

KYA Baseball Playing Rules

Updated 8/21/2019

The following rules are for all of KYA baseball. Age-specific rules are documented below.

Rules of order are as follows:

1. KYA specific rules
(this document)
2. USSSA baseball playing rules
[2019 Baseball Bylaws and Rules](#)
3. Rules of Major League Baseball
[2019 MLB Baseball Rules](#)

General Rules

- No new inning shall start after the allotted game time length as per the following chart.

Ages	Game Length	Max Innings
3/4U (Blast ball)	0:30	n/a
5/6U (T-Ball)	0:45	6
7/8U (Coach pitch)	1:15	6
9/10U	1:30	6
11/12U	1:40	6
13/14U	1:45	7

There is no drop-dead time. The inning currently in progress will complete unless there is a score differential of 6 or more runs.

It is considered a new inning as soon as the 3rd out is recorded, even if there is only a minute left on the clock.

A game is considered official and will not be made up once the time played has past half the specified game length.

- The final score of the game is whatever the score is when the umpire calls the game done. The only caveat to this rule is if the game is ended prior to official game time or innings due to weather or other issue. In this case only, the score will revert to the last completed inning. (see examples at end of document if unsure what this means).
- Field sizes: Pitching and bases distances for each age:

Age	Pitching	Bases
3/4U (Blast ball)	n/a	35 feet
5/6U (T-Ball)	40 feet	55 feet
7/8U	40 feet	60 feet
9/10U	46 feet	65 feet
11/12U	50 feet	70 feet
13/14U	54 feet	80 feet

- No metal cleats are permitted for any age except for 13/14U only (no metal spikes on any mounds except for Field 4). 12U and below must use molded cleats.
- At the end of the fourth inning, each player must have played a minimum of two innings.
- The pitcher and/or catcher can have a courtesy runner at any time. The courtesy runner must be the last batted out. If in the 1st inning there is no out yet recorded, then the courtesy runner will be the last batter in the lineup.
- A maximum of four coaches are to be in the dugout.
- Home team provides official score keeper, visiting team provide a score board operator.
- A team can play with only 8 players but will take an out for the 9th player.
 - If a team only has 7 players present five minutes after the official start of the game, it is considered a forfeit.
 - The teams can take the field and scrimmage but umpires are not required to stay (you can ask them).
- You may add a **current KYA registered player from the same division** to the roster to make 9 players (basically a player from one of the other teams in your same age group). Players are not allowed to play up or down in age.
The borrowed player(s):
 - Must bat at the end of the lineup
 - Are not allowed to be utilized as a Pitcher or Catcher

Warm-Ups

- Warm up between or behind fields only.
- No infield warmup prior to home team taking the field for the game. This includes warm-up pitching from the mound.
- You may use the batting cages and bullpen mounds, **BE COURTEOUS**
- Rec teams warming up for a game have right to the cages and warm-up areas over **any** team that's just there for practice.

Game Balls

- Each coach will give a game ball to the umpire for each game. KYA provides game balls to all coaches at the start of each season.
- Do not use them for practice. They are for games only.

Batting/Bats

- Batters shall be required to wear protective gear (helmet), both at bat and while in the on-deck circle
- Bat full roster. Players can be rotated in and out of the game defensively w/out penalty – Lineup stays the same.
- Any player removed because of an illness or injury may skip his turn at bat without taking an automatic out. At that point, the sick/injured player is permanently removed from the current game and cannot re-enter the game defensively or offensively.
- Players reporting after the start of the game will be inserted at the bottom of the batting order. This must be communicated with umpires and opposing coaches prior to the player's at-bat.
- Bats must be stamped with:
 - BPF 1.15 or:
 - BBCOR .50
 - No stamp if bat is a:
 - T-Ball bat - may be used in 5U and 6U only!
 - Wood bat
- 2 ¾ barrel is permitted
- Illegal Bat ramifications
 - Before a pitch: bat simply removed
 - After a pitch: batter is out. The coach will be ejected (as well as next game).
- No slashing at any age. (Slashing is the batter showing bunt and then pulling back and swinging). Batter will be called out.

Pitching (9U and above)

- Pitchers are limited to the number of innings per calendar day and per week.

Age	Max Innings per day	Max Innings per week
9U	6	10
10U	6	10
11/12U	6	10
13/14U	7	10

- Upon pitching in 4 innings in a calendar day, a player is required to have 40 hours of rest before pitching again
- The week starts Monday at 12:01 AM
- As soon as a pitcher delivers one pitch to a batter, the pitcher will be considered as having pitched one inning.
- Once a Pitcher has been removed, that player may not pitch again in that game.
- No jewelry (necklaces, sunglasses, etc). No light-colored sleeves, bracelets, or watches on throwing arm.

Run Rule

- 5 runs per ½ inning limit for all ages.
- The game shall be terminated (at the end of the inning, not half-inning) and the team in the lead shall be declared the winner if a team is leading their opponent by:

Age	After 3 Innings	After 4 Innings	After 5 Innings
9/10U	n/a	n/a	n/a
11/12U	n/a	15	10
13/14U	n/a	15	10

No Contact Rule

- A base runner cannot intentionally run into a defensive player. This applies to all bases, but especially at home plate.
- A base runner has 4 options
 - Slide
 - Go Around (within the base path)
 - Give up

- Go back
- Defensive players must stay out of base paths and allow a lane for the runner if they do not have possession of the baseball or are not making a play on a batted or thrown ball.
- Base runners must allow defensive players to make a play on a batted or thrown ball and cannot interfere with the play.
- No sliding head-first at home plate.
- Runners cannot go airborne to avoid a tag at any base.

Umpires / Calls / Ejections

- The coach **CANNOT** challenge a judgment call by umpires.
- There is no protest policy, all items/issues will be settled on the field with coaches, umpires and commissioners present. The umpire's final ruling will stand.
 - After the game's end, if there is a question on a ruling, it can be addressed with the appropriate Commissioner **via email** and reviewed with the Chief Umpire.
- Coaches being ejected from a game will automatically be suspended for their next KYA game, as well.
- Parents being ejected from a game will cause the coach to be suspended for the current game and the next game.
- A second ejection will require the coach to appear before the KYA board.

Other Items

- **No pets** of any kind are allowed around or on the fields, bleachers or concession areas. Pet owners will be asked to take their pets to the parking lot or grass areas.
- No tobacco or alcoholic products are allowed at the ballpark, on the field or in the dugouts.
- No skateboards, rip sticks, roller/in-line skates, scooters, or other similar objects. Please inform your parents.
- No noise makers: horns, cow bells, music players, etc.
- Teams are allowed only three events per week, including practices and games.
 - This will be enforced and if a coach is violating this rule, he will be suspended for a minimum of one game
- There are no designated Home or Visitor dugout, both dugouts are first-come-first-served.
- Clean up the dugouts after every game.
- **Both teams** are required to perform maintenance after the last game of the day.
 - Rake home plate area & pitching mound (rake dirt inwards)
 - Put away bases / replace plugs
 - Top bases
 - Middle bases
 - Lower fields
 - Throw away ALL trash from dugouts and field.

Rain Outs

- Check website www.kyasports.com
- Games rained out will be made up as soon as possible based field availability.

Age-Specific Rules:

Some of these rules may already have been covered above, as well.

5/6U (Modified T-Ball):

Note: "Runs" like "Outs" are only tracked to determine the end of a half-inning. No game score or win/loss record is kept.

DEFENSE:

- (5U) All players must occupy a field position and bat. (6U) Four outfielders max and all players bat.
- No player may spend more than one (1) inning per game on the bench.
- Players should be rotated and afforded an opportunity to play as many positions as possible.
- Each player must play at least one (1) inning at an infield position. Catching counts as an infield position.
- No player may occupy the same player position for more than 2-innings per game, nor can they play the same position for two (2) consecutive innings.
- All teams shall play a "true" defensive infield. One player at Pitcher, Catcher, 1st base, 2nd base, 3rd base and SS, with the remaining players as outfielders, (4 players max in the outfield for 6U). The outfielders shall not assume an infield position. All outfielders shall stay in the outfield and not be position as encroaching infielders.
- The defensive player listed as pitcher shall stay in contact with the pitchers' circle until the ball is hit.
- Defensive coaches in 6U shall not be allowed on the field of play and shall coach from the dugout.

- No more than 3 defensive coaches in the outfield for 5U.
- The pitcher may not tag the batter going to First Base. The pitcher must throw the ball to the first baseman in order to make a play on the advancing batter.
- The Pitcher is allowed to tag the advancing runner from Third Base or by stepping on Home Plate for the force out. KYA strongly encourages the Pitcher to make the throw to the catcher.

OFFENSE:

- The Infield Fly Rule shall not be in effect at any time.
- Bunting shall not be allowed.
- A batter shall receive a maximum of three (3) pitches from their Pitching Coach (who must throw over hand). Should the batter fail to put one of the “pitched balls” into play the batter shall then be given a maximum of two (2) swings off the tee to put the ball into play. Additional swings shall be given on foul balls off the tee.
- The batting tee will be positioned directly on top of the permanent plate. A coach of the team at bat is responsible for removal of the tee prior to any play at home plate.
- The throwing of the bat by the batter after one team warning constitutes an “Out”.
- A batter hitting the tee stand and/or ball, with the result of the ball traveling beyond 3 feet inside of foul lines, will constitute a fair ball.
- The batter shall be called “Out” after failing to put the ball in play after five (5) total swings.
- Runners may advance only one (1) base on an over-throw to 1st.
- Multiple bases may be taken on balls that enter the outfield. Once the ball is thrown into the infield and is under the control of a defensive player the umpire can call time. Base runners must return to the closest base. (Disputes are up to the discretion of the umpire and are not open for debate.)
- Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

7/8U (Coach Pitch):

- Each player must play at least one (1) inning at an infield position.
- COACHES (DEF):
 - maximum of (4) Team Coaches are allowed to occupy the dugout and/or field of play
 - The “Coach Limit” provides for (3) Coaches plus (1) Coach Pitcher
 - A maximum of (2) defensive Coaches may stand outside the dugout on the field of play
 - Coaches on the field of play must remain within (5) feet of the dugout entrance.
- COACH PITCHER:
 - A coach of the team at bat will serve as the “Coach Pitcher” on the mound
 - The coach pitcher will:
 - Pitch the ball overhand from a distance of 38-feet,
 - Remain in contact with the pitching rubber during the delivery of the ball,
 - Refrain from instructing base runners in any manner, inclusive of verbal and non-verbal communications,
 - Be allowed to give instructions to the batter at the plate; instructions such as stance, grip, positioning, etc.
 - Coach Pitcher verbal instructions must be completed prior to contacting the pitching rubber, and
 - **Refrain from advising the batter as to ‘when to swing’ and ‘when not to swing’ the bat**
 - Coach Pitcher will receive (1) “Warning” for violating a rule.
 - Subsequent infraction after “Warning” will cause the “Coach Pitcher” to be removed from pitching duties
 - A Coach “removed” from pitching duties may continue to fulfill normal coaching duties during that game
 - **A batted ball that contacts the Coach Pitcher is a dead ball; the pitch is considered a “Strike/Foul”**
 - A Coach Pitcher will take all positive actions necessary to avoid any form of interference with a ball in play
 - Coach Pitcher interference can result in the batter being “Out”, and base runners returned to original position
 - Accidental interference is determined by the umpire
 - Intentional interference is determined by the umpire
- COACH CATCHER (REBOUNDER)
 - Each team in the field will provide a Coach Catcher to rebound pitched baseballs missed by the Player Catcher
 - The Coach Catcher is expected to:
 - Assist the Player Catcher with equipment, playing location, and safety related issues,
 - Ensure the bat is removed from the field of play after each at bat,
 - Not impede the Player Catcher in the performance of Catcher related duties,
 - Not provide coach instructions to any player other than the Player Catcher,
 - Refrain from interference with play under a “live ball” condition
 - Coach Catcher will receive (1) “Warning” for violating a rule
 - Subsequent infraction after “Warning” will cause the “Coach Catcher” to be removed from catching duties
 - A Coach “removed” from catching duties may continue to fulfill other coaching duties during that game
- BATTER
 - A batter becomes a base runner after contacting the ball with the bat

- A batter shall be called “Out” after (3) “Strikes” or a maximum of (6)-pitches. Fouls on the last (6th) pitch will continue the at-bat until the ball is missed or put in play
- If the batted ball hits the Coach Pitcher on the 6th pitch, it shall constitute a replay/ another pitch
- Runners must remain in contact with the base occupied until the ball is contacted with the bat; no “Lead-off”
- Base Runners may only advance on a ball put in play by the batter; no “Steals”
- **Only (1)-base may be taken on an over-thrown ball directed to the First Baseman occupying his Infield position (7U Only)**
- Base Runners may continue to advance at their own peril until the Lead Runner has been stopped by the ball.
- **Every Player must play at least (1) inning occupying an Infield position**
- **A Player is limited to no more than (2) innings at the same position in a single game**

9U (Kid Pitch):

- Tight bases. Base runners not permitted to leave the base until ball is put in play.
- Base runners may advance on a passed ball or wild pitch.
- A player may not steal home.
- Baserunner can only advance to home on a batted ball, a walk or hit by pitch with the bases loaded, or an error on a live ball (wild pitches or passed balls are included).
- There is no dropped 3rd strike rule.
- The Infield Fly rule is in effect starting in 9U.
- No balks. Umpires may (should) give instructional warnings but no penalties.
- Overthrows: base runner may continue advancing on bases all the way home or until they are stopped by the ball. This includes overthrows from catcher to pitcher or to any base.
- Defensive players (except the pitcher) can play a maximum of two innings (non-consecutive) in one position.

10/11/12U:

- A player may not steal home. Cannot break for home until the ball has been released by the pitcher.
- No suicide squeezes
- Dropped third strike and in-field fly rules are both in effect.
- Balks: Each team will receive a maximum of one warning per pitcher prior to a balk being called.

13/14U:

- Metal Cleats permitted. (No Metal Cleats on pitching mounds except Field 4.)
- Balks: Shall be enforced, umpires may give one warning.

Examples of game endings:

- Game time ends during top of 5th inning
 - visitor leading by 6+ runs – game over, score stands as is at official game time.
 - visitor leading by 5 or fewer runs – complete the visiting team’s at bat. Home team will bat ONLY IF visitor tied or took the lead during last at-bat.
 - home team leading by 6+ runs – game over, score is whatever it is at official game time.
 - home team leading by 5 or fewer runs – complete visitor team’s at bat. Home team will bat ONLY IF visitor managed to tie or take the lead during last at-bat.
- Game time ends during bottom of 5th inning:
 - visitor leading by 6+ runs – Game over, score stands.
 - visitor leading by 5 or fewer runs – complete the home team’s at bat.
 - home leading by 1+ runs – Game over, score stands.
- Game ends in top or 5th inning due to rain – score reverts to score at end of 4th.