

Village of Kimberly Cub League Rules

- 1 HOUR 1/2 TIME LIMIT EACH HOME GAME, UNLESS EXTRA INNINGS OR DARKNESS. NO NEW INNING TO START AFTER 1 HOUR 20 MINUTES...
- PITCHERS CAN PITCH A MAXIMUM OF 2 INNINGS PER GAME, 4 INNINGS PER WEEK. DELIVERY OF A SINGLE PITCH WILL CONSTITUTE AS HAVING PITCHED AN INNING. LEAGUE GAMES ONLY.
- A PLAYER ONCE REMOVED AS A PITCHER MAY NOT PITCH AGAIN IN THE SAME GAME.
- FASTBALLS AND CHANGE-UPS ONLY (NO CURVES/SLIPS)
- 2 TRIPS TO THE SAME PITCHER BY THE COACH IN THE SAME INNING WILL CAUSE THE PITCHER'S AUTOMATIC REMOVAL FROM THE GAME.
- NO WALKS- AFTER 4 BALLS, COACH WILL PITCH FROM THE RUBBER.
- COURTESY RUNNER MUST BE USED FOR CATCHER WITH 2 OUTS IN THE INNING. (LAST RECORDED OUT IS THE COURTESY RUNNER)
- TEAMS WILL BAT ENTIRE ROSTER. UNLIMITED SUBSTITUTIONS ON D.
- THERE WILL BE A RUN LIMIT FOR EACH HOME GAME. 15 RUNS AFTER 4 INNINGS AND 10 RUNS AFTER 5 INNINGS.
- 5 RUNS MAX ALLOWED PER ½ INNING WITH NO LIMIT IN FINAL INNING
- NO LEADING OFF WILL BE ALLOWED. BASERUNNER MUST WAIT FOR BALL TO CROSS PLATE BEFORE THEY LEAVE BASE. RUNNER LEAVING BASE EARLY RESULTS IN AUTOMATIC OUT WITH NO WARNINGS.
- NO STEALING HOME.
- 10 PLAYERS ON THE FIELD AT A TIME FOR DEFENSE.
- EACH COACH IS TO DO THEIR BEST IN GETTING EVERY PLAYER AT LEAST 2 INNINGS PER GAME, UNLESS DISCIPLINARY ACTION IS NEEDED.
- BATTERS ARE OUT ON STRIKE 3 NO MATTER WHAT
- NO METAL OR STEEL CLEATS
- BUNTING IS LEGAL
- NO INFIELD FLY RULE
- GAMES CAN BE PLAYED WITH 8 PLAYERS; TEAMS MAY BORROW PLAYERS FROM THE OPPOSING TEAM IF NECESSARY
- BATS - BRING IT SWING IT
- COACHES WILL NOT ARGUE BALLS AND STRIKES AND YOU WILL BE RESPECTFUL TO UMPIRES AT ALL TIMES.