

Kenton Little League, Inc.
Home Run Memorial Park
A 501 (3) c Non-Profit Organization

Handbook and Ground Rules
2016



This booklet is compiled for the benefit of all supervising personnel of the Kenton Little League Inc. and the Home Run Memorial Park so that all duties and rules may be clarified that are not covered in the Official Rule Book or Little League Baseball Operating Manual.

The supervisors shall bear in mind that the teaching of athletic skills and the winning of ball games are noteworthy goals, but that the molding of future citizens is our primary objective.

Note: Any by-law or constitution change may not be made after the start of the first schedule game of the season and must wait to be implemented until the last scheduled game of the season has been played unless directed by Little League International. A 2/3 majority of the board must be present to make such changes.

Officers

The following officers will be elected annually in September following the completion of the current season. All persons actively involved in the previous year's program such as officers, managers, coaches, umpires, groundskeepers or other capacities are eligible to vote. The Player Agents shall not manage or coach in their own divisions unless the board of directors grants prior approval. The full roster of Board Members, and Executive Officers is kept on the official KLL Roster, see attached. Officers to be elected: president, vice president of league, player agent, secretary & treasurer.

Fundraising

The President shall chair the Sponsorship Committee. The duties for this committee are:

1. Obtain sponsors for all teams
2. Handles communications with sponsors
3. Provides for the proper recognition of sponsors
4. Ensures that all fundraising projects are appropriate for Kenton Little League.

No individual fundraising may be done using the Kenton Little League name or the Home Run Memorial Park name without written approval from the league.

Registrations and Sign Ups

All eligible players must register online or during the times and at the locations designated by the League officials. All players are encouraged to pay the registration fee established by the Board of Directors; however, Kenton Little League will not turn away any player who cannot afford to pay the registration fee. All returning players eligible for the same division will remain on the same team as the previous season. Returning players who sign up after the draft will be placed on the same team as the previous season regardless of the number of players already on that team for the duration of eligibility in that division.

Eligible Players

Individuals residing or attending a school district within the league boundaries (geographic area designated by LLI annually) are eligible. Notice of registration will be by: KLL website, radio, newspaper and announcements in the schools. These notices will begin prior to the start of the registrations.

Age divisions are as follows:

All ages listed are as of December 31 of the preceding year (except as noted)

T-Ball – Coed – 4-5 years old
2nd Farm – Coed – 6-7 years old
1st Farm – Boys – 8-9 years old
Majors – Boys – 10-11 years old
– 12 years old (as of April 30 of the current year)

8U Softball – Girls – 7-8 years old
10U Softball – Girls – 9-10 years old
12U Softball – Girls – 11-12 years old
14U Softball – Girls – 13-14 years old

Managers and Coaches

Anyone wishing to apply for a position as a manager or coach within the organization must complete an application and pass a background check, which Little League International requires along with completing an online concussion course *CDC Heads Up: Concussion in Youth Sports* ([English Version](#)) ([Spanish Version](#)). Only the board of directors designates coaching assignments. All coaches and managers must be a minimum of 18 years old.

Player Drafting Procedure

The last place team of the prior season will have first pick in every round of the draft followed by the next to last team and will continue until the first place team completes a first round selection.

- In draft order, all teams will have a pick in the first round.
- For the second round, the team with the fewest returning players picks first. Siblings of returning players shall be added to the roster of the siblings team and counted as a returning player in determining the team with the fewest returning players. If 2 or more teams have the same number of returning players, those teams will pick in draft order. After the team(s) with the fewest returning players has(have) picked, the team(s) with the fewest returning players is reestablished and that team(s) pick in draft order. This continues until all teams have the same number of players. It is possible for teams to have more than one pick in the second round.

- If a manager's child is eligible in the draft, the manager must announce and draft his/her son/daughter in the third round. If more than one son/daughter is playing they will be picked as the next draft pick for that manager until all children have been selected.
- All brothers/sisters of the same division age will be on the same team unless requested differently by their parents.

The board will allow prior appointment of one assistant coach. In the event that the assistant coach's son/daughter is not currently on the roster as a returning player, the assistant coach's son/daughter must be taken in the 1st round of the draft. If an assistant coach's son/daughter is returning to the team, that team will not be allowed to appoint a different assistant coach for purposes of this exemption.

The player agent will record and secure a record of each player drafted. The drafting system is to be used as a method of obtaining players for the replacement of players lost by graduation, moving, or returned to the pool by release of a player by a manager. The President, Player Agent and Managers shall attend the player draft. **Under no circumstance will the draft selection order of a child be disclosed outside the draft.**

Each player drafted shall remain on the same team for the duration of the player's age eligibility of that division unless released with board approval by the manager. Any player released from his/her team with manager, parent and KLL approval must re-enter the next available draft. Tryouts shall be conducted for players eligible to be drafted. Each candidate will tryout in a group by the presence of each child. Before each player begins, his or her name will be announced.

To note-Requests to have non-siblings placed together on same teams will only be heard on a case by case basis and will only be considered for unique circumstances.

Procedure for replacing a player during the season

1. If a player quits, moves or is removed from his/her team's roster for any reason during the season, the next available player will fill the vacancy.
2. When a change is made, the manager should immediately notify the Player Agent so the player's card can be moved to the new team roster.
3. The player Agent will then fill the vacancy with the next available player.
4. **At no time will a new player be added during the last two weeks of the season.**

Kenton Little League Team Expansion Policy

When a new team is created due to expanding player numbers, these procedures shall be followed:

- The expansion team shall be list first in the draft order. In the event that there are 2 or more expansion teams, those teams shall flip a coin for who picks first.
- The first round of the draft shall be followed in accordance with the Player Drafting Procedure.
- The expansion team(s) will begin the second round and will continue to pick until the expansion team(s) has(have) the same number of players as the team with the fewest returning players. The second round then continues in accordance with the Player Drafting Procedure.
- The remainder of the draft shall continue in accordance with the Player Drafting Procedure.

Trading

The trading of players in the Major League and Senior League levels may be done up to 14 days after the regular season begins. Before a trade can be made, the following condition must be met:

1. All managers in the division must unanimously agree
2. Consent is given by players and parents
3. Notification of the Player Agent for their approval
4. Player Agent presents trade to the League President for final approval.
5. Family requests for trade or reallocation will be considered by the League President, Player Agent and current Manager of assigned or drafted team.

Game Procedures According to KLL

Girls Softball

Beginning with the 2015 season, the Kenton Little League will be participating in the Logan County Softball League. All game procedures and rules shall be governed by the Logan County Softball League.

Majors

1. Majors games will be limited to two hours or 6 innings unless the game is tied. If a tie occurs, the game will continue until a winner is determined. An inning begins immediately after the 3rd out of the previous inning has been recorded. Coaches and umpire should state and record the official start time using a cell phone.
2. Teams will field 9 defensive players.
3. Continuous batting order shall be used and governed by Rule 4.04 of the Official Little League Playing Rules.
4. No game shall begin if either team has less than 9 players. If one team cannot field 9 players, the game shall be recorded as a forfeit with a score of 10-0. If neither team can field 9 players, the game must be rescheduled. If a team must forfeit, the League encourages both teams to play the game as a scrimmage.

First Farm

1. First Farm games will be limited to two hours or 6 innings unless the game is tied. If a tie occurs, the game will continue until a winner is determined. An inning begins immediately after the 3rd out of the previous inning has been recorded. Coaches and umpire should state and record the official start time using a cell phone.
2. Teams will field up to 10 defensive players. *pending final sign up totals
3. Continuous batting order shall be used and governed by Rule 4.04 of the Official Little League Playing Rules. If a team only has 9 players, there shall NOT be an out recorded for the lack of a 10th player.
4. No game shall begin if either team has less than 9 players. If one team cannot field 9 players, the game shall be recorded as a forfeit with a score of 10-0. If neither team can field 9 players, the game must be rescheduled. If a team must forfeit, the League encourages both teams to play the game as a scrimmage.
5. There shall be no stealing of bases unless a pitcher mishandles the return throw from anywhere on the field while the play is alive.
6. Players in the outfield must be in the grass and not on the infield playing surface. No outfielders may line up directly behind 2nd base.
7. There is a 7 run per inning limit except for the 6th or extra innings. In a run spread situation prior to the 6th inning, the 7 run rule is in effect and innings must be completed regardless of the score.

Second Farm

1. Second Farm games will be limited to two hours or 6 innings unless the game is tied. If a tie occurs, the game will continue until a winner is determined. An inning begins immediately after the 3rd out of the previous inning is recorded. Coaches and umpire should state and record the official start time using a cell phone.
2. The Coach will pitch overhand to the batters and must begin their pitching motion from within the 16-foot pitching circle.
3. Each Batter will get a maximum of 7 pitches. After 3 strikes, the batter is out. If the 3rd “strike” is a foul ball, the batter can continue until there is a 3rd strike or the batter reaches maximum of 7 pitches. If the 7th pitch is a foul ball, the batter is out.
4. There are no walks or stealing of bases.
5. Play shall be dead when, at the discretion of the umpire, an infield player is in control of the baseball inside the infield baseline and does not attempt to make a play on a baserunner. Any base runners who have not advanced past the midpoint line must return to their previous base without the liability of being out. Any base runner that has advanced past the midpoint line may continue to the next base only without the liability of being out.
6. There is a 7 run per inning limit except for the 6th or extra innings. In a run spread situation prior to the 6th inning, the 7 run rule is in effect and innings must be completed regardless of the score.
7. Each player can only sit out defensively for a total of nine (9) outs per six inning game. In the event of a run rule game all players must have 6 consecutive defensive out and bat once
8. 2nd farm will use 10 defensive players and players in the outfield must be at least 15 feet behind the baseline. No outfielders may line up directly behind 2nd base.
9. If the batted ball hits the coach pitcher, the ball is dead and the batter will receive another pitch.
10. The coach pitcher shall not coach from the pitching mound.
11. The player pitcher must begin the play within the 16-foot pitching circle and behind the pitcher’s plate.
12. 6 year old players may hit from a hitting tee until Memorial Day and bat with coach pitch from that day forward for the remainder of the season. All hits from the batting tee must pass the 7 foot mark from the tee to be considered a fair ball. At the coaches’ discretion, the coach may pitch to a 6 year old at any part of the season. However, if the player begins a game hitting a pitch, the player CANNOT switch back to a tee during the game in progress or in a resumed game following a delay or rain out.
13. Continuous batting order shall be used and governed by Rule 4.04 of the Official Little League Playing Rules. If a team only has 9 players, there shall NOT be an out recorded for the lack of a 10th player.
14. No game shall begin if either team has less than 9 players. If one team cannot field 9 players, the game shall be recorded as a forfeit with a score of 10-0. If neither team can field 9 players, the game must be rescheduled. If a team must forfeit, the League encourages both teams to play the game as a scrimmage.

General Rules

1. If after four innings, 3 ½ innings if the home team is ahead, one team has a lead of ten runs or more, that team shall be declared the winner and the game is over.
2. If at game time an Umpire has not arrived, a coach or parent from each team will umpire the game. This is for 1st and 2nd farm only.
3. If a game has been stopped for weather issues and 1 full inning has been played, the game will resume where it was stopped. If 1 full inning has not been played, the game will start over as a new game.
4. Pitch count and required rest stipulations are:
 - A pitcher shall not pitch more than 6 innings per week.
 - A week is defined as Sunday through Saturday.
 - If a pitcher throws one LIVE ball pitch, that counts as one inning. Warm up pitches do not count for purposes of this rule.
 - No pitcher shall re-enter the game once he is removed.

Forfeited Games

No game shall begin if either team has less than 9 players. If one team cannot field 9 players, the game shall be recorded as a forfeiture with a score of 10-0. If neither team can field 9 players, the game must be rescheduled. If a team must forfeit, the League encourages both teams to play the game as a scrimmage.

Selection of Tournament Teams

- KLL will sponsor one team per age division to enter into the Little League International Tournament if the league is in sound financial status.
- All managers and only managers as a group will discuss and select a tournament team using the 3 round pick system. Round 1 top 20 players, Round 2 the top 15 will be selected from the original 20. Round 3 the top 12-14 will be selected from the group of 15 and this will be the tournament roster.
- The KLL Board will handle appointment/approval of managers for all Tournament and/or All Star teams.

Tournament Players

Any player selected for a tournament team should be available for all games and practices. If a player knows he/she will not be available to play, they should decline. If games and practices are missed, a player can be replaced with KLL Board approval. If a replacement is required, the manager is to select a replacement from the original 20 players selected in the selection process.

Post Season Games

1. If a tie should occur in the first or second half, a one game playoff will be played on the next day (except Sunday) to break the tie. All pitching rules are enforced.
2. If a three-way tie should occur, the first game will be played on Monday of the following week and the second game will be played on Wednesday of the same week. There will be a draw for the bye which will be number 3.
3. Trophies are to be awarded for 1st and 2nd place in each division.
4. Pre-Season tournaments are “blind draw” seeding.
5. Final season standings will determine post-season tournament seeding with the following tie breakers
 - a. Head-to-head record.
 - b. Run differential (runs scored minus runs scored against).
 - c. Coin toss.

Umpires

The President with the approval of the Board of Directors shall appoint, annually, an Umpire-in-Chief. This must be done at the annual organizational meeting. The appointee shall be willing to commit themselves to a minimum of three years of service to the league. Note: Umpires whose child is playing in a game that they are working, should not work behind the plate.

KLL pays umpires based on games completed. Per game fee is determined by the KLL Board annually.

Duties of the Umpire-in-Chief

1. Recruit and train new candidates on the rules adopted by the local league.
2. Supply necessary equipment to enable the umpire to carry out the duties on the field of play.
3. Schedule umpires with members of his/her staff covering the Major Leagues first and the working down to Second Farm.
4. Be responsible for the actions and conduct of his/her staff.
5. Interpret rules and answer all rules questions from Managers or League Officials throughout the season.

All approved umpires are representatives Kenton Little League and their actions and conduct must be above reproach. They are authorized by the KLL to take any action necessary to discharge their duties on the playing field under the rules of the Kenton Little League.

Miscellaneous

1. Only three adult coaches will be allowed in the dugout during games, one additional adult may be in the dugout as the teams' scorer if desired. If an umpire finds more than three adults + scorer, one may be asked to leave the dugout. All leagues will allow a manager and 2 coaches. One adult must always remain in the dugout with the players during the games. Second Farm may have 4 coaches in the dugout; however, one must be a female.
2. Each manager must have a team meeting with the parents of his/her team players prior to the start of the season to explain the rules of the league, what is expected of the parents and players and inform them of important dates such as Opening Day, work days, concession staffing responsibilities and such.
3. Each team is strongly advised to be represented at workdays by its manager, coach and/or parents. Two representatives are expected, more are appreciated and helpful.
4. Managers should emphasize to their teams' parents the importance of behavior at the ballpark. If the fans become unruly, the manager shall make an effort to control them. If certain groups cannot be controlled, the umpire on the field or members of the KLL Board of Directors will take necessary action.
5. No one will be reimbursed for expenses without producing an appropriate receipt, ask for permission and level of necessity, submitting the receipt to the Treasurer for proper reimbursement. No petty cash reimbursements will be allowed.
6. Ground crews have priority over any field before any team.
7. All registration application must be dated when signed.
8. The home team is responsible for lining the field ready for play and shall occupy the first base dugout.
9. The visiting team is responsible for post-game raking the batters' boxes, pitching mound, areas round each base and occupying the 3rd base dugout.
10. The visiting team shall start their pre-game warm ups 25 minutes prior to the scheduled game time and last no longer than 10 minutes.
11. The home team shall start their pre-game warm ups 15 minutes prior to the start of the scheduled game and last no longer than 10 minutes.
12. All team members must have shirts tucked in while within the confines of the playing field.
13. All male players are required to wear an athletic supporter. Male catchers must wear a metal, fiber or plastic protective cup.
14. All catchers must wear approved catchers equipment during practices, games and warm ups. Helmets must be Little League International approved and MUST include an approved throat guard.
15. Managers and coach's dress code shall be coaching shorts or pants that are not torn or tattered and shirts must have sleeves. T-Shirts or Polo shirts may be worn as long as they are in good taste. No Sleeveless Shirts on male coaches.
16. Adult coach or manager is allowed to warm up a pitcher between innings.
17. No designated batboy or batgirls are allowed.
18. The use of tobacco products of any kind will not be allowed by a manager, coach or

player during practice or during a game. Anyone caught using tobacco product during a practice or game will be removed from the area and face possible suspension from the league.

19. It is each team's responsibility to clean their dugout after every game.
20. Managers or coaches are only allowed to exit the dugout with permission from an umpire except between innings to coach a base.
21. Offensive players must wear a batting helmet at all times when in the field of play. If a player in the umpire's judgment removes his/her helmet intentionally, that player is subject to and ejection from the game.
22. Penalty for an ejection are as follows:
 - **Players**- Ejected players shall remain in the dugout until the completion of the game. They must also sit in the dugout in uniform during their team's next scheduled game. If a player fails to do so, they will not eligible to play until they serve the suspension.
 - **Managers/Coaches**- Ejected managers or coaches must leave the playing area immediately and are not permitted to have any communication with their team for the remainder of the game. The manager or coach must also sit out the next scheduled game at the level of play in which the ejection occurred and have no communication with his/her team during that game.
 - These penalties apply to the first offense only. Any further violations will result in more severe penalty.
 - Any player or coach ejected must be reported to the league President, Vice President or Chief Umpire within 24 hours of the ejection and with a report of the reason for ejection and who was involved.
23. Code of Conduct: All players, managers, coaches and parents shall conduct themselves in "Good Sportsman Like" manner before, during and after a game. Anything less will not be tolerated.
24. KLL will provide each team helmets with attached facemask. It is up to the parents discretion to allow their son/daughter to participate using a non-facemask helmet
25. Anti-Harassment Policy- At no time will any unlawful harassment including sexual be tolerated:
 - Harassment includes conduct that has the purpose or effect of interfering with an individual's work or performance; of creating an intimidating, hostile, or offensive working environment or interfering with an individual's ability to participate.
 - Sexual Harassment prohibited acts includes:
 - Unwelcome sexual propositions, invitations, solicitations and flirtations.
 - Physical Assault
 - Threats or insinuations
 - Unwelcome verbal expressions of a sexual nature, including graphic sexual commentaries about a person's body, dress, appearance or sexual activities, the unwelcome use of sexually degrading language, jokes or innuendoes, unwelcome suggestive or insulting sounds or whistles or obscene phone calls.

- Sexually suggestive objects, pictures, videotapes, audio recordings or literature intended to embarrass or offend individuals.
- Unwelcome and inappropriate touching, patting, pinching or obscene gestures.
- A pattern of conduct, which can be subtle in nature, that has sexual overtones and is intended to create or has the effect of creating discomfort and or humiliation to another.
- Remarks speculating a person's sexual activities or sexual history, or remarks about one's own sexual activities or sexual history.
- The board shall vigorously enforce its prohibitions against any unlawful harassment. While observing the principles of due process, a violation of this policy may result in disciplinary action up to and including the discharge of the violator. All disciplinary action will be taken in accordance with applicable state law. The board of directors may consider whether the conduct warrants discipline in accordance with other Board policies.

Training Facility

The facility is assigned by team for indoor practice opportunity during the spring training portion of the season. Following the season start, the facility will be closed to teams without a rental payment for time used. This is a matter of fairness and if the facility is used without scheduling could be considered an unfair advantage for one team over another. If a team wants to rent the cage, they can do that by contacting the KLL representative appointed to handle the facility schedule. Rental rates are established annually by the Board of Directors and subject to change.

KLL Sponsored Tournaments

KLL sponsors tournaments throughout the season and throughout the calendar year. If there is a scheduled tournament, no other sanctioned KLL games or practices are to be conducted at the park.

Sunday activity

Sunday activity is typically not permitted with exceptions as follow:

- Tournaments (League or other)
- If weather issues require Sunday activity to maintain schedules.

These bylaws have been reviewed and ratified by the Kenton Little League board of directors on Feb 5, 2016.

Richard Baum- President of Kenton Little League

Randy Comer- Player Agent of Kenton Little League

Michael Sams- Vice President of Kenton Little League

Kim Beach- Treasurer of Kenton Little League

Robert Ashbrook- Secretary of Kenton Little League