE: It is not a step if the pitcher slides the pivot foot across the pitcher's rubber, provided contact is maintained with the rubber. Raising the foot off the pitching rubber and returning it to the rubber creates a rocking motion and is an illegal act. Pushing off with the pivot from a place other than the pitcher's rubber is illegal. This includes a "crow hop". The pivot foot must remain in contact with or push off and drag away from the pitching rubber prior to the front foot touching the ground, if the pivot foot remains in contact with the ground. The pitcher must not make another revolution after releasing the ball. The pitcher shall not deliberately drop, roll, or bounce the ball to prevent the batter from hitting it. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates, "play ball".

SLIDE:

A legal slide can be either feet first or headfirst. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either a hand or a foot when the slide is completed.

A slide is illegal if:

- 1) The runner uses a rolling, cross-body, or pop-up slide into the fielder.
- 2) The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
- 3) The runner goes beyond the base and contacts or alters the play of the fielder.
- 4) The runner slashes or kicks the fielder with either leg.

5) The runner tries to injure the fielder