

Kare Youth League Baseball Rules

A-AA Division

Section 1 - General Rules Affecting All Divisions

- A. The official High School Baseball rulebook will be used. Exceptions are listed in this addendum to the rules.
 B. Game regulations

Division	Time Limit	Pitch Distance	Base Distance	# Players
A	1 hour 15 minutes*	40 feet	60 feet	9
AA	1 hour, 20 minutes*	40 feet	60 feet	9
A/AA	1 hour, 10 minutes	40 feet	60 feet	9

* Optional 10-run mercy rule after 1 hour

- C. Time limits are when no new inning may start.
 D. Extra innings will be played if time permits. If the time limit is exceeded, but scheduling permits the game to continue, extra innings will continue to be played.
 E. No new inning may start within 15 minutes of another scheduled game on the same field. (Exception: If the next game is scheduled so that there are not 15 minutes between the time limit and the start of the next game,
 F. If the visiting team is ahead going into the last inning, and is still up to bat when there is 5 minutes left before the next game is scheduled to start, the game is over and the visiting team wins.
 F1. If the visiting team is losing and ties or goes ahead of the home team, the game will be completed (even if the next game scheduled starts late.)
 F2. If either team is ahead by 10 or more runs when there is 5 minutes left before the next game is scheduled to start, the game is over and the team that is ahead wins.
 G. A team must have 10 eligible players at game time. An eligible player is one who is physically capable of participating in the game. If a team has 9 players at the time of the first pitch, it is a loss. If a team has 8 or less, it counts as 2 losses.
 H. Substitutions can be used from the division below when necessary. A player may substitute once each calendar month for a period of 7 days (the same boy could play in a Saturday game and a weekday game).
 I. A substitution from a division below may not play pitcher, catcher, or 1st base.
 J. A free substitution policy is used in all divisions. Players may be put in or taken out of the game at any time. The coach should request for time from the umpire before making a substitution.
 K. Fields should be marked before each game, even if it means starting a game late.

Section 2: Pitching

- A. A rotation of at least four pitchers must be set-up at the start of the season. This rotation must be adhered to throughout the regular season, although you can put new pitchers into the rotation to add to or replace pitchers in the original rotation. Exceptions: 1) A pitcher may not start against the same team twice in a row. He should be placed as the second pitcher and the second pitcher will move up to start. 2) If a pitcher is sick or ineligible he will be skipped and used when he returns at the original rotation spot.
 B. A pitcher who starts a game is not eligible to pitch in the following game. He must also be placed at the bottom of the rotation. Penalty for pitching a pitcher who started the previous game: Forfeit.
 C. A pitcher who walks three batters in an inning must be replaced by the next pitcher in the rotation. Intentional walks do not count as walks. (Definition of an intentional walk: A walk cannot count as an intentional walk if there are already 3 balls on the batter).
 D. A team must use a minimum of 3 pitchers before the starter can be inserted back into the game as pitcher.
 F. If a pitcher has a 3 ball count on the batter and hits the batter on the next pitch, it will count as a walk.
 G. No pitcher may pitch more than 10 innings during any 7 day period. When a pitcher reaches the 10 inning limit, he will be replaced by the next pitcher in the rotation after that inning is completed.
 H. A pitcher may only be replaced before reaching his walk limit if he meets one of the following criteria:
 1. The pitcher is injured or has a sore arm.
 2. A pitcher has a combination of four walks or hit batsmen in a game.
 3. The pitcher gives up 5 or more hits in an inning.
 4. The pitcher allows 3 or more runs in an inning.
 5. The pitcher pitches 4 or more innings in a game.
 6. The pitcher has two walks in an inning.
 I. Coaches are not allowed to manipulate the pitching order to their advantage by inserting a 'new' pitcher in the rotation

Section 3 - Batter and Runner

- A. The pickoff play: If a pitcher attempts a pickoff, the runner must return to the base. If the runner does not attempt to return to the base (either breaks towards the next base and continues towards that base or attempts to get into a rundown), the runner will be out when a defensive player tags the base while holding the ball (the base where the pickoff attempt was made). If the runner attempts to return to the base (including a step or two the wrong way and then an attempted return), the tag must be made for the runner to be out. If

the pickoff throw gets passed the baseman covering the base, the runner may advance after touching the base. The emphasis is to teach proper base running.

B. Lead-off rule: The runner must have **both** feet on the dirt when leading off. If the leadoff is too far, or if the runner leaves too soon and advances to the next base, time will be called and the runner must return (even if it is a passed ball). If the runner leads off too far or leaves too soon and the ball is 1) hit by the batter or 2) a balk is called or 3) the runner is forced to that base due to a walk to hit batsman, the infraction is ignored.

C. Substitute runners can only be used for the catcher when he is on base with two outs. The substitute runner will be the offensive player who made the last out. Exception: If a runner is injured while running the bases, he can be replaced by the last offensive player to make an out. If there are no outs, the player to make the last out in the previous inning will run. If it is the first inning and there are no outs, the last batter in the batting order will run.

D. The batter may be called out by the umpire if he throws his bat, even if it doesn't interfere with a play. This is a judgment call; if the umpire feels the batter put the catcher or other player in danger of being injured, he should be called out.

E. You may not skip a batter's turn at bat for poor performance on the field (looking at a third strike, not hustling on a fly ball, etc.)

Section 4 - Division Rules

A. Back-up rule: In the A, A/AA & AA division, a runner stealing a base may not advance on an overthrow if a fielder is backing up the throw and keeps the ball in front of him. (In the A & AA division, the fielder backing up the throw must keep the ball in front of him; the runner may advance at own risk if the ball gets behind the player backing up the play). If a fielder is backing up, the ball becomes dead and no advancement may take place. The ball becomes live again when the ball enters the infield (the fair ball area inside the bases). For example, if a throw by a fielder is over the pitcher's head after a back up play is made, the ball becomes alive when it enters the infield and the runners may advance at their own risk.

If a runner continues to run after an overthrow and the player backing up throws the ball back into the infield, the runner may be tagged out if he is not on a base or has not crossed home plate. If the runner has made it safely to a base, or has crossed home plate, the umpire will call time and allow the runner to return to the base where the backup was made.

If the throw never leaves the infield the ball remains in play and the runner may advance.

B. In the A and A/AA division, the catcher does not have to catch third strike for batter to be out.

C. In the A/AA division, a maximum of 10 batters can bat in 1 inning. If there are less than three outs, runners may return to their occupied bases in the next inning, but they retain the number of outs from the previous inning. In the last inning, a team may bat until the 10th batter of that inning scores or is put out.

Section 5 - Lettering Requirements

A. A player will letter if he

1. Bats .175 or above and fields .750 or above.
2. Bats at least .125 and the sum of his batting and fielding averages is greater than or equal to 1.000.
3. Fields at least .700 and the sum of his batting and fielding averages is greater than or equal to 1.000.
4. Is the starting pitcher for at least 4 games and completes at least 75% of his starts.

Section 6 – Playoff Rules

A. A team must have 10 physically capable eligible players to participate.

B. If a team has two entries in a division, and both teams are in the playoffs, they will stay as separate teams (normal substitution rules apply). If only one team is in the playoff, all the eligible players from that team will participate along with any players from the other team that the coach wants to add. Substitution rules do not apply (they can play for the duration of the playoffs and play any position).

C. There is no substituting from a lower division for the playoffs or championship.

D. Players who are not eligible for an award are not eligible for playoffs or championship.

E. A team's pitching rotation can be reset for the playoffs. Once the rotation is set (pitchers have entered the game), it is locked for the duration of the playoffs and championship (if you bring in a second pitcher in the playoff game, he must start the championship game). All four pitchers are eligible to pitch in the first playoff game. After that game, the starting pitcher of the previous game may not pitch the next game. Keep in mind (especially in 2 out of 3 series) that a pitcher may only pitch 10 innings in a 7 day period.

Section 7 - Additional Comments

A. Coaches should not allow their players to be on the infield before a game unless they are with the coach taking infield.

B. Fields should be remarked before each game whenever possible, even if it means starting a game a few minutes late.

C. If both teams want to take infield prior to a game, the home team should take it first.

D. The home team is responsible for supplying game balls, and drying them if the grass is wet whenever necessary.

E. If you are using an electronic scoreboard, do not put the time on the scoreboard – let the umpire keep track of time.