



KVBSA Rules 2010

	8U	9U	10U	11U	12U	13U	14U	15U-18U
Governing Rules	USSSA & AABC Governed by Major League Baseball Rules							NFHS
Game:								
Minimum # of Players	All KVBSA games must begin and end with nine (9) defensive players regardless of reason for absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player.							
# of Innings Played for Regulation Game	6	6	6	6	6	7	7	7
Complete Game	4	4	4	4	4	4	4	4
Game Time Limit (Hours)	Or determined by time limit 2 2 2 2 2 2 2							None
	New inning can not begin after time limit. New inning begins immediately after third out of the previous inning. During weather delays, the clock is suspended until play restarts.							
Mercy Rule (Runs/Innings)	8/5	8/5	8/5	8/5	8/5	10/5	10/5	10/5
Maximum Runs/Inning	7	7	7	7	7	Unlimited	Unlimited	Unlimited
Tie games allowed	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	Extra innings may be played if time limit allows. Complete games ending in a tie prior to time limit due to inclement weather or darkness may reschedule for completion if both coaches agree							Refer to NFHS Rules section 4-3
Reporting of Game Results	Scores: Winning team is responsible for reporting scores. Scores should be reported within 48 hours of completion of game. If a team fails to report a score after a formal request for a score has been made, KVBSA reserves the right to give both teams a loss. Ejections and other issues: Both teams are responsible for reporting ejections and lack of umpires. If other concerns need to be raised, report within 24 hours of completion of the game. Postponed Games: Home team is responsible for reporting the postponement and plans for rescheduling.							
Pitching:								
Balk Warnings	Coach Pitch	Unlimited - Educational per umpire discretion.	Unlimited - Educational per umpire discretion.	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	None
Hit Batter Limitation	Coach Pitch	For all KVBSA games a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.						
Maximum # Outs Pitched	Coach Pitch	9 Outs Per Pitcher Per Game	9 Outs Per Pitcher Per Game	9 Outs Per Pitcher Per Game	9 Outs Per Pitcher Per Game	12 Outs Per Pitcher Per Game	12 Outs Per Pitcher Per Game	Unlimited
	Once a pitcher is removed from pitching, he/she can not pitch again in current game regardless of number of outs							
Base Running:								
Sliding	For all KVBSA games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b. Must slide or give yourself up, intentional contact not allowed.							
Lead-off	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing Home	No	Limited 1 maximum per inning as a result of a pitcher-catcher exchange (i.e. wild pitch, passed ball, steal, etc.)	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation
Roster/Player:								
Minimum/Maximum Roster Count	9/20	9/20	9/20	9/20	9/20	9/20	9/20	9/20
Minimum/Maximum # of Hitters in Line-up	All Uniformed Players Hit	All Uniformed Players Hit	All Uniformed Players Hit	All Uniformed Players Hit	All Uniformed Players Hit	All Uniformed Players Hit	All Uniformed Players Hit	9 or 10 w/Extra Hitter
	Continuous batting order for 14U and younger							U15-U18 may bat entire roster if identified prior to the game. Once it is initiated it can not be changed.



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Governing Rules	USSSA & AABC Governed by Major League Baseball Rules							NFHS
Minimum Defensive	6 Outs	6 Outs	6 Outs	6 Outs	6 Outs	6 Outs	6 Outs	None
	Player/Game	Player/Game	Player/Game	Player/Game	Player/Game	Player/Game	Player/Game	
Playing Time	This rule applies to all KVBSA games including those ending in a tie, by mercy or time limit. Coaches must manage this to insure that all players play a minimum of six (6) defensive outs regardless of the length of the game							
Late Players	For all KVBSA games, in the event that less than nine (9) players are available at game time, a fifteen (15) -minute grace period is allowed from game time for a 9th player to arrive and enter the game. If nine (9) players are available at game time, the game must begin with those players available. In the U9-U14 continuous batting order any players arriving after the start of the game are to be inserted at the bottom of the batting order							
Absent Without Injury or Illness	For all KVBSA games, if a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. A team must play with a minimum of nine (9) defensive players to complete the game.							
Absent with Injury or Illness	For All KVBSA games, if a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped without penalty. The injured or ill player may not re-enter the game once their position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the line-up has not occurred. A team must play with a minimum of nine (9) defensive players to complete the game.							
Ejected Players Coaches Managers	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next KVBSA game. An ejected player's position in the batting order will be declared an 'out' for the game from which he/she is ejected. Additional suspensions and/or disciplinary actions may be enforced pending the KVBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. A team must play with a minimum of nine (9) defensive players to complete the game. Failure to report a suspended player, coach or manager will be grounds for additional suspensions							
Equipment:								
Maximum Bat Drop Ratio	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation	-3
Spikes/Shoes	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed
Speed-up:								
Courtesy Runner Catcher	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	High School Rules Apply Refer to NFHS rules under section
	The courtesy runner is the player that made the previous out, either batted or on bases.							
Courtesy Runner Pitcher	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	High School Rules Apply Refer to NFHS rules under section
	The courtesy runner is the player that made the previous out, either batted or on bases.							
Field Dimensions:								
Pitching Distance	46' 0"	46' 0"	46' 0"	50' 0"	50' 0"	54' 0"	54' 0"	60' 6"
Base Distance	65' 0"	65' 0"	65' 0"	70' 0"	70' 0"	80' 0"	80' 0"	90' 0"
3rd Strike Rule	No Dropped Strike, Batter is out and ball is live	No Dropped Strike, Batter is out and ball is live						
<p>NFHS RULE 2 - PLAYING TERMS AND DEFINITIONS SECTION 32: SLIDE Article 1 . . . A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot.</p> <p>Article 2 . . . A slide is illegal if: a. the runner uses a rolling, cross-body or pop-up slide into the fielder, or b. the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or c. the runner goes beyond the base and then makes contact with or alters the play of the fielder, or d. the runner slashes or kicks the fielder with either leg, or e. the runner tries to injure the fielder, or f. the runner, on a force play, does not slide on the ground and in a direct line between the two bases. Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b).</p> <p>NFHS RULE 8 - BASERUNNING SECTION 4: RUNNER IS OUT Article 2 . . . Any runner is out when he: b. does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b). Note: Runners are never required to slide, but if a runner elects to slide, the slide must be legal. (2-32-1, 2) Penalty: The runner is out, the ball is dead immediately, and interference is called. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runner shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out. The batter is credited with a fielder's choice.</p>								