



Stallion League Rules

KENILWORTH-WINNETKA BASEBALL ASSOCIATION

(Revised March 2019)

Sportsmanship Policies

- The coaches shall promote sportsmanlike conduct and control the behavior of their players, assistant coaches, fans, as well as themselves.
- The coaches will do their best to emphasize the League's purpose of developing skills and providing fun for the players, while minimizing the competitive aspects of the game. Game scores will not be kept for the league.
- It is acceptable for a coach to keep score, however no standing will be kept. The exercise around keeping score is to develop the player's knowledge and understanding of the rules of the game. Coaches should refrain from any dialogue between teams regarding a winning or losing team.
- A player or coach who swears, throws a bat or batting helmet, or is otherwise disruptive or unsportsmanlike, shall be given a verbal warning by the umpire. A player who engages in such conduct may, at the umpire's discretion, lose his next turn at bat. Any subsequent act of misconduct by that player or coach shall result in an ejection from the game.
- Coaches and players may not question or protest judgment calls made by the umpire. Coaches will be responsible for causing their players, assistant coaches, and fans to refrain from this dialogue as well.

Stallion League Rules

1. Eligibility
 - a. No player shall participate in a regular season game until his or her release form is submitted
 - b. His or her registration fee has been paid to the KWBA.
2. Equipment and Uniforms
 - a. Rubber soled tennis shoes or rubber cleated shoes are required. No metal spikes of any kind are allowed
 - b. All batters and base runners should wear batting helmets with face masks at all times.
 - c. Each player shall wear his or her team hat and jersey at each game. Players are encouraged to wear either baseball pants or sweat pants. Supportive cups are also encouraged. Shorts are discouraged.
 - d. Game balls should be RIF-5 (Reduced Injury Factor 1 is the softest, 10 is the hardest). RIF-1 balls should not be used.



3. All metal and alloy bats with a max barrel of 2 5/8 inches, max SPF of 1.15, max length of 33 inches, max drop of Minus 12. Composite barreled bats meeting these requirements will be allowed if they are approved for use by USA Baseball (<https://www.usabaseball.com/>). Any player found using a 2 ¾ barrel bat during the game will be given a warning by the umpire. The team coaches will be warned and the bat will be removed from the game. If a second occurrence happens during the game, the batter using the bat will be called out immediately and the bat removed from the game.
4. Structure of Season
 - a. All games will be played on Sundays from 1:30pm to 3:00pm, subject to change due to field and weather conditions.
 - b. The coaches for each team will endeavor to conduct at least one practice each week of the season.
 - c. Various other clinics may be scheduled for the league. Consult KWBA website for details.
5. Game Day Protocol
 - a. Each Sunday should start with each team having 10 minutes of warming up/infield practice. All games should start no later than 1:50 pm, and will last approximately 70 minutes. No half inning shall start after 2:50pm.
 - b. A team is able to play with a minimum of 7 roster players at game time.
 - c. In the event a team does not have at least 7 roster players present, coaches shall mix the players of both teams in order to play the game.
 - d. All roster players present during the game must bat in turn, regardless of whether or not they are playing defense.
 - e. Players must rotate defensive positions throughout the game, giving players a chance to play both infield and outfield positions. Caution is advised to ensure that a player can control a glove in order to safely play “skilled positions”, such as defensive pitcher and first base.
 - f. All players who can safely pitch the 35’ distance will be allowed to pitch. More than one pitcher can pitch in an inning. Any pitcher may only pitch for one inning in a game, and should not pitch again until all players have had an opportunity to pitch.
 - g. There shall be no more than 10 position players in the field at any one time.
 - i. Catcher – Catchers equipment is provided to each team and should be utilized, including helmet, mask, chest protector and shin guards. Depending on the players ability, the catcher will either 1) play the actual catchers position and catch all pitches; or 2) stand behind the “coach” catcher and will come forward after balls are hit into play to make defensive plays. If there are not enough players to have a catcher position, then a Coach will make the plays behind the plate. A Coach will always be behind the plate to help with pace of play and assist in returning the ball to the pitcher.
 - ii. Pitcher – During coach pitch games, the pitcher will stand behind the coach pitching and be available to make defensive plays.



- iii. Infielders – there should be 4 infielders appropriately positioned at 1B, 2B, SS and 3B. iv. Outfielders - there should be a maximum of 4 outfielders appropriately positioned at LF, LCF, RCF and RF. The outfielders must be positioned on the arc of the outfield grass. Outfielders may charge the ball to make a play, however outfielders may not cover a base or make plays in place of an infielder. No Rover or 5th outfielder should be utilized.
 - h. For the first two games of the season only, coaches of the defensive team may stand in center field and provide coaching and support to the team, provided that the coach does not interfere with play in any way.
6. Specific Game Rules
- a. Field of Play – The distance between bases will be 60 feet. The distance between home plate and the pitching rubber will be 35 feet (measured from the back tip of the plate). If there is a player who is a strong pitcher, then that pitcher can be moved back up to 43 feet or any distance in between that fits the pitcher
 - b. General Game Rules
 - i. On an infield hit, the batter and runner may advance one base
 - ii. On an outfield hit, the batter and runner may advance two bases
 - iii. On hits past the outfielders, the batter and runners may advance until the pitcher has the ball or a play is made at a base.
 - iv. No bunts are allowed. Any bunt is considered a foul ball
 - v. There is no stealing, and base runners may not take leadoffs. Base runners may not leave a base before the ball is hit. The umpire has the discretion to limit the number of bases that a runner may advance if the runner has deemed to have left too early.
 - vi. Any defensive player who does not have the ball shall not impede the progress of the offensive player as he or she runs the bases. The offensive player will be awarded an extra base(s) as deemed necessary in such situations.
 - vii. Base runners must avoid collision with fielders. On close plays, runners must slide. Coaches are responsible for encouraging this play. “Bowling Over” at any base is prohibited. If in the umpire’s judgment, the runner does not make an effort to avoid unnecessary contact, the runner is called out.
 - viii. In order to encourage defensive play and skill development, players may not advance on overthrows in which the ball ends up in foul territory (e.g. overthrow of 1st and 3rd base).
 - ix. The play will be stopped when the ball is returned to the pitcher, or coach who is pitching.
 - x. Any ball that is hit is live (other than a bunt). There is no infield fly rule.
 - c. Game Rule Changes and Pitching during the season
 - i. For the first 4 games of the year...



1. An inning consists of all players on a team batting each inning, regardless of the number of outs.
 2. If an offensive player is out on a play, he or she should return to the dugout.
 3. If 3 outs are recorded in an inning, then all bases should be cleared and the next batter should come to the play with the bases empty and play will continue until all players on the team have batted.
 4. An inning is over after each player has had a turn to bat.
 5. Coaches will pitch the entire game
 6. If after 4 swings the player has not made contact, then the hitter should use the tee to hit the ball in play.
- ii. For all remaining games of the year...
1. An inning consists of either 3 outs or after each player has batted once, which ever occurs first
 2. Players will pitch
 3. Three strikes and the batter is out. However after 4 balls, the coach will come in to finish the at bat. The strike count will continue if a chance is made and a batter can strike out with the coach pitching.
 4. A pitcher must be relieved if he/she 1) walks 4 consecutive batters or 2) hits three consecutive batters or a total of 4 batters in one inning.
- d. Pace of Play
- i. All coaches are encouraged to keep the game moving to ensure a high level of interest. Work with the team to consistently communicate the number of outs, where the next play should go, etc.
 - ii. Coaches should plan in advance the player positions for each inning, and work to get their catcher in their equipment as quickly as possible to ensure smooth and quick transition between half innings.
 - iii. pitchers are allowed a maximum of 5 warm up pitches. If more are desired, please have the pitcher warm up in a safe location prior to he or she entering the game.
 - iv. For safety purposes, please do not have the last batter of an inning run all the bases unless there is a legitimate extra base hit. After a play is made, have all runners return promptly to the dugout area

RULE CHANGES – The League Commissioners, after consulting with the League’s head coaches and umpire, shall have the authority to change the rules at any time. Every effort shall be made to make any necessary rule changes no later than midseason.