

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
A	1 hour 15 minutes*	40 feet	60 feet
AA	1 hour, 20 minutes*	40 feet	60 feet
A/AA	1 hour, 10 minutes	40 feet	60 feet

* 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.
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 9 eligible players at game time. An eligible player is one who is physically capable of participating in the game. If a team has 8 players at the time of the first pitch, it is a loss.
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.
L. Coaches are responsible to insure the score on the scoreboard is correct each inning. Runs cannot be added after the first out of the next inning.

Section 2: Pitching

- A. A rotation of at least three 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. If a pitcher is sick or ineligible he will be skipped and placed at the bottom of the rotation for the next game.
B. Pitchers may pitch a maximum of 3 innings in a game (exception – A/AA pitchers may return to pitch even if they have pitched 3 innings). A fraction of an inning counts as a whole inning (if the pitcher is inserted into the game with 2 outs in the inning and gets the final out, that will count as 1 inning pitched).
C. 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 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

- A1. There is no straight stealing. Runners may advance if the catcher does not catch the ball. A ball that hits the ground but is still caught by the catcher is considered a caught ball.
A2. There is also no delayed stealing. Runners may advance if the pitcher does not catch the return throw from the catcher, or on any catcher throw to another base or player besides the pitcher.
B. The pickoff play: If a pitcher or catcher attempts a pickoff, the runner being picked off may not advance unless the ball gets past the baseman. If the runner breaks towards the next base, the baseman can tag the base (with the ball in hand) for the out. If the runner is in the process of returning to the base when the catch is made, a tag must be applied to the runner to record the out. If the baseman does not tag the base, but instead throws the ball to play on the runner, the defense can no longer tag the base for the out. Note: All other runners not involved in the initial pickoff play may advance at their own risk.

C. 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.

D. 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.

E. If a batter throws his bat and interferes with play, he will be called out. If it does not interfere with play, a warning will be issued to the batter. Subsequent infractions will result in an out (1 warning per game per player).

F. All players on a team's roster will bat. Late players may be penalized by skipping their turn. 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: A runner stealing a base may not advance on an overthrow from the catcher if a fielder is backing up the throw and keeps 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

A1. A team must have 9 physically capable eligible players to participate.

A2. A team must have at least 2 wins to be eligible for playoffs (ties count as ½ win).

B. If a team has two entries in a division, and both teams are in the playoffs, they will stay as separate teams. 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).

F. Playoffs – If no team has loses or ties, 2 vs. 3 (1 clinches spot), otherwise 1 vs. 4, 2 vs. 3. Playoff teams must have at least 2 wins.

G. Tie breakers to determine seed: 1) Winning percentage. 2) # of eligible players. 3) Head to head. 4) Last meeting result. 5)

Coin Flip.

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.