# Adams/Wells County Koufax League Rules

### revised March, 2020

## ALL IHSAA Rules apply except for specific rule listed below

### I. ELIGIBILITY TO PLAY

- A. This is a 13U/14U League with exception of 15 years olds that are in 8th grade.
- B. Freshmen 14years old are authorized to play so long as they fall in line with the rules of the IHSAA in regards to player eligibility.
- C. No lateral movement of players from one Koufax team to another is allowed.
- D. Filling the roster may be accomplished through call ups from the local house league 12 year old (6<sup>th</sup> grade) division only.
- E. Players being brought up may be "travel ball" players, however they are required to be an active player in that teams local house league.
- F. There is no must play rule. Coaches should consider fair playing time for each player on the roster.

### **SPORTSMANSHIP**

- A. This league exists for the kids who play, not for adult amusement.
- B. Managers and coaches will be responsible for the conduct of themselves, their players, and applicable parents and fans. No taunting of opposing players by coaches or players or parents.
- C. Harassment of umpires also will not be tolerated.
- D. If a player or manager is ejected from the game for any reason, they shall sit out the next league or tournament game. Umpires are to notify the Board of league coaches.
- E. No tobacco, alcohol, vaping or e-cigarettes or illegal drugs will be allowed in the dugout or on the field of play or in the ball park.

### II. EQUIPMENT

- A. Bats
  - 1. All bats MUST be BBCOR or USA certified with the sticker on the bat.
  - 2. Players should use a bat that fits their physical size and abilities. The following recommendations are based on most travel ball and high school standards.
    - a. 8th graders (14uand u) players should use a drop 3 (-3) through drop 5 (-5).
    - b. 7<sup>th</sup> graders (13u) players should use a drop 3 (-3) through drop 10 (-10).
  - 3. Barrel size is 2 ½ or 2 5/8 inches in diameter.
  - 4. A coach may request a bat check to the home plate umpire if the bat being used is in question.

    Question must be asked after the batter has stepped into the box and before the next batter steps in the box. If player uses the wrong size bat; that player will be called out.
- B. Metal spikes are allowed but not required.
- C. Home team will supply 2 new game balls. A third good quality ball is recommended as an "emergency" ball to keep the pace of play.

### **III. PITCHERS & CATCHERS**

- A. A starting pitcher removed from the mound (and a replacement pitcher delivers a legal pitch) may not return as a pitcher for the remainder of the game.
- B. Pitching distance shall be 54' from the pitching rubber to home plate; unless playing on a field (high school) that cannot be adjusted for Koufax play.
- C. 15 year old pitchers that are in 8th grade may pitch only 1 inning per game within the first 3 innings of each game.
- D. Only one 15yr old pitcher may pitch each game.
- E. All pitchers must follow the IHSAA pitch count rules as agreed upon by the league.
- F. Modified pitch count rules table below:
  - 0-35 pitches 0 days rest; may pitch the next day
  - 36-60 pitches 1 day rest; cannot pitch the next day
  - 61-80 pitches 2 days rest; cannot pitch the next two consecutive days
  - 81-100 pitches 3 days rest; cannot pitch the next three consecutive days
- G. Pitchers delivering the 100th pitch during an At Bat are permitted to finish that batter, but are not permitted to pitch to the next batter. This rule is the same for 35, 60 and 80 pitches.
- H. For the purposes of rest days, any pitcher who ends the respective count in the middle of an At Bat, the rest days will be followed for that pitcher. (i.e. pitcher throws pitch #80 in the middle of an At Bat, however he finishes the At Bat on pitch #84 would be required to follow the mandatory 2 day rest period.)
- I. Balks For the first 2 weeks, each pitcher will get one warning, per game, for a balk. After the 2 weeks are over, all balks will be called.
- J. If a manager goes to the mound to visit a pitcher more than once in an inning or more than three times to visit the same pitcher in a game, the pitcher must be removed from the mound.
- K. A courtesy runner may be used for the catcher when there are 2 outs. The courtesy runner must be the last person to make an out. The catcher must continue to catch in the next inning.

### **SLIDING**

- A. Head first slides are allowed, however it is HIGHLY recommended that players should be taught how to slide head first in a "safe" manner.
- B. There is no must slide rule, however, intentionally lowering the shoulder on any fielder in a manner that may cause injury, is subject to umpire interpretation and may lead to ejection from the game.

### **GAMES**

- A. Only one manager, two coaches, a scorekeeper and participating players are to be allowed in the dugout or on the field of play.
- B. The home team keeps the official scorebook and will provide the score of the game to the League contact.
- C. Start time for games is 6:00 p.m. unless a different time is agreed upon by both teams. There is a 2 hour and 30 minute time limit is in place for these games. No new innings shall be started after the 2 hours and 30 minutes. The umpire has the official time and will notify coaches if the time limit is approaching.
- D. Infield practice will begin 30 minutes prior to game time visiting team first. Infield practice will last no longer than 15 minutes for each team.
- E. A team must field a minimum of 8 players to start a game. Teams not fielding a sufficient number of players shall be given 10 minute grace period before the game is forfeited. If a game is started with 8 players and an injury occurs after 5 full innings (or 4 ½ if home team is ahead), the game will be complete. If a game is started with 8 players and an injury occurs before 5 full innings (or 4 ½ if home team ahead), the game will be rescheduled and started where the game was suspended with same number of players.
- F. Single games shall consist of 7 innings, however; 5 innings shall constitute a legal game in the event of weather or unforeseen circumstances.
- G. There are no tie games. All games must be played to a decision.

- H. A team will have two minutes after its third offensive out to put the ball into play on defense. The opposing team will have the same two minutes in order to present a batter to home plate. Continuing pitchers will be allowed five warm-up pitches between innings. New pitchers will be allowed eight warm-up pitches.
- I. Run (mercy) rule in effect:
  - 1. 15 after 4 (3 ½ if home team is ahead).
  - 2. 10 after 5 (4  $\frac{1}{2}$  if home team is ahead).
  - 3. 10 after when both teams agree to 5 inning double header
- J. Batting Order A team may declare at the time that lineups are exchanged prior to the start of play that any batting order position
  - 1. Batting spots can be occupied by (2) players in each such batting position. That is, 9A/9B, 10, 11A/11B, 12. The first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the 3rd time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player. In the event that an injury occurs and the injured player leaves the game, he may not return to the game. Injured players will not be considered as an out.
  - 2. If a team declares at the time that lineups are exchanged that all players are listed in the offensive line up through the A/B hitting positions, that team shall have unlimited defensive substitutions and those changes need not be reported to the scorekeeper of the opposing team. The only changes needing to be reported would be those that involve the changing of pitchers.
  - 3. Players may re-enter the game once into the same batting order in which they left.

### **UMPIRES**

- A. Harassment of umpires will not be tolerated.
- B. Home team will supply two umpires.
- C. If an umpire misses a rule book call during a game, the 2 umpires should get together to discuss the issue, so the right call will be made. Coaches should appropriately approach the home umpire, asking for timeout when they have a question on a rule book call.
- D. Game Protests
  - 1. Any protest must also be made verbally with the home plate umpire at the time of incident before play resumes.
  - 2. The protest must also be made in writing (text or email included) within 24 hours of the incident to the Board of league coaches.
  - 3. The protest committee shall consist of league coaches that are not involved in the specific game in question.
  - 4. At least one representative from each league association (Adams Central, Bluffton, Decatur, Ossian, South Adams and Southern Wells) shall be part of the protest committee.
  - 5. There must be an uneven number of coaches on the hearing board. The extra representatives cannot be from the teams involved.

### **SCHEDULING & LEAGUE STANDINGS**

- A. Rain-Outs
  - In a rain-out situation the home team is responsible to consult with the opposing team to reschedule the game. The home team must call the opposing manager or the league director ASAP.
  - 2. The home team must play the team they are scheduled to play in accordance to the original Koufax schedule. The home team has 48 hours to re-schedule the rain-out game and must be played within two weeks.
  - 3. The home team will offer the opposing team 2 optional dates for re-schedule.

- 4. If the home team fails to offer, the home team will forfeit and count as a loss in the standings.
- 5. If the opposing team fails to agree to one of the two options, then the opposing team forfeits the game (School functions and known NO PLAY dates are an exception).
- 6. In regards to a forfeit due to non-scheduling of makeup games, the only way a forfeit will be counted is if a team is able to provide written correspondence that they attempted to reschedule the game. Written correspondence will count as an email or text thread.
- B. Tie breakers for standing and tournament seeding shall be:
  - 1. winning percentage.
  - 2. head to head record.
  - 3. run differential for the season.
  - 4. run differential head to head.
  - 5. If still tied, flip of a coin shall determine placement.

### **RULE CHANGES**

- A. All listed rules have been approved by Adams/Wells County Koufax League Board consisting of representatives from Adams Central, Bluffton, Decatur, Ossian, South Adams and Southern Wells each spring before the season begins.
- B. All rules listed above remain in effect until formally changed by the board.
- C. Any change, adjustment or addition to the current rules must be approved by the board before implementation.
- D. No rule change or any adjustment to the current rules shall take place by the coaches before the season begins or during any game, unless they are brought to, and approved by, the board for discussion.