



2020 Field of Dreams Baseball Rules

MUST PLAY/PARTICIPATION

1. All players must play a minimum of 6 defensive outs.
2. If a game does not go four innings or if a team has 12 or more players, then all players must play at least 3 defensive outs.
3. A player under disciplinary action need not play. Said player must be reported to the umpire, opposing coach and scorekeeper.
4. No player is eligible to compete in any game unless his/her name is placed on the roster by the Director in the team's hometown.
5. In case of an injury and said player is not able to play, that player's name must appear in the scorebook with an injury notation.

TIME LIMIT

1. Starting time is the scheduled start time.
2. First game grace period is 5 minutes. Official time is kept by the home plate umpire or someone of his/her choice.
3. Four innings or 45 mins constitutes a game, if play is stopped because of inclement weather power failure, darkness or curfew.

RUNNING

1. There will be an 8' radius circle marked around the pitching rubber for coach pitch.
2. Once the pitcher gains control of the ball in the circle any runner off base must commit to advancing to the next base or returning to the previous base (Coach Pitch and Softball only).
3. The commitment must be made immediately and is irreversible unless the pitcher loses control of the ball. PENALTY: Runner is OUT.

BATTING

1. Every player (roster batting) will be in the line-up.
2. All must have a turn at bat before the first batter may bat again.

SPECIAL RULES

1. Free substitution is in effect for all players. **NOTE:** if the pitcher leaves the playing field, the pitcher cannot pitch the remainder of the game.
2. Substitution for pitchers will be limited. The number of times a pitcher can appear on the pitching mound will be twice each game.
3. Run rule: 15 runs after 3 innings or 10 runs after 5 innings. (Coach pitch not included in this rule.)
4. The home team bench shall be the 1st base side if not marked otherwise.
5. The official scorekeeper shall be the home field scorekeeper.
6. All substitutes must be reported to both scorekeepers.
7. Scorekeepers should check scores after each inning to insure proper score.

8. No player may participate on two Recreation teams (in the same age/division) within a community governed by the KVL.
9. Games are not to start with less than 7 players. This constitutes a forfeiture.
10. In case of injury and no eligible players, the game may continue with 6 players.
11. There will be no automatic out for teams playing with less than the recommended number of players.
12. A courtesy runner may be used when the catcher of the offensive team is on base and there are two outs.
13. Rainouts: Rain out games will be rescheduled.
Also, if a game is rescheduled and is rained out a second time, it may not be rescheduled.
14. Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering of own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected, third infraction game forfeited.
15. Steel cleated/spiked shoes will not be allowed.
16. Umpire decisions or games may not be protested.
17. The use of tobacco products and/or alcoholic beverages will not be allowed on the field of play or in the dugout. The use of tobacco products and /or alcoholic beverages at practice is strongly discouraged.
18. Any coach or parent ejected during any game will not be allowed to coach or attend the next game.

19. No taking batting practice before any game on the infield.

20. Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken

21. All teams will furnish their own game balls for each game.

COACH PITCH RULES 7-8 BOYS Revised 5/1/20 AGE RESTRICTION: Boys in this league cannot be 9 before Jan. 1 2020 of the season in progress. .

Machine Pitch (Optional for Basehor Teams Only)

1. There will be **5 pitches** to the batter or a strikeout whichever occurs first.
2. There will no walks
3. A foul ball on the third strike is not considered an out, if the batter fouls the 5th pitch, one and only one more pitch will be given.
4. The Coach will assist with the pitching machine at all times. A “defensive pitcher” positioned next to the pitching machine. The batter will be awarded first base if batted ball hits the machine.
5. If a batted ball hits the machine the ball is dead and the batter will go to 1st base only.
6. Machine will go behind rubber.

Coach Pitching

1. In U8 the coach of each team, or his designee, will pitch to his own team.
2. There will be no walks.
3. There will be **5 pitches** to the batter or a strikeout whichever occurs first.
4. A foul ball on the third strike is not considered an out, if the batter fouls the 5th



pitch, he will continue batting..

5. The coach must pitch the ball according to ASA rules. (Starting with both feet in the circle)

6. A “defensive pitcher” will be positioned next to the pitching coach

TIME-LIMIT: Game time-during regular season, 1 hour and 10 minutes of elapsed playing time or seven. Completed innings. Forty minutes or four completed innings constitutes a game if play is stopped because of inclement weather, rain, power failure, or curfew.

NUMBER OF PLAYERS: A team will consist of at least 10 players-**SIX PLAYERS IN THE INFIELD AND FOUR PLAYERS IN THE OUTFIELD.** A team must have at least six players by game time or forfeit. There will be no automatic out for teams playing with 6, 7, 8, or 9 players. **CIRCLE BASE AND PITCHING DISTANCES:** A 8-foot diameter circle will be marked around the pitching rubber. Boys will use 60 foot bases with the pitching rubber at 35 feet with an overhand pitch.

BATTING ORDER: Each team will list all players in the scorebook and will bat a full roster each inning. However players must bat in the same order every inning. Three outs or 5 runs scored constitute a half inning. *NOTE: The barrel diameter of a bat is limited to no more than 2 ¾”

RUN SPREAD: The game will be called with a 10-run spread after five innings.

BASE RUNNING: Runners can advance 1 base on an overthrow to 1st base. On a batted ball runners may advance at their own risk UNTIL the ball is returned to the pitcher in the circle. Runners cannot advance until ball is batted.

INFIELD FLY RULE: No infield fly rule in effect.

WALKS: No walks. There will be five pitches to the batter or a strikeout, whichever occurs first. A foul on the third strike is not considered an out, batter will continue to bat.

BUNT: No bunting or slug bunting is permitted. Batter must take a full swing.

FIELDING BALLS: An attempt must be made to throw the ball to a base and not roll the ball on the ground.

FREE SUBSTITUTION: All players may re-enter the game while his team is in the field.

COACHES: 1 - pitching coach, 1 – 1st base coach and 1 – 3rd base coach for the batting team. The team on the field can have one coach stand behind second base. Boys play with major league baseballs. Defensive coach behind second base may not interfere with ball in play. The coach who is pitching will be allowed to coach his players, as long as he is not wasting undue game time (umpire judgement). Coaches will receive only one warning.

Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering for own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected, third infraction game forfeited.

Any rules not covered in the above shall fall under the general rule written by the League and rules which will be under the jurisdiction of the home field Director.

BASEBALL LEAGUE RULES 9-10 BOYS Revised: 5/1/20

AGE: 9 – 10 Participants cannot be 11 before Jan. 1 2020 of the season in progress.

- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 45'
- **TIME LIMIT:** 1 hour and 20 minutes or 6 innings

MUST PLAY/PARTICIPATION

1. There will be 9 players at all times.
2. Once game is started, a team may play with 8 players, due to injury, with no automatic out for that player.
3. All players must play at least two complete innings on defense unless the game is called in less than 4 innings. Breaking this rule will result in a forfeit. **EXCEPTION:** Players on disciplinary action may not be required to play. They must be reported to the official scorekeeper, umpire, and opposing manager before the game begins. If not done, that player must play.
4. There will be free substitution on defense providing each player plays two complete innings.
5. A ½ inning consists of three (3) outs or seven (5) runs.

PITCHING

1. A player pitcher will pitch to each batter.
2. There will be no walks. Only when the player pitcher gets to a four ball (not pitch) count, does the coach finish pitching to a batter. The batter will either put the ball in play or strikeout.
3. The coach will have a maximum of three pitches once he called to pitch. **EXCEPTION:** The batter fouls the last pitched ball. Batter is allowed to keep batting. If the coach comes on the field and the count is 4 balls 2 strikes he will be allowed to throw 2 pitches.
4. The batter does not have to swing until the third pitch. **NOTE:** if the batter has 0 strikes when the coach is called to pitch, the first and second pitches are considered strikes even if the batter does not swing. Swing and miss pitches from the coach do count. If the batter has 2 strikes, swings and misses the first pitched ball from the coach that is the third strike, the batter is out.
5. Pitcher coach can not tell the batter when or when not to swing.
6. Teams may change the pitcher coach once each game.
7. A pitcher may pitch up to 4 innings, or 12 outs, but no more than 8 innings in a week (Monday thru Sunday). If a pitcher hits 3 batters he must be removed from the pitching position, but not the game. There will be one balk warning given per pitcher, per game.
8. This pitching rule (listed above) will be waived for tournament games.
9. There will be 3 conferences allowed per game for each pitcher, with no more than 2 in one inning.
10. When pitcher has control of the ball in the circle, base runners may advance to either of the 2 bases they are currently in between.
if a base runner deliberately stops and tries to draw a throw from the pitcher the umpire shall kill the play and send the base runner to the last base touched.

BATTING

1. All players present will bat in the batting order.
2. A dropped 3rd strike by the catcher will be an out.
3. Bunting is allowed only when kid is pitching. It is NOT allowed when coach comes into pitch.
4. **NOTE:** The barrel diameter of a bat is limited to no more than 2 ¾

RUNNING

- 1** Lead offs will be allowed on 1st base only and pitcher can make play on runner. Runner can only advance to 2nd base on an overthrow. **No lead offs when coach is pitching.**
- 2 There will be no bulldogging at anytime. Runners must slide or attempt to avoid collisions at all times.

SPECIAL RULES

1. Four innings or 3 ½ if home team is ahead constitutes a game if it is stopped because of inclement weather, rain, power failure or curfew.
2. Run Rule: 15 runs after three innings or 10 runs after five innings.
3. Infield fly rule is not in effect.
4. All catchers must wear an athletic cup at all times.
5. **Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering of own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected, third infraction game forfeit**
6. **Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken**
7. Any rules not covered in the above shall fall under the general rule written by the League and rules which will be under the jurisdiction of the home field Director

KAW VALLEY LEAGUE 2018 U12 BOYS Revised 5/1/20

- **AGES:** 11-12 Participants cannot be 13 years of age before Jan. 1 2020
- **BASE DISTANCE:** 75'
- **PITCHING DISTANCE:** 50' 6"
- **TIME LIMIT:** 1 hour 30 minutes or 7 innings

MUST PLAY/PARTICIPATION

1. All players must play 2 full innings.
2. If a game does not go four innings or if a team has 13 or more players, then all players must play at least 3 defensive outs.
3. Free substitution is in effect for all players.
4. Substitution for pitchers will be limited. The number of times a pitcher can appear on the pitching mound will be twice each game.

PITCHING

1. Season pitching rule: A pitcher may not pitch more than 6 innings in a day. Pitchers are limited to 10 innings in a calendar week.
2. Delivery of a single pitch constitutes pitching one inning.
3. A calendar week shall run from Monday morning to Sunday evening.
4. A balk call on the pitcher will be at the discretion of the umpire.
5. Tournament pitching rule: A pitcher may not pitch more than 7 innings in 2 consecutive Games.

BATTING

1. Every player (roster batting) will be in the line-up.
2. An inning will be called when the 7th run crosses home plate.
3. NOTE: The barrel diameter of a bat is limited to no more than 2 ¾ "

RUNNING

1. Batters may run on a dropped third strike when first base is empty at the time of the pitch, or when there are two outs.
2. Runners must slide or attempt to avoid contact. If in the umpire's opinion, the runner deliberately runs into a fielder, the runner is OUT.
3. A courtesy runner may be used when the catcher of the offensive team is on base and there are two outs.



SPECIAL RULES

1. Four complete innings or 45 mins. constitutes a game, if play is stopped because of inclement weather, power failure, etc.
2. Run rule: 15 runs after three innings, and 10 runs after five innings.
3. If a player is injured, the player may return to the game. The player will resume his same batting position.
4. There will be no automatic out for teams playing with less than 9 players.
5. To start a game, a team must field (7) players.
6. Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken

KAW VALLEY LEAGUE 2019 U14 BOYS RULES REVISED 5/1/20

- **AGES:** 13-14 Participants cannot be 15 years of age before Jan. 1 2020
- **BASE DISTANCE:** 90'
- **PITCHING DISTANCE:** 56'6"
- **TIME LIMIT:** 1 hour 45 minutes or 7 innings

MUST PLAY/PARTICIPATION

1. All players must play a minimum of 6 defensive outs.
2. If a team has 13 or more players present at the game, then players must play at least 3 defensive outs.
3. Defensively, 9 players play at all times. To start a game, a team must field (7) players. There will be no automatic out for missing players.
4. A player under disciplinary action need not play. Said player must be reported to the umpire and scorekeepers prior to the start of the game.

PITCHING

1. Season pitching rule: A pitcher may not pitch more than 5 innings in a day. Pitchers are limited to 10 innings in a calendar week.
2. Delivery of a single pitch constitutes one inning.
3. A calendar week shall run from Monday morning to Sunday evening.
4. Substitution for pitchers will be limited. The number of times a pitcher can appear on the pitching mound will be twice each game.

SPECIAL RULES

1. Every player (roster batting) will be in the line-up.
2. NOTE: The barrel diameter of a bat is limited to no more than 2 3/4"
3. Four innings constitutes a game, if play is stopped because of inclement weather, power failure, or curfew.
4. Run rule: 15 runs after 3 innings (or following innings) or 10 runs after five.
5. Shoes with metal spikes or cleats are not permitted.
6. An inning will be called when the 7th run crosses the plate.
8. If after a team is down by more than 7 runs and time limit has expired ,game will be officially over 9 Extra innings will be as followed. The extra inning will start with 1 out and the player that makes the last out of the previous inning will go to 2nd base. This rule will continue until the tie is broken

