

Due to the low number of girls signed up, there will be no Girls D division in 2017. The Executive Board voted to make the following rule changes for 2017 to allow 7 and 8 year old girls to play.

1. E will consist of boys and girls that are age 5 or 6. Girls that are age 7 will be given the option prior to the season to play in E. This rule will supersede the age requirements in Section XIX Rule 18 for girls.
2. Girls C will consist of ages 8, 9 and 10. Girls that are age 7 will be given the option prior to the season to play in Girls C. This rule will supersede the age requirements in Section XVII Rule 19.
3. All ages are the age of the player on August 1, 2017. All other rules in E and Girls C remain unchanged.
4. Girls who are 7 or 8 in Girls C will have the option of using machine pitch or coach pitch.
5. If coach pitch is used. Section XVIII rules 6, 7 and 8 will apply.

## **KENTWOOD BASEBALL LEAGUE RULES**

### **SECTION I--PLAYERS, FIELDS, UNIFORMS, EQUIPMENT**

- Rule 1 The league shall provide hats and jerseys that are to be worn only for scheduled league games. Players are responsible for providing baseball pants to be worn during league games. In Class E, players must wear long pants. No clothing is allowed that conceals the sponsor's name. No modifications may be made to the hats or jerseys without executive board approval.
- Rule 2 Tennis shoes and shoes with molded cleats are permitted. Hard-soled shoes and shoes with metal cleats are prohibited.
- Rule 3 Players not in compliance with uniform and footwear regulations shall not be allowed to enter the game. In boys and girls Class A, B and C, uniform shirts must be tucked in completely when pitching and batting.
- Rule 4 The league shall provide protective helmets which must be worn by all batters and baserunners during games and organized practices.
- Rule 5 The league shall provide catchers equipment which must be worn in full during games. Players warming-up pitchers must wear catcher's helmet and mask.
- Rule 6 All players in Coed E may use either a baseball bat or a softball bat. Players in boys class A, B, C and D must use baseball bats. Players in girls class A, B, C and D must use softball bats.
- Rule 7 All bats used for softball must be non-wood. Bats must comply with the rules set forth in the current NFHS softball rule book.
- Rule 8 All bats used for baseball must be non-wood. Bats must comply with either A or B:  
A: The rules set forth in the current NFHS baseball rule book.  
B: Bats must be permanently marked with a BPF of 1.15 or less. The diameter of the bat shall not exceed 2 5/8 inches, be 36 inches or less in length and cannot have any foreign substance added to the handle beyond 18 inches from the end of the bat.
- Rule 9 All bats provided by KBL are legal.
- Rule 10 The league shall provide rule books and KBL general rules and Class regulations. Each team shall be responsible for having its set of rules at each game.
- Rule 11 The league shall provide new baseballs and softballs for each game. The home team is responsible for providing one good used ball to be used if needed.
- Rule 12 The league shall provide official score sheets to be completed by the home team during each game, the winning team is responsible for turning the score sheet in at the concession stand. No standings will be kept for Class D or E leagues. Accordingly, no score sheets need to be turned in for boys or girls D league or for the Class E league. Trophies for participation will be awarded to all players in boys and girls D league and in Class E'.
- Rule 13 Catcher's and first baseman's gloves may only be worn when at those positions with the exception of boys and girls D and E.
- Rule 14 The league shall attempt to assign no more than fourteen (14) players per team in boys and girls Classes A, B and C and no more than fifteen (15) players in boys and girls Class D and the 6 year old league, when at all possible.

### **SECTION II--SUBSTITUTING, CHARGED CONFERENCE, AND CONDUCT**

- Rule 1 All players must play defensively at least three (3) full innings or nine (9) outs, except in the case of injury occurring to a player prior to his or her completing three (3) full innings. If a player arrives after the completion of one or more innings, it shall be left up to the coach if the player should play more than one inning. The league recognizes that there may be circumstances where this may not be possible. The KBL Board of Directors will determine on a case-by-case basis whether a coach has violated this provision. Failure to comply with this rule will result in a one game suspension of the coach. This rule does not apply to games less than four (4) innings in length.
- Rule 2 A player may be substituted defensively at any time during the game provided the ball is dead and the player being replaced has played at least three (3) outs in succession.
- Rule 3 Any injured uniformed player may occupy the bench but any player on the bench not playing for any reason must be identified to the umpire and the opposing coach prior to the start of the game.
- Rule 4 A coach may not use more than five (5) pitchers, including the starter (4 pitching changes) in one game. A pitcher removed and re-entered again as pitcher, is considered a separate pitcher and counted as another pitching change. Pitchers being substituted shall be allowed five (5) warm-up pitches or ninety (90) seconds.
- Rule 5 A coach shall be allowed one trip to the pitching mound per inning. If a second trip is made to the pitching mound during any one inning, he/she must change pitchers. Attending to an injured player does not constitute a charged conference.
- Rule 6 When a team is on defense, all reserve players and coaches shall occupy the dugout, bench or warm-up area.
- Rule 7 Coaches shall be held responsible to cooperate with umpires and league officials to promote constructive behavior by parents, players, coaches, and spectators.
- Rule 8 There is no smoking on the KBL complex.

- Rule 9 Home team shall occupy the third base dugout or bench.
- Rule 10 A player who, in the judgement of the umpire, is injured during play may exit the game without penalty. Should the player regain the ability to play during the duration of the game, (s)he may re-enter the game at their original position in the batting order.

### **SECTION III--PLAYING TERMS AND DEFINITIONS**

- Rule 1 A calendar week shall begin at 12:01 a.m. Monday and end at 12:00 midnight Sunday evening.
- Rule 2 Official time is that time determined by the umpire immediately prior to the start of the game. The umpire shall designate an official time-keeping watch for the game.
- Rule 3 Co-champions for each class are allowed and shall be determined by identical records at the end of the regular scheduled season. Co-champions are entitled to first place awards.
- Rule 4 Second place for each class is determined by the second best record, provided the class has no co-champions. Co-second place holders shall be determined by identical records at the end of the regular season. Second and co-second place holders are entitled to runner-up awards.
- Rule 5 Illegal player is any player not on the official roster or any player ruled ineligible for any reason. Playing an illegal player shall constitute automatic forfeit of the game.

### **SECTION IV--STARTING AND ENDING OF THE GAME**

- Rule 1 Tornado watches or warnings or other severe weather warnings that are announced during any ball game will result in the immediate suspension of play and games that are not long enough to be declared "official" will be postponed or canceled.
- Rule 2 The league will postpone games whenever a tornado watch or warning or other severe weather warning is in affect as of one (1) hour before game time, or whenever either condition is announced during a game. For example, if a tornado watch extends past 4:30 p.m., the 5:30 games are canceled. The 7:30 games are not canceled unless the watch is extended past 6:30 p.m. Anytime an "all clear" condition exists as of one (1) hour before a ball game, then the game will proceed as scheduled.
- Rule 3 In the event of inclement weather, no game shall start after 15 minutes has elapsed from the scheduled starting time.
- Rule 4 Any game not a regulation game when postponed shall be replayed in its entirety.
- Rule 5 If a game is called, it is a regulation game if:
- A) four (4) innings have been completed.
  - B) the home team has scored more runs in three (3) or three (3) and a fraction half innings than the visiting team has scored in four (4) completed half innings.
  - C) the home team scores one or more runs in its half of the fourth inning to tie the score.
- Rule 6 Before game time, the umpire and coaches shall discuss ground rules. An official scorekeeper shall be identified, batting orders shall be exchanged, and the umpire will designate an official time-keeping watch.
- Rule 7 When two (2) games are scheduled on the same field the same evening, the first game shall not start an inning after 7:15 p.m. (the first game will always start at 5:30 p.m.) The second game shall not start an inning after 9:15p.m. (the second game will be scheduled to start at 7:30 p.m.). Both games will end no later than 1 hour 55 minutes after the scheduled start time of the game. If the game is called as a result of this time limit, the final score will be determined as follows:
- If the game is in the open inning and the home team has tied the game, the tie score will stand, otherwise the score from the last complete inning will be used.
- If the game is in any inning other than the open inning and the visiting team is at bat, the score from the last complete inning will be used. If the home team is at bat and has gone ahead or has tied the score, the score will stand, otherwise the score from the last complete inning will be used.
- Rule 8 A team ahead by fifteen (15) runs after 5 innings shall be declared the winner regardless of the inning (4 1/2 innings for home team, 5 innings for visiting team).
- Rule 9 Extra innings shall not be played in order to break a tie game. Any game which is tied at the end of the regulation number of innings shall end as a tie.
- Rule 10 Any game not scheduled by the league shall be null and void.
- Rule 11 Games called due to inclement weather will be made up on a 'first canceled' 'first rescheduled' basis. Saturday makeup games will be scheduled at 9:00 a.m., 11:00 a.m., and 1:00 p.m. and weekday games will be scheduled at 5:30 p.m. and 7:30 p.m. This schedule is subject to change depending upon the weather.

### **SECTION V--PITCHING**

- Rule 1 One pitch by a player constitutes an inning when determining maximum innings a player shall pitch in a calendar week. In addition, only those innings pitched in a regulation game shall be charged to the pitcher.
- Rule 2 In boys Class A and B, and girls A and B, no pitcher may pitch more than four (4) innings in one game. In boys Class A & B, no more than eight (8) innings in one calendar week. Innings pitched during opening day, closing day, and All Star games do not count toward the eight innings per week rule.
- Rule 3 Violation of pitching regulations shall constitute automatic forfeit of the game in which the violation occurred.
- Rule 4 In boys Class A and B, and girls A and B, the pitcher shall be allowed five (5) warm-up pitches or ninety (90) seconds at the start of each half inning.

### **SECTION VI--BATTING**

- Rule 1 There is no substituting in batting, and all players available for play in the game shall take their turn at bat in a batting order provided by the coach to the official scorer prior to the game.
- Rule 2 Any player not available at the start of the game shall not be included in the batting order. Any player arriving after the start of the game shall enter the batting rotation after the last name appearing on the official batting order.
- Rule 3 A batter throwing the bat in Class C, D or E shall result in a team warning with subsequent violations resulting in the batter being called out. Any other outs or advance of baserunners will stand. In the umpire's judgement, if the thrown bat interfered with the

defense's ability to make a play, dead ball will be declared by the umpire. Runners will return to the base occupied at the time of the pitch. If the batter is not declared out, they will resume their time at bat with the previous count.

Rule 4 A batter throwing the bat in Class A or B shall result in the batter being called out. Any other outs or advance of baserunners will stand. In the umpire's judgement, if the thrown bat interfered with the defense's ability to make a play, the play will be declared dead by the umpire and runners will return to the base occupied at the time of the pitch.

#### **SECTION VII--BASERUNNING**

Rule 1 A baserunner shall be called out and may be removed from the game when, in the umpire's judgment, the player deliberately runs into the defensive player attempting to make the tag for the putout.

Rule 2 A baserunner shall be called out when the runner does not slide at home plate if, in the umpires judgement, a play is being made on the runner.

#### **SECTION VIII--UMPIRING**

Rule 1 All decisions by the umpires during a game are final. Protests will not be considered.

Rule 2 Equipment which does not meet specifications shall be removed from the game.

Rule 3 If an umpire removes a coach, player or spectator from a game because of his/her conduct, a complete incident report must be filled out and filed by the umpire involved, and signed by both umpires working the game within 24 hours of the incident.

Rule 4 The board of directors of the KBL will not take any disciplinary action against a coach, umpire, or league official until an investigation has been conducted by a representative of the KBL board. This section will not apply to blatant actions not in the best interest of the KBL.

#### **SECTION IX--CONDUCT AND COACHING ETHICS**

Rule 1 Any coach, assistant coach, or player asked to leave a game by the umpire because of his/her conduct must do so immediately. He/she will have 24 hours from the time of the incident to notify the Board of Directors, in writing, of the circumstances involved. If this rule is not complied with the coach or players will be suspended until the rule is complied with.

Rule 2 Any coach, assistant coach, or other active member of the Kentwood Baseball League judged, by a majority vote of the executive board, to be under the influence of alcohol or other substance during any KBL activity, may be expelled from the league for an indefinite period. Any subsequent appeal must be made to the board of directors and reappointment to the league must be approved by two thirds vote.

Rule 3 any coach, assistant coach, or other active member of the Kentwood Baseball League whose actions are judged by a majority vote of the executive board to be detrimental to the purpose and aims of the KBL may be suspended from active participation for an indefinite period. Any subsequent appeal must be to the Board of Directors and reappointment to the league must be approved by two thirds vote.

Rule 4 The general meeting in the fall of the year prior to the player pool drawing, and the general meeting held in the spring of the year prior to equipment handout, shall be mandatory. Each team shall be represented at these meetings by the head coach, assistant coach, or a person appointed by the coach. With no representation at these meetings, the head coach is suspended for two (2) games. A written explanation presented to the board could waive this rule, or if a new coach is appointed from the team roster.

Rule 5 Coaches will be responsible for the conduct of spectators towards players and umpires. Any behavior deemed not to be in the best interest of the KBL by an umpire or member of the Board of Directors will cause an automatic forfeit of the game in question.

Rule 6 The conduct of a parent, assistant coach or fan is attributable or is deemed to be the conduct of the coach of the team.

#### **SECTION X--PLAYER POOL**

Rule 1 Each team shall be allowed one coach and one assistant coach of record.

Rule 2 No player may transfer teams without first entering the player pool.

Rule 2a A team with five or more players returning from the prior year will be allowed to remain on the same team and/or move up to the next Class as a group providing there is a coach.

Rule 2b Players drawn from the pool will be placed on teams according to their age and in regards to whether they are first or second year players. The Board of Directors will make every attempt to have a 50/50 mix of first and second year players on every team except where a group of players move up together. Example: a girls C team put together from scratch should be composed of 7 first year players and 7 second year players. A girls C team with 8 girls moving up from the D league will be allowed to draw 6 names from the box designated 'second year players'. This rule is intended to be temporary in nature and will become obsolete as teams are evened up.

Rule 3 A coach's, assistant coach's and sponsor's son or daughter has the option of playing on the team his or her parent coaches. If the coach, assistant coach or sponsor do not have a son or daughter eligible to play on the team, they may designate a player to play on the team prior to the player pool.

Rule 4 The child or designated child of a coach or assistant coach that has resigned from his/her coaching position may remain on the team his/her parent resigned from only if the new coach or assistant coach wishes not to add his/her child to the team. If the new coach wishes to have his/her child on the team, the child of the coach replaced must enter the pool. This rule also applies if a team changes sponsors.

Rule 4a If the coaching or sponsor change is for the betterment of the KBL, the Board of Directors may waive rule 4, but only by a two-thirds vote of the Board of Directors.

Rule 4b Every team must declare an assistant coach opening day of play.

#### **SECTION XI--BOYS CLASS 'A'**

Rule 1 A minimum of six (6) players is required. Distance between all bases shall be 85 feet. Distance between the point of home plate and the front of the pitching rubber shall be 55 feet.

- Rule 2 A game shall be seven (7) innings in duration.
- Rule 3 There will be a five (5) run limit on scoring for each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively. A forfeit will occur if a minimum of six (6) players are not present at the start of the scheduled game time.
- Rule 4 All players must reach the age of thirteen (13) and not yet reached the age of fifteen (15) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

### **SECTION XII--BOYS CLASS 'B'**

- Rule 1 Minimum of six (6) players is required. Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 46 feet.
- Rule 2 There is no balk; however, if a pitcher fails to deliver the ball within 20 seconds, it shall be called a ball against the pitcher.
- Rule 3 Games shall be seven (7) innings in duration.
- Rule 4 When a pitcher is in contact with the pitcher's rubber with the ball in his possession, and the catcher is in the catcher's box ready to receive delivery of the ball, the baserunners must return to their last occupied base. Baserunners shall not leave their bases until the ball has been delivered and has reached the batter. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out. A violation by one baserunner shall not affect other baserunners. The pitch shall be called no pitch with no advance of baserunners.
- Rule 5 There will be a five (5) run limit on scoring for each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively. A forfeit will occur if a minimum of six (6) players are not present at the start of the scheduled game time.
- Rule 6 All players must reach the age of eleven (11) and not yet reached the age of thirteen (13) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

### **SECTION XIII--BOYS CLASS 'C'**

- Rule 1 Minimum of six (6) players is required. Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 46 feet.
- Rule 2 The infield fly rule shall not apply.
- Rule 3 Games shall be seven (7) innings in duration.
- Rule 4 A baserunner may advance only after the ball is hit by the batter. No stealing is allowed. Baserunners shall not leave their base until the ball has been delivered and reaches the batter. If the ball is not hit, the runners must return to their base with no delay to the game. Violation of this rule results in the runner being warned with this being the only warning for that team. Subsequent violations for that team shall result in an out.
- Rule 5 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.
- Rule 6 The batter is out on the third strike regardless of whether the third strike is legally caught by the catcher.
- Rule 7 No bunting will be allowed and each batter will take a full swing.
- Rule 8 A tenth player will be allowed on the field, but only as a fourth outfielder. All outfielders must play a minimum of fifteen (15) feet off the skin of the infield.
- Rule 9 No player shall play more than two (2) innings at the same position during a game with the exception of the pitcher.
- Rule 10 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.
- Rule 11 No player may sit out defensively two innings during a game unless all other players have sat out defensively at least one inning during that game.

### **PLAYER PITCHER**

- Rule 12 Player Pitcher shall pitch from the pitcher's mound
- Rule 13 Player can pitch 3 innings or 65 pitches per game.
- Rule 14 When a pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until one of the following conditions occurs: That batter reaches base; that batter is put out; the third out is made to complete the half-inning.
- Rule 15 A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that day and a pitcher who has played catcher in the same game is limited to 40 pitches.
- Rule 16 Each coach shall designate an assistant coach/parent to serve as the official pitch counter. Who must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when a pitcher must be removed.

- Rule 17 The official pitch count for each pitcher shall be turned in with the official score. Pitch counts should be agreed upon by both pitch counters.
- Rule 18 The failure by the pitch count recorder to turn in correct pitch counts, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- Rule 19 There are no walks, the batter will either hit, strike out or be put out on a batted ball.
- Rule 20 Player Pitcher shall pitch to a batter until one of the following occurs: Three (3) strikes are achieved; a ball is put into play; four (4) balls are achieved
- Rule 21 If the batter is hit by a pitch, the batter is awarded first base. The batter must attempt to get out of the way.

#### **COACH PITCHER:**

- Rule 22 The coach pitcher enters the game when the player pitcher reaches 4 called balls to a batter.
- Rule 23 The Coach Pitcher shall pitch from the pitcher's mound.
- Rule 24 The Coach Pitcher inherits the strike count.
- Rule 25 A batter hit by a pitch is not awarded first base and will continue his at bat.
- Rule 26 There are no balks or walks.
- Rule 27 The coach pitcher WILL NOT be allowed to coach runners from the field of play.
- Rule 28 When the Coach Pitcher is pitching the player pitcher shall stand no more than 5 feet from the edge of the pitcher's mound.
- Rule 29 On a batted ball the coach pitcher must avoid contact with the ball, and/or defensive players, he may not block the throwing path to any of the bases. Any ball which strikes the coach pitcher will be declared a dead ball. If the umpire feels the coach did not make a reasonable attempt to avoid interference, the batter will be declared out and all runners will return to base occupied prior to the ball being batted. Otherwise the batter will rehit maintaining his current count and all runners will return the base occupied prior to the ball being batted.
- Rule 30 All players must reach the age of nine (9) and not yet reached the age of eleven (11) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

#### **SECTION XIV--BOYS CLASS 'D'**

- Rule 1 A minimum of six (6) players is required. Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 46 feet.
- Rule 2 The infield fly rule shall not apply.
- Rule 3 A game shall be six (6) innings in duration.
- Rule 4 5:30 p.m. games will end no later than 7:00p.m. and 7:10 p.m. games will end no later than 8:40 p.m., regardless of the score and regardless of the inning being played. There will be no "open inning" for Class D games. There will be a five (5) run maximum rule for every half-inning of every Class D game.
- Rule 5 The batter shall have the option to either use the batting tee or to use "coach pitch".
- Rule 5a If the batter chooses "coach pitch", the coach for the offensive team shall pitch to the batter. The batter will have three pitches to attempt to hit the ball. If the batter has not hit the ball after three pitches, the batting tee will be used. The "pitcher" can be the team coach, the assistant coach, or an adult designated by the team coach.
- Rule 6 The pitcher must pitch from a position no closer to home plate than 1/2 the distance from home plate to the pitching rubber.
- Rule 7 The pitcher must make every effort to avoid interfering with a batted ball or a defensive play. If the pitcher is hit by the batted ball or by a ball thrown to first in an attempt to get the batter out, the play will be ruled dead and treated as a foul ball. If the pitcher is hit by any other thrown ball, the play will be ruled dead and the umpire will award the runners the base they would have reached if there was no interference.
- Rule 8 If in the judgement of the umpire, a pitcher is repeatedly interfering with play, the pitcher will not be allowed to continue pitching.
- Rule 9 The umpire is responsible for placing and adjusting the tee for the batter.
- Rule 10 The batter is allowed three (3) warm-up swings before the ball is placed on the tee.
- Rule 11 The umpire shall insure that the defense is set and then place the ball on the tee and declare 'play ball'.
- Rule 12 A ball hit (either a pitched ball or off the tee) within fifteen (15) feet of home plate shall be a foul ball.
- Rule 13 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.
- Rule 14 There is no strikeout. Players throwing their bat shall be called out and play is dead with no advance of runners.
- Rule 15 The player in the pitcher's position must keep one foot on the pitcher's rubber until the ball is hit. When the ball is returned to the infield and all runners have stopped advancing, the umpire shall declare the ball dead.
- Rule 16 Two coaches may be on the outfield grass on defense to assist the placement of players.
- Rule 17 A baserunner cannot leave their base until the ball is hit.
- Rule 18 Teams may play 11 players on defense, but at least 5 fielders must begin each play in the outfield. (No more than 6 players may play in the infield, the remaining players must play in the outfield)
- Rule 19 No player shall play more than two (2) innings at the same position during a game.
- Rule 20 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.
- Rule 21 No player may sit out defensively two innings during a game unless all other players have sat out defensively at least one inning during that game.

- Rule 22 All players must reach the age of seven (7) and not yet reached the age of nine (9) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.
- Rule 23 Players signing up to play in KBL Class D may request to play with a friend providing at least one of the players is new to the league and neither has been “buddied” with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBL for the year in which they sign up together.

#### **SECTION XV--GIRLS CLASS 'A'**

Fast pitch softball rules will govern all league play with only those exceptions as stated in the KBL general rules and the following Class regulations:

- Rule 1 A minimum of six (6) defensive players is required. Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 43 feet.
- Rule 2 A pitcher may not pitch more than four innings in any game.
- Rule 3 Games shall be seven (7) innings in duration.
- Rule 4 A baserunner may advance only after the pitcher releases the pitch. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out.
- Rule 5 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.
- Rule 6 All players must reach the age of thirteen (13) and not yet reached the age of sixteen (16) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

#### **SECTION XVI--GIRLS CLASS 'B'**

Fast pitch softball rules will govern all league play with only those exceptions as stated in the KBL general rules and the following Class regulations:

- Rule 1 Each team will use ten (10) defensive players and a minimum of six (6) players is required. Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 40 feet.
- Rule 2 A pitcher withdrawn from the mound may return to the mound as a pitcher in that game.
- Rule 3 Games shall be seven (7) innings in duration.
- Rule 4 A baserunner may advance only after a pitched ball reaches home plate. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out. A violation by one baserunner shall not affect other baserunners. The pitch shall be called no pitch with no advance of baserunners.
- Rule 5 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.
- Rule 6 A tenth player will be allowed on the field, but only as a fourth outfielder. All outfielders must play a minimum of fifteen (15) feet off the skin of the infield.
- Rule 7 All players must reach the age of eleven (11) and not yet reached the age of thirteen (13) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

#### **SECTION XVII--GIRLS CLASS 'C'**

Fast pitch softball rules will govern all league play with only those exceptions as stated in the KBL general rules and the following Class regulations:

- Rule 1 Each team will use ten (10) defensive players and a minimum of six (6) players is required. Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 35 feet.
- Rule 2 The infield fly rule shall not apply.
- Rule 3 A game shall be seven (7) innings in duration.
- Rule 4 A baserunner may advance only after the ball is hit by the batter. No stealing is allowed. Baserunners shall not leave their base until the ball has been delivered and reaches the batter. If the ball is not hit, the runners must return to their base with no delay to the game. Violation of this rule results in the runner being warned with this being the only warning for that team. Subsequent violations for that team shall result in an out.
- Rule 5 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.
- Rule 6 The batter is out on the third strike regardless of whether the third strike is legally caught by the catcher.

#### **RULES FOR PITCHING MACHINE**

- Rule 7 The pitching machine will be set at 36 m.p.h.
- Rule 8 There will be two umpires for each game, one to call balls and strikes behind the plate and one to cover the bases. Coaches or assistant coaches of record of the batting team or designee will be responsible for operation of the pitching machine during games.

- Rule 9 Prior to placing the ball in the machine for the first pitch to each batter, the designee will hold the ball up and call 'play ball'. On subsequent pitches to each batter, the designee will hold the ball up prior to placing it in the machine to signify ready to play.
- Rule 10 There will be no walks. The umpire will call all pitches. If the umpire calls a 'ball', it will be considered 'no pitch'. The batter will either hit or strike out.
- Rule 11 Pitchers position -- the pitcher may be positioned on either side of the pitching machine. One foot must be within a five (5) foot semi-circle from the pitching machine.
- Rule 12 The pitching wheel and screen must be placed on the third base side of the pitching rubber. Any hit ball which strikes the pitching machine, screen, or rolls to a stop under the same, will be declared a dead ball. The batter will re-hit, maintaining her current count. All baserunners will return to previously occupied bases. In the event the ball is misplayed by a fielder and rolls to a stop under the pitching machine, the umpire will immediately stop play. The batter is awarded first base. Any other baserunners will return to previously occupied base.
- Rule 13 No bunting will be allowed and each batter will take a full swing.
- Rule 14 A tenth player will be allowed on the field, but only as a fourth outfielder. All outfielders must play a minimum of fifteen feet off the skin of the infield.
- Rule 15 No player shall play more than two (2) innings at the same position during a game.
- Rule 16 Each player must play at least one inning in the outfield.
- Rule 17 No player may sit out defensively two innings during a game unless all other players have sat out defensively at least one inning during that game. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.
- Rule 18 If the pitching machine fails, either the coach of the hitting team or a parent designated by that coach will pitch.
- Note: It is the responsibility of the home team to see that the pitching machine is picked up before the first game of the evening and returned after the last game.
- Rule 19 All players must reach the age of nine (9) and not yet reached the age of eleven (11) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.

#### **SECTION XVIII--GIRLS CLASS 'D'**

Fast pitch softball rules will govern all league play with only those exceptions as stated in the KBL general rules and the following Class regulations:

- Rule 1 A minimum of six (6) players is required. Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 36 feet.
- Rule 2 The infield fly rule shall not apply.
- Rule 3 A game shall be six (6) innings in duration.
- Rule 4 5:30 p.m. games will end no later than 7:00 p.m. and 7:10 p.m. games will end no later than 8:40 p.m., regardless of the score and regardless of the inning being played. There will be no "open inning" for Class D games. There will be a five (5) run maximum rule for every half-inning of every Class D game.
- Rule 5 The batter shall have the option to either use the batting tee or to use "coach pitch".
- Rule 5a If the batter chooses "coach pitch", the coach for the offensive team shall pitch to the batter. The batter will have three pitches to attempt to hit the ball. If the batter has not hit the ball after three pitches, the batting tee will be used. The "pitcher" can be the team coach, the assistant coach, or an adult designated by the team coach.
- Rule 6 The pitcher must pitch from a position no closer to home plate than 1/2 the distance from home plate to the pitching rubber.
- Rule 7 The pitcher must make every effort to avoid interfering with a batted ball or a defensive play. If the pitcher is hit by the batted ball or by a ball thrown to first in an attempt to get the batter out, the play will be ruled dead and treated as a foul ball. If the pitcher is hit by any other thrown ball, the play will be ruled dead and the umpire will award the runners the base they would have reached if there was no interference.
- Rule 8 If in the judgement of the umpire, a pitcher is repeatedly interfering with play, the pitcher will not be allowed to continue pitching.
- Rule 9 The umpire is responsible for placing and adjusting the tee for the batter.
- Rule 10 The batter is allowed three (3) warm-up swings before the ball is placed on the tee.
- Rule 11 The umpire shall insure that the defense is set and then place the ball on the tee and declare 'play ball'.
- Rule 12 A ball hit within fifteen (15) feet of home plate shall be a foul ball.
- Rule 13 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.
- Rule 14 There is no strikeout. Players throwing their bat shall be called out and the play is dead with no advance of runners.
- Rule 15 The player in the pitcher's position must keep one foot on the pitcher's rubber until the ball is hit. When the ball is returned to the infield and all runners have stopped advancing, the umpire shall declare the ball dead.
- Rule 16 Two coaches may be on the outfield grass on defense to assist in placement of players.
- Rule 17 A baserunner cannot leave their base until the ball is hit.
- Rule 18 Teams may play 11 players on defense, but at least 5 fielders must begin each play in the outfield. (No more than 6 players may play in the infield, the remaining players must play in the outfield)
- Rule 19 No player shall play more than two (2) innings at the same position during a game.
- Rule 20 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield
- Rule 21 No player may sit out defensively two innings during a game unless all other players have sat out at least one inning during that game.

- Rule 22 All players must reach the age of seven (7) and not yet reached the age of nine (9) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBL for the first time.
- Rule 23 Players signing up to play in KBL Class D may request to play with a friend providing at least one of the players is new to the league and neither has been “buddied” with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBL for the year in which they sign up together.

#### **SECTION XIX--CO-ED CLASS 'E'**

Rules and the following Class regulations:

- Rule 1 A minimum of six (6) players is required. Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 36 feet.
- Rule 2 The infield fly rule shall not apply.
- Rule 3 A game shall be five (5) innings in duration.
- Rule 4 5:30 p.m. games will end no later than 7:00 p.m. and 7:10 p.m. games will end no later than 8:40 p.m., regardless of the score and regardless of the inning being played. There will be no “open inning” for Class E games. There will be a five (5) run maximum rule for every half-inning of every Class E game.
- Rule 5 The umpire is responsible for placing and adjusting the tee for the batter.
- Rule 6 The batter is allowed three (3) warm-up swings before the ball is placed on the tee.
- Rule 7 The umpire shall insure that the defense is set and then place the ball on the tee and declare 'play ball'.
- Rule 8 A ball hit within fifteen (15) feet of home plate shall be a foul ball.
- Rule 9 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.
- Rule 10 There is no strikeout. Players throwing their bat shall be called out and the play is dead with no advance of runners.
- Rule 11 The player in the pitcher's position must keep one foot on the pitcher's rubber until the ball is hit. When the ball is returned to the infield and all runners have stopped advancing, the umpire shall declare the ball dead.
- Rule 12 Two coaches may be on the outfield grass on defense to assist in placement of players.
- Rule 13 A baserunner cannot leave their base until the ball is hit.
- Rule 14 Teams may play 11 players on defense, but at least 5 fielders must begin each play in the outfield.
- Rule 15 No player shall play more than two (2) innings at the same position during a game.
- Rule 16 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.
- Rule 17 No player may sit out defensively two innings during a game unless all other players have sat out defensively at least one inning during that game.
- Rule 18 All players must reach the age of (5) and not yet reached the age of seven (7) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play for the first time.
- Rule 19 Players signing up to play in KBL Class E may request to play with a friend providing at least one of the players is new to the league and neither has been “buddied” with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBL for the year in which they sign up together.

#### **SECTION XX – 2017 RULES**

Girls rules – National Federation of State High School Associations (NFHS) Softball Rules Book, 2017

Boys rules -- National Federation of State High School Associations (NFHS) Baseball Rules Book, 2017