

- 1.0 The K.A.L.L. regular season starts April 1st and ends June 30th. All participants in the program (specifically players, managers, and coaches) should be prepared to commit to and support the practice and game schedules with in this period of time to the best of their ability so as to provide as enjoyable an experience for everyone associated with the K.A.L.L. program.
- 2.0 Acceptance of late sign-ups is at the discretion of the Board and will be based upon fullness of the team rosters and a player's ability to compete at the level he/she is eligible to play in.
- 3.0 Team rosters will be targeted at 12 players per team. The board will Deviate from this based upon player registration year by year.
- 4.0 Each team must field nine players, throughout the entire game, for a official game to take place.
- 5.0 Player Pooling
 - a. To minimize forfeits, Player Pooling should be attempted – Pooled players should be asked from other teams within the KALL league. Pooled players cannot pitch
 - b. If a pooled player from within KALL cannot be found, then to promote game play (practice), a player from the opposing team may be asked to play, but this game would then become a forfeit.
 - c. Pooled players MUST be capable of competing at the level they're being asked to play. If a player is being asked to play at a division above their current age eligable level, then they must have their parent's permission to play.
 - d. Pooled players may NOT play in a division which is below their age-eligible level of play.
- 6.0 Siblings playing at the same age-eligible level of play will be allowed to play on the same team.
- 7.0 A team shall consist of one Manager and one Coach for the provisions provided by the draft rule. There is no limit to the number of helpers a team may have, but their children are subject to the open draft and may help with the team their child is drafted to play on.
- 8.0 All adults who will be directly participating with the youth (games, practices, coaches, score keepers, field maint, snack shack, etc.) MUST fill out an annual little league volunteer application. The application must be reviewed and approved by the board before an adult may participate with the players.
- 9.0 A player who cannot start a game due to special circumstances, is allowed in the dugout with his/her team as long as the head coaches and umpires are notified of the circumstances. This player is not eligible to play through the rest of that game.

10.0 Equipment

- a. Players must use equipment which is Little League approved for the age-eligible level of play they are competing in.
- b. KALL requires use of helmets with facemasks for minor league and above level of play
- c. Catchers – Must wear all equipment any time they assume this position (practice, games, warming up a pitcher, etc.). For male catchers, this includes a cup.
- d. Managers/Coaches are responsible for assuring that each players' equipment is in a condition suitable for use before each game.
- e. All equipment must be kept within the dugout when not in use.

11.0 An adult coach may warm up a pitcher until a player catcher is properly suited up to assume this function.

12.0 The home team manager or his/her designee is responsible for picking up (and returning) the first aid kit for their field of play. The kit is to be inside the dugout during game play.

13.0 Dugout Rules

- a. Food in the dugout is restricted to low key items such as sunflower seeds, bubble gum, sport drink, and water. Hot or prepared foods are not permitted during game play.
- b. Each team is responsible for cleaning up the dugout & surrounding area before leaving the field.
- c. Only players, managers, coaches, scorekeepers, and dugout helpers affiliated with the team playing may be present in the dugout during game play.
- d. Players are required to be in the dugouts throughout the course of all games unless specific permission is given by the manager or his/her designee.

14.0 Field Rules

- a. Un-sportsman-like conduct will not be tolerated by players or adults.
- b. Behaviour such as foul language, throwing of equipment under anger or frustration, verbal abuse of managers, coaches, umpires or players will be dealt with on a case by case basis, but KALL reserves the right to eject individuals from the KALL grounds and declare game forfeits.
- c. No unsupervised children are allowed in the KALL buildings or batting cages.

15.0 Game Times

- a. The umpire has the right to call any game based upon conditions at the time (light, rain, cold, etc.)
- b. All games must start on or before 6 p.m.
- c. Evening Games:
While school is in session - No inning shall start after 8:00 pm
During Summer recess – No inning shall start after 8:15 pm
- d. Weekend Games:
T-ball thru Majors - No inning shall start after 2hrs & 15 minutes of game start time.
Juniors thru Seniors – There is no time limit for game play at this level.

- 16.0 Game Cancellations
- a. As a general rule, managers, coaches, and players should arrive at the field, rain or shine with the intent on completing a scheduled game.
 - b. Game cancellations, due to weather, darkness or other circumstances, will be decided by board members and coaches from both teams. A board member(s) will have the final call on suitability of the field for play.
- 17.0 Makeup games
- a. Every effort is to be made to re-schedule cancelled games. Make up games are to be coordinated by the team coaches based upon field availability and team schedules. A week late in June will be reserved to schedule makeup games.
 - b. Priority will be given to intra-league makeup games over inter-league makeup games.
- 18.0 Smoking is only permitted in the designated parking areas.
- 19.0 Bat Management
- a. There is to be no bat swinging anywhere in the park except in the batting cages and on the designated playing fields.
 - b. T-Ball through Majors – No on deck batter permitted
 - c. Jr/Sr – On deck batter is permitted
- 20.0 For any circumstance not covered by the K.A.L.L. local Rules, refer to the Little League Rules.
- 21.0 KALL will not recognize divisional standings. Any team awards and/or special recognitions are the responsibility of the team managers/coaches/helpers to coordinate and fund.