

KVBSA Rules 2021

	8U	9U	10U	110	12U	13U	14U	15U-18U		
Governing Rules				USSSA		· · · · · · · · · · · · · · · · · · ·	·	NFHS		
			Governed I	by Major League Bas	eball Rules			11110		
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	6 innings 7 innings									
Complete Game	4 innings (3-1/2 innings if home team is winning) Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game - suspended games are not allowed</u> . If a game is called before an inning is completed, the score reverts to the score a the end of the last complete inning played unless the home team is winning or the home team tied the game in their half of the current inning.									
Game Time Limit	2 hours A new inning may not start after 2 hours from the actual game start time. A new inning begins immediately after the third out of the previous inning. If the time limit is reached during an inning, that inning is treated as the last inning. During weather delays, the clock is suspended until play restarts.									
Weather	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules the NFHS rules are in effect. NFHS rules call for a 30 minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.									
Mercy Rule	7 runs after 5 innings			er 5 innings		10 run after 5 innings				
		eached at the top of	an inning, the league	encourages teams	o allow the home tea	am a final at bat if bo	th coaches and the u	impires agree.		
Maximum Runs/Inning	6 7 This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well. Unlimited									
Tie games				Y	es					
allowed	Extra innings must 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 Pitching:	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.									
Fitching:	Unlimited -	Unlimited -	Unlimited -	1 Per Pitcher Per	1 Per Pitcher Per	1 Per Pitcher Per	1 Per Pitcher Per	News		
Balk Warnings	Educational per umpire discretion.	Educational per umpire discretion.	Educational per umpire discretion.	Game	Game	Game	Game	None		
	Note: when a b	aik is called (warning		all is dead. However			er runners safely adv	ance one base,		
Fake to 3B – Throw to 1B				Ва	alk					
Hit Batter Limitation	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. Play may remain in game unless determined to be intentional per umpire discretion.							hit batter. Player		
Maximum # Outs Pitched	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	Unlimited		
	Exceeding the maximum outs allowed in the case of a double or triple play shall not be counted against the pitcher. Once a pitcher is removed from pitching, he/she can not pitch again in current game regardless of number of outs pitched. If it is determined that a pitcher has exceeded the maximum # of outs pitched, the pitcher shall be immediately removed from the pitching position.									
Base Running:										
Sliding	For all KVBSA games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b which is published at the end of these rules. NOTE: A runner i NOT required to slide. If the runner does slide, it must be a legal slide (see rule below). If the runner doesn't slide, he must avoid interfering with the play. Ejection of the runner is the umpire's discretion if malicious intent is determined.									
Lead-off	Runners are not allowed to lead off or steal bases until the pitched ball crosses the plate. Penalty: Each team is allowed one warning per game. Afterward, a runner leading off before the ball crosses the plate will be called out.	Yes	Yes	Yes	Yes	Yes	Yes	Yes		



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g	Governed by Major League Baseball Rules								
Stealing	Yes. One base per pitch. Runner may not leave the base until the pitched ball crosses the plate.	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
	No	Limited							
Stealing Home	Runner can only advance home on a batted ball or force walk.	A maximum of 1 successful steal per inning as a result of a steal or pitcher-catcher exchange (wild pitch, passed ball, catcher to pitcher toss)	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation	
	9U Clarifications: 1) If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base wi 2) If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning and the runner is tagged o reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt.								
Roster/Player:									
Minimum/ Maximum Roster Count				9/	20				
								9 or 10 w/Extra Hitter	
Minimum/	All Uniformed Players Hit								
Maximum # of Hitters in Line-up	Continuous batting order for 14U and younger								
Minimum Defensive	6 Outs								
	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								
4 th Outfielder	For U8 only: If both managers agree prior to the game, a 4 th outfielder may be used. If used, this additional player may only be positioned in the outfield.								
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 U8-U18 continuous batting order any players arriving after the start of the game are to be inserted at the bottom of the batting order. Late players may be added until the end of the third inning.								
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 batting order is skipped. The injured or ill player may reenter the game provided his/her position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the batting order is skipped without penalty. If a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.								
Ejected Players,	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next KVBSA g 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 disciplin enforced pending the KVBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or re 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 suspende manager will be grounds for additional suspensions							nary actions may be ecreational area that	
Coaches and Managers	supports the field	of play. A team must					to report a suspende	ed player, coach or	



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Bat Restrictions:	Governed by Major League Baseball Rules USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards. Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF mark. Older big barrel bats will not be allowed. Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF mark as well. Also, BBCOR-certified and solid (one-piece) wood bats are legal.								
	from the dugout a	ny bat identified as ill	egal. If a player is fo	Prior to the start of pla und to be using an ill manager or head co	egal bat, that bat will	be removed from pla	ay at that point and p	play will continue. If	
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 o Plastic Cleats Allowed	
Speed-up:		P	enaity: If a player is i	found in violation, the	y will be ejected. See	e Ejected Players rui	e.		
Courtesy Runner	Optional	Optional	Optional	Optional	Optional	Optional	Optional		
for Pitcher and/or Catcher									
Pitch Clock			٦	The MLB pitch clock i	s <u>not</u> used by KVBS/	4			
Field Dimensions:									
Pitching Distance	40' 0"	46' 0"	46' 0"	50' 0"	50' 0"	54' 0"	*	60' 6"	
Thomas Distance	60' 0"	lf an 65' 0"	elevated pitching mc 65' 0"	ound is used, it must	meet the guidelines s 70' 0"	set forth by AABC or 80' 0"	MLB.	90' 0"	
Base Distance	If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning. * 14U Dimensions: Expectation is that games will be played at 60' 6" / 90' however due to limited field availability for those dimensions, games may be played a / 80'. Home teams should notify visiting teams of the field dimensions prior to the day of the game.								
Batter:									
3rd Strike Rule Applies? Infield Fly Rule	No. On a dropped 3rd strike, the batter is out and the ball is live. Yes								
SECTION 32: SLIDE Article 1 A legal s of the base with eith Article 2 A slide i a. the runner uses a b. the runner's raise c. the runner goes b d. the runner slashe	slide can be either fe er a hand or a foot. s illegal if: rolling, cross-body c d leg is higher than t eyond the base and s or kicks the fielder injure the fielder, or	et first or head first. I or pop-up slide into th he fielder's knee whe then makes contact with either leg, or	ne fielder, or en the fielder is in a s	y of the fielder, or	and buttock shall be	e on the ground. If a	runner slides, he mu	ist slide within reac	
f. the runner, on a fo Exception: A runner NFHS RULE 8 - BA SECTION 4: RUNNI Article 2 Any run	may slide or run in a SERUNNING ER IS OUT ner is out when he:	a direction away from		naking contact or alte s of a fielder in the in			ce		