

2026 Kinderball “Beginner” Rules

Game Rules

- Game Play
 - This year we will require teams to be broken up into two teams during game days. This will result in two smaller games that will allow for more opportunities for each player to field the ball and for more at bats for each player per game.
 - Two games will be played with split teams (i.e. 5 v. 5, 6 v 6, 6 v. 5)
 - Games can be played on two separate fields (if available), otherwise teams will use open green space or the outfield for a second field.
- Game Length
 - 7 inning games or no new inning after 1 hour and 00 minutes.
 - The game will end at 7:15pm (no matter the situation)
- Inning Length
 - Each ½ inning will consist of a full trip through the lineup. Any number of outs or runs may occur during those at bats.
- Field Dimensions
 - 30 feet pitcher’s mound to home plate.
 - 45 feet bases.
- Pitching Rules
 - Players will hit off of a tee, until July. At this point, coaches can pitch to their hitters during a game if they have shown consistency in practice that they can hit coach pitch. (Use proper judgement)
 - Coaches can pitch a maximum of three pitches to each hitter.
 - After three pitches, the batter will hit off of a tee.
- Catcher
 - Catchers must wear a helmet and catchers gear, if provided.
 - The catcher position will stand behind the batter a safe distance.
- Lineup Rules
 - Bat everyone.
 - Open substitutions in the field.
 - The defensive team shall consist of 5-7 players. Four players in the infield, one pitcher, and one catcher.
- Fielding Rules
 - Infielders must play "appropriate" positions (at or behind base paths).
 - No infield fly rule is in effect. The fly ball must be caught to be an out.
 - PACE OF PLAY: Have two containers for collecting balls that may be moved between home and the pitcher to speed things up.
- Base Running Rules

- No stealing.
- Players can leave the base after contact has been made by the hitter.
- Runners may advance one base on overthrows that are live.
- Base runners may not advance once the ball is in the infield and in control of a defensive player.
- Batting Rules
 - Everyone hits once per inning.
 - Rotate the order each inning (i.e. lead off hitter 1st inning, hits last in the 2nd inning)
 - No bunting
- Coaches/Umpires
 - The defensive team's coach will umpire from the field.
 - Players that get out should be sent back to the dugout. (Treat it like a real out in a baseball game).
 - Only the head or assistant coaches may coach the bases.
- Refer to MBL rules for any other specific rules for 9u.

General Rules

- The home team has the choice of dugouts for all regular season games.
- The on-deck batter must warm up in the on-deck circle on the safe side of the batter (behind the batter at the plate). With a left-handed batter up to bat, the on-deck circle is in front of the 1st base dugout. With a right-handed batter up to bat, the on-deck circle is in front of the 3rd base dugout.
- PACE OF PLAY: One offensive coach can be behind the catcher to assist with ball collection, batting skills, and manage the tee.
- Applause should be heard from all spectators for outs that are achieved!

Player Participation

- To be eligible to participate in RYBA at a specific grade level, the player must be in the specific grade at registration time, and must have registered with RYBA as a player.
- Continuous batting rule (all players bat in order) shall be used with free defensive substitution.
- The batting order should rotate between games. That is, the place in the order in which a player bats should change between games. NOTE: This may be done by any method the coach wishes to use. Recommendations are a rolling batting order or one based on position rotation.
- Each player shall play equally and rotate positions.
- Players should not play the same position more than one inning per game if possible.
- If a team has less than 9 players present, suggest sharing players from the other team to equal playing opportunities.
- Players arriving late are added to the bottom of the batting order.

- Players that leave early, become ill, go to the bathroom, or are injured during the game may miss at-bats but are only temporarily removed from the lineup and do not count as an automatic out. Players may return to the game should the coach determine they are ready.
- If a coach benches a player because of disciplinary reasons, he must report the player's name to the opposing coach prior to game time. Both coaches must enter the player's name in their scorebooks indicating disciplinary action. The coach of the disciplined player must report the player's name and reason to the commissioner within 24 hours after the game is completed.
- Players ejected from the game are considered an automatic out at their time of at-bat.

Equipment Rules

General Equipment

- All players must wear the RYBA issued hat and sponsor shirt.
- Sponsor shirts may not be changed (e.g. tie-dyed).
- Baseball pants are recommended.
- Plastic spikes are recommended. No metal spikes are allowed.

Helmets

- All players must have their own regulation helmet.
- Regulation helmets must be certified by the National Operating Committee on Standards for Athletic Equipment. These helmets will be stamped, usually on the back, with "Meets NOCSAE Standard".

Bats

- Maximum diameter at the thickest part: 2 1/4", 2 1/2", 2 5/8" or 2 3/4" with UNLIMITED weight differential and a USSSA or USA mark and meet Bat Performance Standards
- 36" or less in length
- Wood bats are allowed