



Supplemental Rules

K-Ball

Spring/Fall 2020

These supplemental rules are to be used in conjunction with the Little League Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule.

Length of Games

1. Games shall last 4 innings or 50 minutes, whichever comes first. No inning shall start after 50 minutes. Innings started prior to the 50 minute mark, shall be completed. An inning officially starts at the completion of the previous inning.
2. No inning shall start after 9pm

General Rule Enforcements

3. Infield Fly Rule is **NOT** effect.
4. Lead Offs and Balks are **NOT** in effect.
5. Stealing is **NOT** in effect.
6. Protests are **NOT** in effect.
7. There is a two-activity per week limit in effect. (i.e. 2 games, 1 practice-1 game, or 2 practices per week)
8. Bunting is **NOT** permitted.
9. On Deck batters are **NOT** permitted.
10. Outs are **NOT** recorded and runners advance one base at a time with the exception of the last batter, who will round all bases.
11. Umpires are **NOT** used for K-Ball. Coaches are expected to maintain game play and fairly manage rule enforcement.
12. The pitcher and catcher must wear a helmet that includes the facemask. If a catcher is used, they must remain next to the backstop until the ball is put into play by the batter. Catchers are not general used in the K-Ball division.

Run Rules and Limits

13. Score is **NOT** kept in the K-Ball division.



Game Preliminaries

14. Home team is responsible for getting 2 Tee-Ball baseballs from the umpire shed prior to the game and the bases from the equipment shed.
15. Bases should be placed at approximately 35'. This is best achieved by placing 2nd base directly in front of the Field 2 mound and then lining up 1st and 3rd bases with 2nd base on their respective baselines.
16. Visiting team is responsible for returning the bases to the equipment shed at the end of the game.

Lineups and Rosters

17. Teams shall play all players on defensive.
18. Teams shall bat a continuous lineup and all batters will bat each inning.
19. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**

Foul Balls

20. Foul balls are identical to conventional baseball, with two exceptions:
 - a. The ball is foul if it does not travel up on the grass portion of the infield; or chalk line if playing on larger field.
 - b. The ball is foul if the majority of the bat hits the tee.

Volunteers

21. Teams are allowed four (4) adult coaches and one (1) team parent in the dugout. When batting, only three (3) coaches are allowed on the playing field i.e., 2 base coaches and 1 coach assisting the batter. Base coaches may advise base runners but shall not interfere with play. Specifically, base coaches are not permitted to touch base runners during a play. For example, a base coach may not grab a runner and prevent the player from proceeding to the next base. Nor is the base coach permitted to physically guide the runner to the next base.
22. When playing defense, four (4) coaches shall be allowed on the playing field.

Suspended and Regulation Games

23. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
24. To be considered Regulation, a game must complete any **one** of the following:
 - a. 4 innings
 - b. Current inning once the 50 minute time limit is reached

Metal Cleats

25. Metal spikes or cleats are **NOT** permitted in this division.



Mandatory Play

26. Each player present at the start of the game shall have one at bat and play defense each inning.

Pick-Up Players

27. Pick-Up players are not permitted in the K-Ball division. Teams have no minimum player count.