



## 2026 LEAGUE RULEBOOK

### New Changes for the 2026 Season

- Every game both teams must give Plate ump line up card/sheet

# 2026 CITY SEASON PITCH COUNT GUIDELINES

THESE GUIDELINES WILL BE USED IN REGULAR SEASON PLAY FOR THE 2026 SEASON



LEAGUE AGE	DAILY MAX (PITCHES IN GAME/DAY)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

## 2026 City Tournament Pitching Rules:

*For City Season Tournament Play only: The following rules for pitching will apply.*

*Page 26 of the 2025 Babe Ruth Baseball Regulations Book*

**\*\*Please note again, this only applied to the city league tournament AT THE END OF THE SEASON\*\***

Tournament Pitching Rest Requirements:

AGE	DAILY MAX (PITCHES IN DAY)	REST PERIOD		
		0 Days	1 Days	2 Days
8-9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-16	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

- a. A League Age 8-9-10 – A pitcher shall not deliver more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
- b. A League Age 11-12 – A pitcher shall not deliver more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.

# T-BALL DIVISION (AGES 5 & 6)

**(League Age is determined by player's age on May 1, 2026)**

**Purpose**--This is the youngsters' entry into Kalispell PeeWee Baseball. Players in this league learn basic skills and play, in a positive, fun environment. In this division, players are introduced to basic fundamentals, mechanics, rules of the game and sportsmanship. Parent participation is highly recommended to have a successful season.

Success in this division should be measured by the development of the players and whether the players are enjoying learning about and playing baseball. Therefore, the more assistance the coaches can have with practices, the more opportunities the players will have to learn. Kids aged 5 & 6 will be assigned to this division.

All T-Ball weekday games are scheduled to start at 5:15pm or 6:30pm, see the schedule for Saturday start times.

The team whose name appears first on the calendar schedule is the home team.

**Rosters**-Team assignments are made by the Board. T-Ball rosters shall not exceed 12 players without prior approval of the Board.

**Pitching**-After the first two games, pitching will be by and at the discretion of the batter's coach. The coach may choose to have the player hit from a tee, or the coach will "lob" the ball from the pitcher's mound. Each batter will receive three good pitches (within the strike zone) or three strikes to bat the ball into play. Foul balls count as pitch. In the event the ball is not batted in play, the batter will hit off the Tee. The player will then hit until the ball is batted into play. No batter will "strike" out. When pitching, the coach shall attempt not to interfere with a batted ball, and the pitcher must remain near the mound (on the dirt) and should attempt to field batted balls.

**Hitting**-The offensive team will bat throughout the lineup regardless of the number of outs. No player may bat more than once in an inning, regardless of roster size. If the defense earns an "out", the base runner will not continue to run the bases.

**Base running**-No stealing bases. Players cannot lead-off bases or advance on an overthrow. The play is ended when the ball is thrown into the infield (and to the pitcher/coach). If the defense does record the "out", the runner will no longer run and will return to the dugout.

**Game time & Innings**-Games will last 60 minutes or three innings (whichever comes first).

Evening games start at 5:15 and 6:30 pm. No new inning will start after 45 minutes following the beginning of the game.

**Playing Requirements**-10-12 ball players are allowed on the field for defensive purposes. The positions played are the customary nine positions, except with fourth, fifth or sixth outfielder. Coaches are given the discretion of having two players on the bench or playing with six outfielders. The pitcher may stand on either side of pitching mound, but should remain within six feet of the mound until the ball is batted. The catcher (wearing a helmet) should remain in a safe distance from the batter and serve as defensive players rather than a "catcher".

Each ballplayer must play a minimum of two complete defensive innings each game. Coaches must rotate defensive players so that players get the chance to play all positions throughout the seasons.

**On Field Instructions**-Three coaches may be on field during defensive play with the team for the purpose of providing instructions. The coaches must not provide physical assistance to players on the field and must not interfere with play. One or more coaches must be available to supervise the team at all times.

All games and practices are held on the Miracle Field. NO CLEATS will be allowed.

The visiting team occupies the 1<sup>st</sup> base dugout; the home team occupies the 3<sup>rd</sup> base dugout.

**Make-up Games**-All make-up games will be scheduled by the league officials. Canceled T-ball games will not be made up unless a team has more than 1 game canceled.

# **ROOKIE DIVISION (AGES 7 & 8)**

**(League Age is determined by player's age on May 1, 2026)**

In this division, players continue to develop basic fundamentals and mechanics and expand on others. Players will learn more about the rules of the game and begin to develop more advanced techniques. Score of the games is kept, but the team W-L record during the season has no bearing on the seeding for the end-of-season tournament (unless necessary due to an odd number of teams in the Rookie Division), with an emphasis placed on team play, good sportsmanship, and equal playing time. Pitching will be from pitchers and offensive coaches. The league will play by the Kalispell PeeWee Majors rules, with a few minor exceptions.

**Purpose-**Its goals are to teach baseball fundamentals in a positive, fun-filled environment. Competitiveness is secondary to providing a variety of playing opportunities in order that all ballplayers properly learn the fundamentals of the game and participate in all aspects of baseball (i.e. all players get the opportunity to pitch, play infield, and outfield.)

**Rosters-**Team assignments are made by the Board. All 7 and 8 year olds are assigned to teams in this division. Rookie League rosters shall not exceed 12 players without the prior approval of the Board. One or more coaches or other qualified, adult persons must be available to supervise or coach each Rookie League team at all times. A team may field fewer than 9 players if a full lineup is not available, but if a team is not able to field 6 or more players, it must forfeit the game. (Coaches may mutually agree to play the game as a scrimmage in a way that they feel best benefits the players from both teams.)

**Innings Per Game-**Each game shall consist of no more than six innings, unless extra innings are required because of a tie score.

**Game Times-**Evening games start at 6 pm., and no new inning shall start after 7:30 p.m. In the event of delay of start of game, games run for 1 hour and 30 min from opening pitch, no new innings can be started after 1 hour and 30 minutes of play.

**End Times-** Games will end as follows: Game times will go until the last recorded out or 6 innings whichever comes first. For example: if the last recorded out is 7:29 pm a new inning will start and game play will resume unless it is the 6th inning. If the game is in the 6th inning and the time is 7:30 the game will conclude with the last out of the home team.

**Injured player rule-** If a player in the line-up is injured or becomes ill, during the course of the game and he can no longer continue, he/she will be taken out of the game, and his/her spot in the batting order will be "skipped" without penalty.

If a player arrives after the game begins- said player will be placed at the bottom of the line up and remain in the continuous batting order. This must be communicated to scorekeepers.

***CHAD HUFF RULE:*** For Saturday games, no new inning shall start after 1 hour 45 minutes from the opening pitch; late games may be late to start if early games run long. Saturday tournament games are subject to the 2.5 hour time limit, but if in bracket play or in double elimination format, may not end in a tie and will play through extra innings. In bracket play or in double elimination format, if there is a tie at the end of the game, the tiebreaker will apply. Each team will start the inning with the player who was the last recorded out as a Base Runner on 2nd with one out on the books. This runner may not be pinch run for or substituted unless due to injury, and if that runner is injured, the player who was the last recorded out prior to that runner may be substituted as a Base Runner. Weekday tournament games are subject to the 1.5 hour time limit.

**Six Run Rule & Mercy Rule**-No more than six runs are allowed in any inning, except the sixth or subsequent innings. When the sixth runner scores, play is over and the team at bat must take the field and allow the other team a turn at bat. In the sixth or subsequent innings, play continues until three outs occur.

Kalispell PeeWee Baseball has instituted a mercy rule, 12-runs after 4 official innings, 15 after 3 official innings. If a team is ahead by enough to put the mercy run rules into play, the game is officially over. Coaches have the option of continuing to play the final 1 or 2 innings in "scrimmage mode" to give their players extra experience. If both coaches agree, the remaining inning(s) may be played; all innings pitched count toward the pitcher's weekly total, even in scrimmage mode.

**6-Run Rule Vs Game End**-When any inning begins 1.5 hours into the game or thereafter it will clearly be the last inning begun within the time limit. There is no run limit in the inning. The inning is to act as the last inning in the game, in which the 6-run limit is not in effect- Example-Game will not reach the 6th inning, time limit will be reached, previous rule team could only score 6 runs, so if down by 7, game should be over, but this rule will allow the team to potentially come back with no run rule in place for agreed last inning. **15 min prior to game end head coaches and ump will determine last inning and no run rule in effect. Must be agreed upon by both Head Coaches.**

**Stealing Bases**-A base runner may not steal any base on a pitched ball, or an errant return throw from the catcher to the pitcher. If the catcher makes an errant throw while making a play on a runner at one base, all runners are free to advance at their own risk.

**Advancing Runners**-After the ball has been hit and that play completed, the ball is to be returned to the pitcher. Runners may not advance from the time the infielder or catcher releases the ball to return it to the pitcher. A runner who is legitimately advancing (umpire's opinion) at the time the ball is released for return to the pitcher may continue to the next base at risk of being put out.

**Overthrows**-An overthrow that remains in fair territory: runners may only advance one base at their own risk; the runner may not advance again if there is a second errant throw. An overthrow that goes outside fair territory but remains in the playing field: the runner may advance at his own risk, but cannot advance beyond the base to which he was advancing plus one; again, the runner may not advance again if there is a second errant throw. The decision of the umpire is final. The ball should be returned to the pitcher.

**Base running and Defense** -Umpires will be trained to send kids back if coaches are aggressively running the bases beyond what would be possible at the Minors/Majors level. For example, a runner on first, grounder to the 2<sup>nd</sup> baseman, who throws to 1<sup>st</sup> to get the out. Player on 1<sup>st</sup> rounds 2<sup>nd</sup> and goes to 3<sup>rd</sup> because the 1<sup>st</sup> baseman hasn't gotten the ball back to the pitcher and the base coach knows the 1<sup>st</sup> baseman won't throw it accurately to 3<sup>rd</sup> base. Kid overthrows 3<sup>rd</sup> base, coach sends baserunner home. The umpire will send the baserunner that scored back to 2<sup>nd</sup> base. Also, limit to 1 base on an overthrow at own risk, and if another overthrow is created attempting to get the advancing player out, the player can't advance any further. Defensively, coaches should teach the players to try to make the right play, rather than "get the ball to the pitcher" which will better prepare the kids for the next level.

**Playing Requirements**-Each player must play 3 defensive innings in each game and teams will bat their entire roster in attendance, free substitution. The only exception to the 3 defensive innings shall result from a time-shortened game which ends without 6 innings being completed, or from a player's 3rd defensive inning being the bottom of the 6<sup>th</sup> with the home team ahead. In case of injury, the batter will be removed from the lineup with no penalty. **Ballplayers are not to be categorized into specific positions at this age, and should have an opportunity to experience numerous defensive positions.**

**Pitchers**-The Rookie League utilizes a combination of player and coach pitch. A bucket of balls will be kept at the mound and an empty bucket behind home plate so that the catcher or coach can place balls thrown into the empty

bucket and not have to return the same ball to the pitcher. The pitcher will simply take another ball from the bucket to throw the next pitch. If the pitcher throws 4 balls to the batter, the offensive team's coach takes the mound and pitches. A batter will get 2 strikes from the coach if the count was 0 or 1 strike, otherwise the batter will get 1 strike only. There is no walking. **When pitching, the coach can pitch standing up or from the knee**, be in contact with the pitching rubber for the pitch and attempt not to interfere with a batted ball. The pitcher must remain near the mound (on the dirt) and should attempt to field batted balls. If a pitcher is struggling to get the ball across home plate from the rubber, he or she may pitch from off the rubber, but still in the dirt/mound area if necessary, but coaches must not abuse this exception and the umpires will be instructed to watch for abuse of this exception. **\*\*New 2026\*\***  
**When a coach comes to the mound to pitch, STRIKE 3 is counted as a strike, even if the player doesn't swing. So, yes the coach will strike the player out.**

**Pitching Log-The league has adopted the PITCH SMART guidelines. Opposing team is required to fill out the league provided PITCHING LOG. It is highly recommended that pitch counts are compared at the end of each half inning. (Game Changer will be utilized for this, and updated daily)**

<u>LEAGUE AGE</u>	<u>DAILY MAX (PITCHES IN GAME)</u>	<u>REQUIRED REST (PITCHES)</u>				
		<u>0 Days</u>	<u>1 Days</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>
<u>7</u>	<u>50</u>	<u>1-20</u>	<u>21-35</u>	<u>36-50</u>	<u>N/A</u>	<u>N/A</u>
<u>8</u>	<u>50</u>	<u>1-20</u>	<u>21-35</u>	<u>36-50</u>	<u>N/A</u>	<u>N/A</u>

If a pitcher is removed from that position, he may not return as a pitcher in the same game- no matter whether he remained in the field or not. When pitching to batters in practice or games, the pitcher must wear a league approved heart protector. Heart protectors will be purchased by the league and supplied to coaches.

**Catchers**-Catchers must wear catcher equipment, including helmet, mask, throat guard, chest protector, shin guards and catcher glove—the league will provide all required equipment **except protective cups**. Athletic supporters and protective cups must be worn when catching during practices and games.

**On-Field Instruction**-One coach may be on the defensive field during play with his team for the purpose of providing instruction. Other coaches must be in the dugout. The coach shall not provide physical assistance while on the field and shall not interfere with play.

**The Double Dipper Rule-**

**KPWB encourages kids to play as much baseball as possible, but this can serve a few potential risks for fair play.**

**If an athlete is playing for another travel organization besides KPWB they must follow the following guidelines or they will not be allowed to play in the end of the season tournament.**

**Must attend all practices on the opening 2 weeks (exclusions- sick, injury or family emergency)**

**Must attend a minimum of 70% games. ( 10 games usually played in a season) (exclusions- sick, injury or family emergency)**

**If the player has not attended 2 of the last 3 games of the season they will also be ineligible for the city tournament. (exclusions- sick, injury or family emergency)**

If the athlete played in a tournament within 10 days of the KPWB city tournament, documentation must be provided to ensure the athlete has followed the pitch guidelines and rules set on page 7. Proper rest days will be enforced and must be followed if the athlete played in another tournament. This will be strictly enforced for the safety of the athlete. No other guidelines will be accepted.

Division Liaison must be notified of any changes

## **MINORS DIVISION (AGE 9 -10)**

**(League Age is determined by player's age on May 1, 2026)**

This is a competitive division; however an emphasis is still placed on team play and good sportsmanship. More advanced skills, fundamentals, mechanics, and techniques are taught, as well as a deeper understanding of baseball strategies and philosophies.

The league will play by the Kalispell PeeWee Majors rules, with a few minor changes.

**Purpose-**The Minor League plays competitive baseball while recognizing the goals of teaching baseball fundamentals and good sportsmanship. Playing requirements are intended to ensure that *all* ballplayers receive an opportunity to develop their skills under game conditions and prepare them for the next league level. All 9 and 10 year olds play in this League.

**Rosters- (PLEASE SEE DRAFT RULE)** Unless the Board elects to hold a league draft, team assignments are made by the Board. All 9 and 10 year olds are assigned to teams in this division. Minor League rosters shall not exceed 12 players without the prior approval of the Board. One or more coaches or other qualified, adult persons must be available to supervise or coach each Minor League team at all times. A team may field fewer than 9 players if a full lineup is not available, but if a team is not able to field 6 or more players, it must forfeit the game. (Coaches may mutually agree to play the game as a scrimmage in a way that they feel best benefits the players from both teams.)

**League Draft (Optional at discretion of Board)-LEAGUE DRAFT PERFORMED 3/10/2025**The draft is a process of fair and balanced selection of players that may be implemented at the option and discretion of the Board. Each team will be new. Based on league enrollment numbers, the number of teams will be determined prior to the draft process. At that point, prior to the skills evaluation night, all coach selections will be made. If a Minor League draft is implemented, the skills evaluation night is mandatory for all Minor athletes. Any 9 and 10 year old players who do not attend the skills evaluation night will be placed on a Minor team through a "hat pick" process.

KPWB as of the 2025 allowed video clips of athletes to be sent to [info@kalispellbaseball.org](mailto:info@kalispellbaseball.org) then accessed by coaches before draft night.

**Coach's Child:** A head coach's child will automatically be placed on the team they are coaching unless otherwise requested. A head coach will be allowed to select one assistant coach and his child will be automatically placed on the team based on the league rules.

**Skills Evaluation Night: (DATE TBD)** Minors coaching staff will evaluate all Minors players in a series of skill drills. Coaches will be briefed and given a list of all players before the drills begin. Every player will be identified by a number that matches their number on the list. During a short session, players will play catch, field ground balls and fly balls, and hit a few soft-tossed wiffle balls. This is your time to evaluate and rank the players. Rosters will consist of 10 -13 players, depending on player numbers.

Draft Night: (TBD) Draft order is set based upon a blind draw by the coaches out of a hat. Each coach will draw a number out of the hat to correspond with that coaches order in the draft.

In the first round, all teams have a selection. The draft continues until the number of available roster spots is completed and all enrolled baseball players have been placed. After completion of the first round, the draft will "snake" and the draft positions (order) will be reversed in each subsequent round.

Teams will use this scenario in the Minors draft:

1st Round--Pick-Coaches/Assistant Coaches Kid (if they played All-Stars last summer), Brother Rule (if they played All-Stars last summer), Sponsor's Kid (if they played All-Stars last summer). In the case that the team has two that fit into the 1st Round slot (example twin siblings) they would use the 1st and 3rd Round.

4th Round--Pick-Coaches/Assistant Coaches Kid (if they did not play All-Stars last summer), Brother Rule (if they did not play All-Stars last summer), Sponsor's Kid (if they did not play All-Stars last Summer) In the case that team has two that fit into the 4th Round slot (example son and a sponsor or assistant coach) they would use 3rd and 4th Round.

Exemptions to the above:

If a team has an All star kid (1st round spot) then an assistant coach who is also a sponsor and has a kid on the team (4th Round spot) and the same team sponsor (partner) with kids on the team (2nd and 7th spots).

If a team has a head coach with 2 all star kids and an assistant coach with an all star kid, draft spots 1, 2, and 3 will be given to the coaches' kids.

In the event a coach picks siblings or a max of 2 special request kids the 1st kid will take the most available draft spot then the other will be placed either at the 10th or 11th spot allowing room for at least 1 hat pick kid.

In the event a team has 4 coach kids the following order will be placed (2, 4, 6 and 8th spots)

Hat Pick Process:

Once players who attended the evaluation night have been placed the names of players who didn't attend the assessment night are placed in a hat or somehow concealed from view. Coaches will blind-pick from the hat in the same draft order until all players are selected.

In the event there are twins in the hat pick process the coaches will draw at random, if one of the twins is selected and there are no more than 12 kids the twins will be added to the current coaches roster. If the twins will cause the coach to have 13 kids the President of the league will determine between coaches a majority vote to remove the last kid from the current coaches roster to allow for room. Then the single draft kid removed from the roster will be placed back into the draft pool available for draft.

Replacing Injured or Lost Players: Occasionally a child will suffer a season-ending injury, or will leave the team during the season for personal reasons. If this occurs before May 13th, you may contact the board and seek to replace that player on your roster with one of the alternates on a waiting list, if any are available. May 15th is the last day to add a replacement player to your roster, after that date rosters are locked unless approved by the Board.

Roster Approval: Team assignments are approved by the Board if a draft process is implemented with final determination upon draft completion and board approval to assure equity to the best of the leagues' ability.

**Game Times-**Evening games start at 6:00pm., no new inning shall start after 7:40 p.m. In the event of delay of start of game, games run for 1 hour and 40 min from opening pitch, no new innings can be started after 1 hour and 40 minutes of play.

**End Times-** Games will end as follows: Game times will go until the last recorded out or 6 innings whichever comes first. For example: if the last recorded out is 7:39 pm a new inning will start and game play will resume unless it is

the bottom of the 6th inning. If the game is in the 6th inning and the time is 7:40 the game will conclude with the last out of the home team.

**Injured player rule-** If a player in the line-up is injured or becomes ill, during the course of the game and he can no longer continue, he/she will be taken out of the game, and his/her spot in the batting order will be "skipped" without penalty. If a player arrives after the game begins- said player will be placed at the bottom of the line up and remain in the continuous batting order. This must be communicated to scorekeepers.

***CHAD HUFF RULE:*** For Saturday games, no new inning shall start after two hours from the opening pitch; late games may be late to start if early games run long. Tournament games are subject to the time limit, but if in bracket play or in double elimination format, may not end in a tie and will play through extra innings. In bracket play or in double elimination format, if there is a tie at the end of the game, the tiebreaker will apply. Each team will start the inning with the player who was the last recorded out as a Base Runner on 2nd with one out on the books. This runner may not be pinch run for or substituted unless due to injury, and if that runner is injured, the player who was the last recorded out prior to that runner may be substituted as a Base Runner.

**Minor League Rules are the same as in the Major league with the following exceptions:**

**No baserunning leadoffs-**A base runner must remain on their base until the pitched ball crosses home plate. Lead offs are not allowed. The runner may steal any base, after a pitched ball crosses home plate, including home on a passed ball or when the ball is thrown back to the pitcher. (Delayed Steal) However, once a runner has committed back to base (or stop moving forward), the runner may not advance.

**Playing Requirements-**All teams will use their complete rostered batting order and have free player substitutions for all games and each ballplayer will play a minimum of 3 defensive innings. All players must start at least every other game.

**Six-Run Rule-**No more than six runs are allowed in any inning, except the sixth or subsequent innings. When the sixth runner scores, play is over and the team at bat must take the field and allow the other team a turn at bat. In the sixth or subsequent innings, play continues until three outs occur.

**6-Run Rule Vs Game End-** When any inning begins 1.5 hours into the game or thereafter it will clearly be the last inning begun within the time limit. There is no run limit in the inning. The inning is to act as the last inning in the game, in which the 6-run limit is not in effect- Example-Game will not reach the 6th inning, time limit will be reached, previous rule team could only score 6 runs, so if down by 7, game should be over, but this rule will allow the team to potentially come back with no run rule in place for agreed last inning. 15 min prior to game end head coaches and ump will determine last inning and no run rule in effect.

**Mercy Rule-**All games will be called when a team leads by 12 or more runs after 4 official innings, 15 or more runs after 3 official innings. If both head coaches agree, play may be continued unofficially to provide players with extra experience, but all pitching limits will still apply. **4/7/2026 Removed No stealing home if leading by 6 or more runs after 2 innings. " This rule no longer exists"**

**Dropped 3rd Strike-**In the Minor League, the batter does NOT become a runner when the third strike called by the umpire is not caught. The batter is out; any runners' on-base can advance at their own risk.

**Pitching Limits and Pitching Log-Pitching Log-The league as adopted the PITCH SMART guidelines.**

**Opposing team is required to fill out the league provided PITCHING LOG. It is highly recommended that pitch counts are compared at the end of each half inning. (Game Changer will be utilized for this, and updated daily)**

<u>LEAGUE AGE</u>	<u>DAILY MAX (PITCHES IN GAME)</u>	<u>REQUIRED REST (PITCHES)</u>				
		<u>0 Days</u>	<u>1 Days</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>
<u>10</u>	<u>75</u>	<u>1-20</u>	<u>21-35</u>	<u>36-50</u>	<u>51-65</u>	<u>66+</u>
<u>9</u>	<u>75</u>	<u>1-20</u>	<u>21-35</u>	<u>36-50</u>	<u>51-65</u>	<u>66+</u>

If a pitcher is removed from that position, he may not return as a pitcher in the same game- no matter whether he remained in the field or not. When pitching to batters in practice or games, the pitcher must wear a league approved heart protector. Heart protectors will be purchased by the league and supplied to coaches.

**Catchers**-Catchers must wear catcher equipment, including helmet, mask, throat guard, chest protector, shin guards and catcher’s glove—the league will provide all required equipment. Athletic supporters and protective cups should be worn when catching during practices and games. Catchers should provide their own protective cups.

**Sliding Rule**-**Sliding Rule**-If a defensive play is being attempted on a runner, the runner must slide into the base. A player may slide head or feet first into 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, but **MUST SLIDE FEET FIRST ONLY** at home plate. If a defensive play will not be made at a base, the player covering that base must move out of the base path to avoid a collision.

**The Double Dipper Rule-**

KPWB encourages kids to play as much baseball as possible, but this can serve a few potential risks for fair play.

If an athlete is playing for another travel organization besides KPWB they must follow the following guidelines or they will not be allowed to play in the end of the season tournament.

Must attend all practices on the opening 2 weeks (exclusions- sick, injury or family emergency)

Must attend a minimum of 70% games. ( 10 games usually played in a season) (exclusions- sick, injury or family emergency)

If the player has not attended 2 of the last 3 games of the season they will also be ineligible for the city tournament. (exclusions- sick, injury or family emergency)

If the athlete played in a tournament within 10 days of the KPWB city tournament, documentation must be provided to ensure the athlete has followed the pitch guidelines and rules set on page 7. Proper rest days will be enforced and must be followed if the athlete played in another tournament. This will be strictly enforced for the safety of the athlete. No other guidelines will be accepted.

**Division Liaison must be notified of any changes**

**MAJORS DIVISION (70 ft bases) (AGES 11-12):**

(League Age is determined by player’s age on May 1, 2026)

This is a competitive division; however an emphasis is still placed on team play and good sportsmanship. More advanced skills, fundamentals, mechanics, and techniques are taught, as well as a deeper understanding of baseball strategies and philosophies.

**Purpose-**The Major League plays competitive baseball while recognizing the goals of teaching baseball fundamentals and good sportsmanship. Playing requirements are intended to ensure that all ballplayers receive an opportunity to develop their skills under game conditions. All 11 and 12 year olds play in this League.

**League-**The Major League plays competitive baseball while recognizing the goals of teaching baseball fundamentals and good sportsmanship. Playing requirements are intended to ensure that all ballplayers receive an opportunity to develop their skills under game conditions. All 11 and 12 year olds play in this League.

- All players in this league will be re-drafted every year.
- This will accommodate the Cal Ripken League Rules of no more than 10 teams for a single division.
- All teams will have 2 named coaches, and these coaches must choose their child(ren) as their (1/3 if all stars currently or all-stars previous season, 2/4 pick if non-all stars) draft pick. Sponsors will be allowed to place their child on their own sponsored team.

**Division Splitting** - The American and National Leagues will only be in place when the league size determines it to be a necessity. This is a requirement if the league has more than 10 teams. Until that occurs, there will be a single division called "Majors" that will host every team in this group.

**Rosters-** Unless the Board determines to assign teams due to unforeseen circumstances, team assignments are made by skills evaluation night and a league draft. All 11 and 12 year olds are drafted or assigned to teams in this division. Major League rosters shall not exceed 12 players without the prior approval of the Board. One or more coaches or other qualified, adult persons must be available to supervise or coach each Major League team at all times. A team may field fewer than 9 players if a full lineup is not available, but if a team is not able to field 6 or more players, it must forfeit the game. (Coaches may mutually agree to play the game as a scrimmage in a way that they feel best benefits the players from both teams.)

### **Skills Evaluation Night**

Major league coaching staff will evaluate all 11-12 year-old players in a series of skill drills. Coaches will be briefed and given a list of all players before the drills begin. Every player will be identified by a number that matches their number on the list. During a short session, players will play catch, field ground balls and fly balls, and hit a few soft-tossed wiffle balls. This is your time to evaluate and rank the players. Rosters will consist of 11-13 players, depending on player numbers. *Coach's Child:* A head coach's child will automatically be placed on the team they are coaching unless otherwise requested. A head coach will be allowed to select one assistant coach and his child will be automatically placed on the team based on the league rules.

**Draft Night (TBD)** Draft order will be drawn at random from a hat prior to the draft. For example, a team that has a sibling-rule 11-yr-old will get a first round pick, then skip the 2nd round, and rejoin the draft in the 3rd round of 11-yr-olds. The draft continues until the number of available roster spots remaining is equal to the number of hat pick players which need to be evaluated.

Teams would use this scenario in the Major League draft:

**1st Round--**Pick-Coaches/Assistant Coaches Kid (if they played Kalispell All-Stars last summer), Brother Rule (if they played Kalispell All-Stars last summer), Sponsor's Kid (if they played Kalispell All-Stars last summer). In the case that the team has two that fit into the 1st Round slot (example twin siblings, both head coach and assistant coaches kids were All Stars) they would use the 1st and 3rd Round.

**4<sup>th</sup> Round--**Pick-Coaches/Assistant Coaches Kid (if they did not play All-Stars last summer), Brother Rule (if they did not play Kalispell All-Stars last summer), Sponsor's Kid (if they did not play Kalispell All-Stars last Summer)

In the case that team has two that fit into the 4th Round slot (example son and a sponsor) they would use the 3rd and 4th Round.

Exemptions to the above:

If a team has an All star kid (1st round spot) then an assistant coach who is also a sponsor and has a kid on the team (4th Round spot) and the same team sponsor (partner) with kids on the team (2nd and 7th spots).

If a team has a head coach with 2 all star kids and an assistant coach with an all star kid, draft spots 1, 2, and 3 will be given to the coaches' kids.

In the event a coach picks siblings or a max of 2 special request kids the 1st kid will take the most available draft spot then the other will be placed either at the 10th or 11th spot allowing room for at least 1 hat pick kid.

In the event a team has 4 coach kids the following order will be placed (2, 4, 6 and 8th spots)

**Hat Pick Process-**Names of players who didn't attend tryouts are placed in a hat or somehow concealed from view. Coaches will blind-pick from the hat in the same draft order until all players are selected.

In the event there are twins in the hat pick process the coaches will draw at random, if one of the twins is selected and there are no more than 12 kids the twins will be added to the current coaches roster. If the twins will cause the coach to have 13 kids the President of the league will determine between coaches a majority vote to remove the last kid from the current coaches roster to allow for room. Then the single draft kid removed from the roster will be placed back into the draft pool available for draft.

**Replacing Injured or Lost Players-**Occasionally a child will suffer a season-ending injury, or will leave the team during the season for personal reasons. If this occurs before May 13th, you may contact the board and seek to replace that player on your roster with one of the alternates on a waiting list, if any are available. May 15th is the last day to add a replacement player to your roster, after that date rosters are locked unless approved by the Board.

**Game Times--**Evening games start at 6:00pm. No new inning shall start after 7:40 p.m. In the event of delay of start of game, games run for 1 hour and 40 min from opening pitch, no new innings can be started after 1 hour and 40 minutes of play.

**End Times-** Games will end as follows: Game times will go until the last recorded out or 6 innings whichever comes first. For example: if the last recorded out is 7:39 pm a new inning will start and game play will resume unless it is the bottom of the 6th inning. If the game is in the 6th inning and the time is 7:40 the game will conclude with the last out of the home team.

**Injured player rule-** If a player in the line-up is injured or becomes ill, during the course of the game and he can no longer continue, he/she will be taken out of the game, and his/her spot in the batting order will be “skipped” without penalty.

If a player arrives after the game begins- said player will be placed at the bottom of the line up and remain in the continuous batting order. This must be communicated to scorekeepers.

***CHAD HUFF RULE:*** For Saturday games, no new inning shall start after two hours from the opening pitch; late games may be late to start if early games run long. Tournament games are subject to the time limit, with the exception of the championship game which will be 6 innings, and subject to the mercy rule, but if in bracket play or in double elimination format, may not end in a tie and will play through extra innings. In bracket play or in double elimination format, if there is a tie at the end of the game, the tiebreaker will apply. Each team will start the inning with the player who was the last recorded out as a Base Runner on 2nd with one out on the books. This runner may not be pinch run for or substituted unless due to injury, and if that runner is injured, the player who was the last recorded out prior to that runner may be substituted as a Base Runner.

**Six-Run Rule-**No more than six runs are allowed in any inning, except the sixth or subsequent innings. When the sixth runner scores, play is over and the team at bat must take the field and allow the other team a turn at bat. In the sixth or subsequent innings, play continues until three outs occur.

**6-Run Rule Vs Game End-** When any inning begins 1.5 hours into the game or thereafter it will clearly be the last inning begun within the time limit. There is no run limit in the inning. The inning is to act as the last inning in the game, in which the 6-run limit is not in effect– Example-Game will not reach the 6th inning, time limit will be reached, previous rule team could only score 6 runs, so if down by 7, game should be over, but this rule will allow the team to potentially come back with no run rule in place for agreed last inning. 15 min prior to game end head coaches and ump will determine last inning and no run rule in effect.

**Mercy Rule-**Kalispell PeeWee Baseball has instituted a mercy rule. ~~4/7/2026 Removed~~ **No stealing home if leading by 6 or more runs after 2 innings.** “ This rule no longer exists” 12-runs after 4 official innings. If a team is ahead by 12 or more runs after 4 innings, the game is officially over. 15 runs after 3 official innings. Coaches have the option of continuing to play the final 1 or 2 innings in “scrimmage mode” to give their players extra experience. If both coaches agree, the remaining inning(s) may be played; all pitches count toward the pitcher’s total, even in scrimmage mode.

**Playing Requirements-**For all games, all teams will use a 12 player batting order and each ballplayer will play a minimum of 3 defensive innings. For regular season and tournament games, each team must play all ballplayers a minimum of three complete defensive innings; also, all players must start at least every other game. Coaches must be careful to observe these substitution rules. Each coach is expected to comply with the playing requirements.

**Pitching Log-**The league has adopted the **PITCH SMART** guidelines. **Opposing team is required to fill out the league provided PITCHING LOG. It is highly recommended that pitch counts are compared at the end of each half inning. (Game Changer will be utilized for this, and updated daily)**

<u>LEAGUE AGE</u>	<u>DAILY MAX (PITCHES IN GAME)</u>	<u>REQUIRED REST (PITCHES)</u>				
		<u>0 Days</u>	<u>1 Days</u>	<u>2 Days</u>	<u>3 Days</u>	<u>4 Days</u>
<u>11-12</u>	<u>85</u>	<u>1-20</u>	<u>21-35</u>	<u>36-50</u>	<u>51-65</u>	<u>66+</u>

If a pitcher is removed from that position, he may not return as a pitcher in the same game- no matter whether he remained in the field or not. When pitching to batters in practice or games, the pitcher must wear a league approved heart protector. Heart protectors will be purchased by the league and supplied to coaches.

**Batter can run on a dropped 3<sup>rd</sup> strike**-Cal Ripken implemented the rule allowing the batter to run on a dropped 3<sup>rd</sup> strike if first base is open or if there are 2 outs in the inning. Kalispell PeeWee Baseball has also adopted this rule. Coaches need to be sensitive to the use of this rule, in the event that your team is leading by a mercy-rule amount, your team should not be running.

**Number of Coaches**-No more than 1 head coach, 1 assistant coach, and a **Game Changer** scorekeeper for each. We encourage the use of as many helpers as you can round up for practices, but for games these limits apply and all other parents must stay off the field and out of the dugout. The scorekeeper may be in the dugout but shall not go onto the field of play except to resolve a scoring issue with the other scorekeeper or the umpire. **HEAD COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR ASSISTANT COACH AND SCOREKEEPER.**

**Sliding Rule**-If a defensive play is being attempted on a runner, the runner must slide into the base. A player may slide head or feet first into 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, but **MUST SLIDE FEET FIRST ONLY** at home plate. If a defensive play will not be made at a base, the player covering that base must move out of the base path to avoid a collision.

**Plays at Home Plate**-The catcher must stay out of the base paths unless he is in possession of the baseball and attempting to tag the runner out. If the catcher blocks the path of the runner without possessing the ball, obstructing the runner will be called and the runner will be ruled SAFE. Rule 7.06 in the rule book, dealing with obstruction:

**\*NOTE: The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The baseline belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.**

**Catchers**-Catchers must wear catcher equipment, including helmet, mask, throat guard, chest protector, shin guards and catcher glove—the league will provide all required equipment. **Athletic supporters and protective cups MUST be worn when catching during practices and games.** If an athlete does not wear a protective cup or athletic supporter they will not be allowed to catch. Catchers should provide their own protective cups.

### **The Double Dipper Rule-**

KPWB encourages kids to play as much baseball as possible, but this can serve a few potential risks for fair play.

If an athlete is playing for another travel organization besides KPWB they must follow the following guidelines or they will not be allowed to play in the end of the season tournament.

**Must attend all practices on the opening 2 weeks (exclusions- sick, injury or family emergency)**

**Must attend a minimum of 70% games. ( 10 games usually played in a season) (exclusions- sick, injury or family emergency)**

**If the player has not attended 2 of the last 3 games of the season they will also be ineligible for the city tournament. (exclusions- sick, injury or family emergency)**

**If the athlete played in a tournament within 10 days of the KPWB city tournament, documentation must be provided to ensure the athlete has followed the pitch guidelines and rules set on page 7. Proper rest days will be enforced and must be followed if the athlete played in another tournament. This will be strictly enforced for the safety of the athlete. No other guidelines will be accepted.**

**Division Liaison must be notified of any changes**

## PRE-GAME DAY INFORMATION (MAJORS, MINORS, ROOKIES)

1. **Please follow the GameChanger App for whose Home and Away teams.** The visiting team occupies the 1st base dugout; the home team occupies the 3rd base dugout. Any questions/issues regarding who is home team shall be resolved by a coin flip.
2. *Saturdays:* Games on Saturdays will NOT take pregame batting practice on the fields; each team will be given only the 15 minute infield practice on the field prior to the game. A resting field may be used for warm up purposes, and teams may choose to take batting practice in the cases, or if a field is available.
3. *Game Balls:* The visiting team is required to supply 2 used, in good condition, game balls. The home team is required to supply 2 new game balls. On wet weather days, each team should be ready to supply more used, in good condition, dry baseballs. Teams should have dry rags in their locker or equipment bags to help dry off wet game balls.
4. *Make-up Games:* All make-up games will be scheduled by the Board.
5. *Players showing up late:* In accordance with Babe Ruth League, Inc. Rule 6.07, if a player is placed in the batting order and is not at the game in time for his at bat, the batter shall be called out, so coaches are advised to place a player at the end of the batting order if they suspect that the player will be late to the game.
  
6. ***Applicability of Pitching Rules to All-Star or Travel Team Players:*** The pitching rules established herein shall apply to league players who also play on All-Star or Travel Teams. For example, if a player pitches in a tournament over the weekend and then plays in league games during the following week, that player shall have the appropriate amount of rest days before pitching in league games during the week. League coaches are encouraged to work with All-Star and Travel Team coaches to ensure that players are abiding by the rest day rules to ensure the safety of the players.

## WEEKDAY PRE-GAME SCHEDULE FOR MINOR and MAJOR LEAGUES

Home Team: Batting at Cages: 5:15pm – 5:30pm      Infield Practice    5:30pm – 5:45pm

Visiting team: Infield Practice    5:15pm – 5:30pm      Batting at Cages: 5:30pm – 5:45pm

**Field Decorum-**The actions of players, managers, coaches and umpires and league officials must always be above reproach. No manager or player shall (1) incite, or try to incite, by word or sign, a demonstration by spectators, (2) use foul language, (3) confront an umpire in a loud, aggressive, or unprofessional manor, (4) use of language which in any manner refers to or reflects negatively upon opposing coaches, players, umpires or spectators.

A coach or player ejected from a game must leave the ballpark, or complex for games played there. Failure to leave the park or any further communication with teams, coaches or umpires after being allowed to depart shall result in the violator's team forfeiting the game.

Uniformed players, managers, coaches, and umpires only shall be permitted within the playing field just prior to and during the games. Except for the batter, base runners, the on-deck batter and coaches at first and third bases, all remaining players and coaches shall be on their benches in their dugouts or in the bullpen when the team is at bat. When a team is on defense, all reserve players shall be on their benches in their dugouts or in the bullpen.

No coach shall be allowed in the grandstands during the game except for the purpose of providing information to or acquiring information from the scorekeeper.

**The use of tobacco or alcoholic beverages in any form is prohibited on the playing field, benches, dugouts and grandstands, and anywhere in the Kalispell Youth Athletic Complex.**

A coach whose treatment of ballplayers, umpires, and other coaches is not acceptable to the Board of Directors and will be subject to discipline which at a minimum will include a one (1) game suspension, and if determined by the board, may be removed from coaching at any time.

**MISSION STATEMENT** -Kalispell PeeWee Baseball is a Montana Not-for-Profit Corporation whose objective is to provide a safe and fun environment for the education of its participants in the fundamentals of baseball as well as develop an appreciation for sportsmanship and citizenship.

**INTRODUCTION** -The League originated in 1952 when it was composed of four teams. All games were played on a field located near Flathead High School during that inaugural season.

**ORGANIZATION** -Kalispell PeeWee Baseball is administered by a Board of Directors. The Board is elected at the annual meeting of the league which is held in September, and from the Board's membership is elected its President, Vice President, Secretary and Treasurer. The Board is charged with the responsibility of maintaining and operating the league's baseball and fundraising events. Anyone having a question about the league and its operation is encouraged to contact board members. [info@kalispellbaseball.org](mailto:info@kalispellbaseball.org)

**SPONSORS** -Teams are sponsored by anyone interested in providing financial support to league teams. Team sponsors pay a yearly fee to the league, which then supplies the teams with all the required equipment. All uniforms and equipment belong to the league.

**FUNDRAISING** -Funds raised through league activities support field improvements and maintenance, pay umpires, purchase equipment, supplies and All Star Uniforms, etc. as well as providing incentives to selling ballplayers. With the new youth athletic fields' complex, fundraising becomes critical in order to provide our share of contribution toward the annual lease payment, improvements and operation.

Your assistance and active encouragement of ballplayers to participate in fund raising activities are very important to continued league success. As program dates approach, you will be contacted regarding details and your role in the activity.

All umpires are to be paid by the Umpire Coordinator only. No fund raising activity can occur without the approval of the Board of Directors.

**CONCESSION STAND/RESTROOMS** -Concession stands, restrooms and storage areas are available for team use. It is important that the integrity and cleanliness of these buildings be maintained. This facility is the result of years of fund raising activity by past Boards, coaches, players and parents. It is an asset to be enjoyed and treasured. Continually monitor activity in the vicinity of the building and stop any misuse (i.e.: throwing rocks, making a mess of restrooms, etc.) or its being used as a playground. If you are one of the last coaches to leave the area on any given day, check the doors to be certain they are locked.

Throughout the season the concession stand may need to be staffed by volunteers, usually parents of ballplayers. Please assign an interested parent of your ballplayers to coordinate staffing when your team is scheduled. If we work together this aspect of our program will also be successful.

**FIELDS** -The fields used by Kalispell PeeWee Baseball are owned by the City of Kalispell, Kidsports and Flathead County. Many of the Improvements on the fields have been financed as a result of fund raising activities of the league and Kidsports. Maintenance of the fields is a responsibility of the league and City. Consequently, teams are

assigned fields for annual and regular maintenance responsibilities. These responsibilities are to be taken seriously since the condition of the fields directly affects the quality of baseball played and safety of our baseball players.

A maintenance program for fields at the new complex explains the coach's responsibilities. Please observe the correct field maintenance procedures in order to maintain the integrity of the fields.

Throughout the season coaches should encourage everyone to treat the fields with respect. Activities that damage or degrade the quality of the fields (i.e. raking in the wrong direction, digging holes, hanging from fences, climbing on dugouts, etc.) are not tolerated. Trash cans are available at each field for litter that may accumulate, and coaches should direct their teams following each game to clean the playing area and dugout, thereby maintaining a safe and healthy environment for our baseball games.

**BOUNDARIES** -To be eligible to participate in Kalispell PeeWee Baseball, ballplayers should live within the greater Kalispell area. Exceptions to this policy may only be made by the League's Board of Directors, which recognizes that youngsters otherwise unable to play baseball should be afforded an opportunity to do so by Kalispell PeeWee Baseball.

**LIGHTNING RULE** -A lightning monitor will be stationed at the Major and Minor fields. Their purpose is to provide an early warning to umpires, coaches, players and fans of approaching lightning. Instructions regarding the system will be posted at the complex. When the lightning warning system is activated, all games cease immediately and the complex is vacated. Games can resume once no lightning or thunder is seen or heard for 30 minutes. If the team which is behind in number of runs scored has completed its at bat for the fourth inning when the game is called due to weather (including rain, etc.), the game is considered complete and shall not be continued or replayed at a later date. If a game is called due to weather prior to being considered a complete game, it must be replayed in its entirety at a later date that is agreed to by the coaches or selected by the league.

**SMOKE RULE**-Kalispell PeeWee Baseball will utilize AirNow.gov for Air Quality Index and Air Quality guidance for Outdoor activity.

**Orange** (100-150 AQI)- *"It's ok to be active outside, especially for short activities such as recess or physical education. For longer activities such as athletic practice, take more breaks and do less intense activities."*

Watch for symptoms and take action as needed; it will be parent discretion to keep your child at home, please inform the coach if your child will not be attending. Practices and games will be shortened to 1 hour, with only 15 minutes of warm up. No new inning will start after 60 minutes following the beginning of the game.

**Red** (150+)- *"Consider moving longer or intense activities indoors or rescheduling them to another day or time."* Practices and games will be canceled.

**LEAGUES** -Kalispell PeeWee Baseball is composed of four leagues: Major, Minor, Rookie, and T-Ball.

Major League participants are league ages 11 and 12, Minor League is 10 and 9, Rookie league is 7 and 8 year olds. T-Ball is for children ages 5 and 6. The leagues are governed by the same Board of Directors, however, each league has one or more Board members assigned to oversee its activities.

**WEBSITE** -kalispellbaseball.org

**ELIGIBILITY AND LEAGUE AGE** -Participation in Kalispell PeeWee Baseball is limited to youngsters whose league ages are from 5 through 12 years old. League age is defined as the youngsters age as of May 1st of the calendar year in which the season occurs.

The following will apply to T-Ball, Rookie and Minor, and Major team assignments:

1. The youngsters of coaches and assistant coaches will play on the team coached by their parent.
2. A sponsor's youngster will play on their team with Board approval.
3. Siblings will be assigned to the same team, unless the siblings or parents request different teams.

If the Board elects to implement a draft for Major League and Minor League, team assignments will be by draft, except as follows:

1. A head coach's youngster will play with their parent with Board approval.
2. An assistant coach's youngster will play with their parent with Board approval.
3. A sponsor's youngster will play on their team with Board approval.

**BABE RUTH LEAGUE, INC.**  
**BIRTH CHART FOR 2026 – BASEBALL DIVISIONS**

	<u>2022</u>	<u>2021</u>	<u>2020</u>	<u>2019</u>	<u>2018</u>	<u>2017</u>	<u>2016</u>	<u>2015</u>	<u>2014</u>	<u>2013</u>	<u>2012</u>	<u>2011</u>	<u>2010</u>	<u>2009</u>	<u>2008</u>	<u>2007</u>
<u>JANUARY</u>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
<u>FEBRUARY</u>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
<u>MARCH</u>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
<u>APRIL</u>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
<u>MAY</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>JUNE</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>JULY</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>AUGUST</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>SEPTEMBER</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>OCTOBER</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>NOVEMBER</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>DECEMBER</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

ALL PLAYER AGES ARE DETERMINED BY THE BIRTH CHART SHOWN ABOVE. MAY 1 IN ANY YEAR SHALL BE THE DECIDING DATE.

**SEASON OF 2026:**

CAL RIPKEN – ANY PLAYER BORN PRIOR TO MAY 1, 2022 AND ON OR AFTER MAY 1, 2013 WILL BE ELIGIBLE FOR CAL RIPKEN BASEBALL LEAGUE COMPETITION. ANY PLAYER THAT TURNS 4 YEARS OLD IN THE MONTHS OF MAY, JUNE, JULY, AND AUGUST BORN IN 2022 IS ELIGIBLE TO PARTICIPATE IN THE CAL RIPKEN T-BALL DIVISION.

13-16 – ANY PLAYER BORN PRIOR TO MAY 1, 2013 AND ON OR AFTER MAY 1, 2009 WILL BE ELIGIBLE FOR BABE RUTH 13-16 LEAGUE COMPETITION.

16-18 – ANY PLAYER BORN ON OR AFTER JANUARY 1, 2007 WILL BE ELIGIBLE FOR BABE RUTH 16-18 LEAGUE COMPETITION.

## UNIFORMS AND EQUIPMENT

1. The league provides uniforms and equipment for the ball teams. Coaches should maintain good communication with league officials regarding their uniforms and equipment. Please cooperate with annual efforts to maintain an accurate inventory of uniforms and equipment. The league will provide hats and jerseys.

2. Throughout the season, coaches are responsible for being certain that the bases and umpire equipment are locked in the equipment boxes at each field following the game. They are not to be left on the field or unlocked equipment boxes. **Restrooms that are located at the fields must be locked following every practice and game. Maintenance responsibilities are posted at the fields and are to be observed.**

3. When your team is at bat, the base coaches remain in or near the coach's box, and other coaches must be in the dugout. On defense, three coaches may be on the field in the T-Ball league, two coaches may be on the field in Rookie League, and one coach on the field in Minor League. All other coaches must be in the dugout. Coaches are not to be near or behind the umpires during play

4. It is the coaches' continuing efforts and cooperation with the league, with one another, umpires and the fans that have permitted Kalispell PeeWee Baseball to be a continuing positive influence since 1952. Coaches must be positive regarding baseball activities, attitudes and the emotions of ballplayers, parents and the community.

5. Baseballs are purchased by the league. Only baseballs designated "RIF" (reduced injury factor) are to be used in the T-Ball and Rookie Leagues and "Official Cal Ripken" or comparable baseballs are used in the Minors and Majors. Each team furnishes one new baseball per game and gives it to the umpire prior to the game.

6. KPWB will use bats in compliance with the USA Baseball standard implemented for 2018. All bats will be required to have a USA Baseball Marking. Bats up to 2-5/8" Barrel Maximum. No BBCOR Bats will be allowed.

### PENALTY

- If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rules shall be directed to be removed immediately and not be allowed for use during the game.

For further information:

<https://www.baberuthleague.org/bat-rules.aspx>

Any conflicts will be referred to the board and decisions based upon Cal Ripken Guidelines and the board's discretion.

## KALISPELL PEE WEE ALL-STAR TEAMS

Kalispell PeeWee selects All Star Teams for the 9U, 10U, 11U, and 12U age groups from its Rookies, Minors, and Majors divisions. If there are enough players trying out for a team at a particular age group, there may be two All Star teams selected for that age group. The teams shall represent the league in selected tournaments. The head coach/manager for the All Star teams **WILL** be selected by the Board, and their good behavior at tournaments is required. A head coach/manager may not select assistant coaches who are parents of players trying out for the team until after he or she has selected his or her team. Each All Star team is limited to 12 players unless approved by the Board. An evaluation shall be held for each age group to select All Star teams, and the selection shall be made by the head coach/manager after conferring with a panel of three independent evaluators appointed by the Board. Independent evaluators shall not include the head coach/manager of the All Star team and shall not have any children trying out for the All Star team. **ALL STAR MANAGER WILL HAVE FINAL APPROVAL OF THE EVALUATORS**. Players may play up 1 age group (i.e. 8 year olds may play 9U, 9 year olds may play 10U, 10 year olds may play 11U, 11 year olds may play 12U), but they must place in the top 12 players on the team, as determined by the 3 independent evaluators. If a player does finish in the top 12 as determined by the independent evaluators, the head coach/manager does not have to keep the player on the team, as it is still the head coach/manager's discretion and choice for final say.

As of 2025 all 9U, 10U, 11U and 12U teams will travel to the same tournaments  
Tournament dates for 2026

### 2026 Tournament Schedule

Cinco de Mayo May 1-3- Spokane, WA

Home Town Jamboree June 6-7 Kalispell, MT

Stevensville Showdown June 12-14 Stevensville, MT

Libby Town Border Brawl June 19-21 Libby, MT

Rocky Mountain Rumble June 26-28--Whitefish, MT

Kalispell Firecracker July 3-5, Kalispell, MT

State: July 8-12, Kalispell, MT

One Head coach, 2 assistants preferred and one game changer rep at all times

### **Representation of the Kalispell Pee Wee and Lakers organization**

We must at all times act like responsible adults and be professional. Coaches and Parents

Absolutely—NO TOBACCO products to be used around the athletes.

Absolutely—NO FOUL LANGUAGE

9U and 10U—Although we strive for these age groups to be of the utmost competitiveness we would like to see the coach emphasis on development. It is strongly encouraged to move the kids around in different positions during practices and or pool play. During bracket play the coach will place the kids in the best suitable position to be successful in winning.

Parent Issues: The head Coach will handle all parent or team conflicts.

If the first offense is not handled appropriately the All-Star Manager must be notified. The All Star Manager will be at all tournaments. If there are parent issues regarding roster placement and or positions , the Head Coach must address parents and the All Star Manager immediately. Only coaches, team mom, or game changer rep are allowed by dug out.

If there is a parent disturbance at the dugout or behind home plate the following will happen

1. Warning by All Star Manager
2. 1 Game Suspension
3. 4 Game Suspension
4. Removed and not allowed to return to the remainder of tournaments.

**LEAGUE LIAISONS** -Each league has one or more board members who supervise activities (league liaison). Questions or comments regarding a league should be directed to that individual.

**Board Members:** Andy Wilson, Ryan Stoll, Maygen Jenkins, Peter Kirmer, Ian Romain, Bret Ralston, Paul Hill, Kiley Real, Rich Lewellen, Tanner Salois, Jeremiah Maiden, Al Ferreira,

**MAJOR LEAGUE LIAISON *Ian Romain 2026***

Serve as contact person for all coaches, parents and players in this league  
Lead Rule Overview at Spring Meeting for this league  
Work directly with Equipment Manager for all equipment/uniform needs  
Collect all uniforms, keys and equipment at the end of the season

**MINOR LEAGUE LIAISON *Ryan Stoll 2026***

Serve as contact person for all coaches, parents and players in this league  
Lead Rule Overview at Spring Meeting for this league  
Organize Player Placement Random Draft Selection at Spring Meeting  
Work directly with Equipment Manager for all equipment/uniform needs  
Collect all uniforms, keys and equipment at the end of the season

**ROOKIE LEAGUE LIAISON *Rich Lewellen 2026***

Serve as contact person for all coaches, parents and players in this league  
Lead Rule Overview at Spring Meeting for this league  
Work directly with Equipment Manager for all equipment/uniform needs  
Collect all keys and equipment at the end of the season

**T-BALL LEAGUE LIAISON *Tanner Salois 2026***

Serve as contact person for all coaches, parents and players in this league  
Lead Rule Overview at Spring Meeting for this league  
Work directly with Equipment Manager for all equipment/uniform needs  
Collect all keys and equipment at the end of the season

**SPONSORSHIP/FUNDRAISING *Peter Kirmer 2026***

- Serve as contact person for all sponsorship and fundraising efforts
- Work directly with Equipment Manager for all equipment/uniform needs for sponsors
- Order all Banners needed for Sponsors
- Collect and store all Banners in the off season

**CONCESSIONS *Kiley Real 2026***

- Serve as contact person for both Concession Stand needs
- Collect, store and winterize all equipment at the end of the season

**CITY TOURNAMENT DIRECTOR(S) *Andy Wilson 2026***

- Order all tournament awards and supplies
- Create Master Field schedules and umpires, including tournament brackets
  - Tracking scores
  - Enforcing rules and regulations and arbitrating disputes
  - Officiating Awards Ceremonies

**FIRECRACKER TOURNAMENT DIRECTOR(S) *Andy Wilson***

- Update registration website on a daily basis (especially during the season)
- Order all tournament awards and supplies
- Handle all team registrations
- Create master rosters for programs
- Create Master Field schedules and umpires, including tournament brackets
  - Tracking scores
  - Enforcing rules and regulations and arbitrating disputes
  - Officiating Awards Ceremonies

**INSURANCE**-The league maintains accident insurance as a benefit to its participants. Coverage is by Babe Ruth / Cal Ripken League. Questions concerning coverage and possible claims should be referred to league officials.

**RULES**-For 2026, T-Ball will follow the rules in this booklet and in the coaches' packet. All other leagues will use the Official Playing Rules of Babe Ruth League, Inc. baseball as its playing rules, except as those rules are modified in this booklet and in coaches packet. Of course, references in the Official Playing Rules of Cal Ripken Baseball to league organization, instruction and operation are modified to mean Kalispell PeeWee Baseball, its Board of Directors, organization and structure as applicable. **If this Handbook and Cal Ripken Rules disagree, this Handbook controls.**