

**KPYFC Follows USSSA rules with the adjustments below  
Revised March, 2025**

**6U rules**

**Section 1 Game Rules**

1. Base distances: bases shall be 45 feet apart. (Home to 2nd – 63' 7 1/2")
2. Pitching Distances: Pitching rubber shall be 34 feet.
3. Lines: All appropriate line shall be marked on the field ( 16' arc, 8' radius pitching circle, 32' pitching line if needed, batter's box, and foul line.)
4. Batter's Box: The batter's box will be marked and batter must be positioned in the batter's box. A coach may position a batter only once per inning.
5. Ball: 11 inch Incrediball TM Optic Yellow. The home team shall furnish one new or good used ball and the visiting team one good used ball per game.
6. All batter's helmets must have a face guard on them. No metal cleats allowed.
7. Game composition: a game shall be a maximum of 5 innings. No new inning can be started after 60 minutes of play, but teams will finish the current inning even if 60 minutes have passed.
8. Batter Rosters: All players shall be listed in the batting roster and take a turn at bat each inning.
9. Substitutions: Defensive substitutions are unlimited.
10. A batter/runner can get out if the defensive team catches the hit ball in the air, or beats the runner to the base with the ball. The runner will be called out and return to their dugout. Players that have progressed a base will stay on that base, leaving base where the play happened empty. The inning will continue until all batters have batted.
11. Defensive: 10 defensive players may play on the field at one time. All "Outfielders" must take their defensive position beyond the baselines.
12. Thrown Bat: A thrown bat is always an out!

**Section 2**

1. Batting Tee: The ball shall be hit off a batting tee set on home plate. The home plate coach is responsible for moving the batting tee for a play at home plate.

2. Fair Ball: A ball beyond 16 feet and between the foul lines. A ball on a line is FAIR!
3. Foul Ball: A ball that travels less than 16 feet or outside the foul lines and is touched or stops in foul territory. All balls are alive until called "foul" by the home plate coach.
4. Strike outs: there are no strike outs in this age division.
5. Hitting: a batter shall not be allowed to bunt or take a half-swing or swinging bunt. If, in the home plate coach's judgment, the batter did not take a full swing, the batter shall be called back and hit again.
6. Pitcher: shall have one foot on the pitching rubber until the ball has been hit, or the center of the circle if there is no pitching rubber.
7. Defensive players: shall hold their normal positions, no closer than the pitching rubber (34') until the ball has been hit.
8. Runner: each runner can only advance one base per batter. Runners shall not advance until the ball is hit.
9. Coaches on the field:
  - a. only two defensive coaches shall be permitted on the field. They must remain in the outfield (beyond the base path) and not obstruct play. Two (2) defensive coaches are permitted on the field during post season play.
  - b. Offensive home plate coach will be behind the plate assisting their batter. First and third base coaches are also allowed to help the runners advance bases.
10. Infield Fly Rule: The infield fly rule shall NOT be enforced.
11. Tee Ball Bats: Tee Ball (Baseball) bats are permitted.
12. Practice swing: each batter is limited to 3 practice swings per time at bat. Then encourage child to hit the ball.
13. Pitching circle: shall be marked for all games. This shall be an 8 foot radius with the center of which is 34 feet measured from the back of home plate.
14. Hitting the batting tee: if while attempting to hit a ball positioned on the tee, a batter strikes the tee and dislodges the ball, it shall be declared a "dead ball", a ball shall be replaced and the at-bat continued.
15. Batting order: all players shall be listed on the batting roster and take a turn at bat each inning. The batting order remains the same the entire game, and all batters bat each inning, unless injury prevents further participation in the game. The last batter on the roster is the

“homerun hitter” and runs all of the bases with everyone on the base in front of them crossing home plate too.

16. Late arriving player: after play has started, late arriving players shall be placed at the bottom of the batting order.

### **Section 3 General Rules**

1. Rain outs: notice of cancellation shall be given the opposing team, a minimum of two hours prior to scheduled play time. The home team is responsible for notifying the visiting team. The home team shall reschedule the rain out and notify the visiting team of the new time and date.

2. Game time shall be 6:00 PM unless otherwise listed on the Master schedule.

### **Section 4 Umpires**

The coaching staff is responsible for their players at bat or on the field. See section 2 #9.

### **Section 4 Sportmanship Rules**

1. Warm up music is fine. Walk up music is fine. But the music must stop once the player is in the batter's box.
2. Players, coaches, and parents will be respectful of the other team and the umpires. See code of conduct.

**8U rules**  
**(Coach Pitch)**

**Section 1 Game Rules**

1. Base Distances: bases shall be 55 feet apart. (Home to 2nd – 77' 9 1/4 ")
2. Pitching Distance: pitching rubber shall be 34 feet.
3. Lines: all appropriate lines shall be marked on the field ( 8' radius pitching circle, batter's box, and foul lines) NOTE: 16' arc is NOW used at 8U when the batter is hitting off the tee.
4. Ball: 11 inch Incrediball TM Optic Yellow. The home team shall furnish one new or good used ball and the visiting team one good used ball per game.
5. All batter's helmets must have a face guard on them. No metal cleats allowed.
6. Game composition: a game shall be a maximum of 5 innings. No new inning can be started after 80 minutes of play, but teams will finish the current inning even if 80 minutes have passed. An inning shall consist of five runs or three outs until the last inning. Only the 5th inning shall consist of 8 runs or three outs. If, at the completion of the 4th inning, a team is ahead by eight runs, they are declared the winner. If the score is tied at the end of the fifth inning or at the end of 80 minutes the game is complete with a tied score.
7. No protests shall be heard.
8. Infield fly rule: the infield fly rule shall not be enforced.
9. Batting roster: All players shall be listed on the batting roster and take their turn at bat unless discipline is being administered under local association or team rules. The batting order never changes and all players bat the whole game unless injury prevents further participation. Defensive substitutions are unlimited.
  - 7a. Defensive Limit: only nine defensive players shall play in the field at one time.
  - 7b. All outfielders must take up their defensive positions on the grass. Or if you're playing on an all grass field, that is equivalent to 10' from the basepath.
  - 7c. No defensive coaches on the field.
8. Defensive Players: shall hold their normal positions, no closer to the plate than the 34'

foot arc or even with the pitcher until the ball has been hit.

9. Strikeout/walks: there are no strikeouts or walks at this age level

10. Base Stealing: BASE STEALING IS NOT PERMITTED at this age, in either a recreational league play or the end of season tournament. Following a called "time" by the umpire, no runner may leave a base until the ball has been hit. If a runner leaves a base before the ball has been hit, the umpire shall call "no pitch" and return the offending runner to the original base.

11. Overthrows: a ball thrown out of play by any fielder will be declared a "dead ball: and the runners shall only be able to advance to the next base. "Out of play" is the area of the playing field designated by the umpire as being beyond the boundary lines of the playing field. Ie in the dugout, beyond the fence line, in the crowd, stuck in the fence, etc. Balls thrown beyond bases, but remaining in the playing field, are live and not considered overthrows!

12. Live Ball: a ball shall be live until the pitcher has control of the ball in the 8 foot circle or play has ceased. The umpire shall then call "time" and the pitcher shall return the ball to the adult pitcher.

13. Pitching circle: shall be marked for all games. This shall be an 8 foot radius with the center of which is 34 feet measured from the back of home plate.

14. Hitting the batting tee: if while attempting to hit a ball positioned on the tee, a batter strikes the tee and dislodges the ball, it shall be declared a "dead ball", a ball shall be replaced and the at-bat continued.

15. Batting order: all players shall be listed on the batting roster and take a turn at bat in the correct order. The batting order remains the same the entire game, unless injury prevents further participation in the game.

16. Late arriving player: after play has started, late arriving players shall be placed at the bottom of the batting order.

17. Thrown Bat: A thrown bat is always an out!

## Section 2

1. An adult representative of the offensive team shall deliver three pitches to the batter, both feet must remain in the pitcher's circle while delivering the pitch.

2. If the batter is hit by a pitched ball, the batter shall remain at-bat and the pitch shall not count towards the 3 pitch total.

3. Coach pitchers must make an athletic move to get out of the way of the play after the pitch is thrown. If coach does not get out of the way and the play is affected, a dead ball will be called, and the play will go back to the last play/pitch count.
4. If the batter fouls the 3rd pitch, **the batter will hit again.**
5. If, after the 3rd pitch, the batter has not hit a fair ball, the batting Tee shall be set up and the batter shall swing at the ball until a fair ball is hit.
6. A batter WHO BECOMES A runner AFTER hitting from the BATTING tee shall be limited to one (1) base and all runners shall be equally limited.

### **Section 3 General Rules**

1. Rain outs: notice of cancellation shall be given the opposing team, a minimum of two hours prior to scheduled play time. The home team is responsible for notifying the visiting team. The home team shall reschedule the rain out and notify the visiting team of the new time and date.
2. Game time shall be 6:30 PM unless otherwise listed on the Master schedule.
3. **If a game gets called due to weather or another reason and the inning cannot be completed. The score reverts back to the score at the end of the last completed inning.**

### **Section 4 Umpires**

The home team is responsible for the plate umpire for each league game. It is also recommended that the home team furnish a field umpire for each league game.

### **Section 5 Sportmanship Rules**

1. **Warm up music is fine. Walk up music is fine. But the music must stop once the player is in the batter's box.**
2. **Players, coaches, and parents will be respectful of the other team and the umpires. See code of conduct,**

## 10U rules

### **Section 1 Game Rules**

1. Base Distances: bases shall be 60 feet apart. (Home to 2nd – 84' 10")
2. Pitching Distance: pitching rubber shall be 34 feet.
3. Ball: 11 inch hardball Optic Yellow, core .47. The home team shall furnish one new or good used ball and the visiting team one good used ball per game.
4. All batter's helmets must have a face guard on them. No metal cleats allowed.
5. Game composition: a game shall be a maximum of 5 innings. No new inning can be started after 80 minutes of play, but teams will finish the current inning even if 80 minutes have passed. An inning shall consist of five runs or three outs until the last inning. Only the 5th inning shall consist of 8 runs or three outs. If, at the completion of the 4th inning, a team is ahead by eight runs, they are declared the winner. If the score is tied at the end of the fifth inning or at the end of 80 minutes the game is complete with a tied score.
6. No protests shall be heard. However, coaches can approach the umpire and other coach to discuss questionable calls and plays. In the end, the umpire's decision stands.
7. Infield fly rule: the infield fly rule shall not be enforced.
8. a. Defensive Limit: only nine defensive players shall play in the field at one time.
8. b. All outfielders must take up their defensive positions on the grass. Or if you're playing on an all grass field, that is equivalent to 10' from the basepath.
8. c. No defensive coaches on the field.
9. Bats: USSSA thumbprint is mandatory.
10. Dropped third strike: The dropped 3rd strike does not apply. The ball is dead and the batter is out.
11. Base stealing is permitted, but limited to 1 base per pitch and only from 2nd base to 3rd base. Runner may only advance from 2nd to 3rd as a steal regardless of throwing attempts. Base stealing is not permitted while a coach is pitching.
12. Leading Off: base runners may lead-off when the pitch leaves the pitchers hand. If they leave early it is an out.

13. Overthrows: a ball thrown out of play by any fielder will be declared a “dead ball: and the runners shall only be able to advance to the next base. “Out of play” is the area of the playing field designated by the umpire as being beyond the boundary lines of the playing field. Ie in the dugout, beyond the fence line, in the crowd, stuck in the fence, etc. Balls thrown beyond bases, but remaining in the playing field, are live and not considered overthrows!
14. Live Ball: a ball shall be alive until the pitcher has control of the ball in the 8 foot circle or play has ceased. The umpire shall then call “time” and the pitcher shall return the ball to the adult pitcher.
15. Batting Roster: All players shall be listed on the batting roster and take their turn at bat unless discipline is being administered under local association or team rules. The batting order never changes and all players bat the whole game unless injury prevents further participation. Defensive substitutions are unlimited.
16. Late Arrivals: After play has started, late arriving players shall be placed at the bottom of the batting order.
17. Injury rule: In case of injury, the previous player in the lineup who was recorded as an “out” may substitute for the injured player. The injured player may reenter the game in their normal position on the batting order. Until the injured player returns, she is skipped on the batting order. No “out” is given.
18. Bunting: Bunting is not permitted while a coach is pitching. Bunting is permitted when a player is pitching. Teams are encouraged to work on bunting in practice.
19. Thrown Bat: A thrown bat is always an out!

## Section 2

1. For each at bat, a youth pitcher will pitch until:
  - a. The batter strikes out or...
  - b. The pitcher throws 4 called “balls” or...
  - c. The ball is hit in fair territory
2. The player/pitcher pitches until there are either 4 balls, 3 strikes (called or swinging), or a ball is put in play. If there are 4 balls thrown, the parent/pitcher takes over with the strike count intact. The parent/pitcher has a maximum of 5 pitches to finish the at bat. The parent/umpire continues to call balls/strikes when the parent/pitcher is pitching. The at bat is complete when the batter reaches 3 strikes (called or swinging), puts a ball in play, or the parent/pitcher throws 5 pitches, whichever comes first. The at bat is continued if the batter fouls off the last pitch.



3. Coach pitchers must make an athletic move to get out of the way of the play after the pitch is thrown. If coach does not get out of the way and the play is affected, a dead ball will be called, and the play will go back to the last play/pitch count.
4. If a batter is hit by a YOUTH pitcher, the batter is given the option to take first base or continue the turn at bat. A batter hit by the adult pitcher, shall remain at bat.
5. There shall be no walks at this age level.
6. Safety Rule: A pitcher who hits 3 batters during any one inning shall be immediately replaced. Pitcher may stay on the field only if moved to another position. The player may return to pitch in the next inning.
7. Please note the coach/pitcher must keep both feet in the pitcher's circle while delivering the pitch.

### **Section 3 General Rules**

1. Rain outs: notice of cancellation shall be given the opposing team, a minimum of two hours prior to scheduled play time. The home team is responsible for notifying the visiting team. **The home team is also responsible for notifying the umpire rainout line by 5:00 PM.** The home team shall reschedule the rain out and notify the visiting team **and umpire scheduler** of the new time and date.
2. Game time shall be 6:30 PM unless otherwise listed on the Master schedule.
3. **If a game gets called due to weather or another reason and the inning cannot be completed. The score reverts back to the score at the end of the last completed inning.**

### **Section 4 Sportmanship Rules**

3. **Players will not scream when the pitcher winds up and throws.**
4. **Warm up music is fine. Walk up music is fine. But the music must stop once the player is in the batter's box.**
5. **Players, coaches, and parents will be respectful of the other team and the umpires. See code of conduct.**

**Select players:**

Select players:

Each team will be capped on the amount of select players on each team. 10U teams will be allowed up to 3 8U select players. There will be no positional restrictions.

School teams do not count as "select/travel" teams.

## 12U rules

### **Section 1**

1. Base Distances: bases shall be 60 feet apart. (Home to 2nd – 84' 10")
2. Pitching Distance: pitching rubber shall be 40 feet.
3. Ball: 12 inch hardball Optic Yellow, core .47. The home team shall furnish one new or good used ball and the visiting team one good used ball per game.
4. All batter's helmets must have a face guard on them. No metal cleats allowed.
5. Game composition: a game shall be a maximum of 5 innings. No new inning can be started after 80 minutes of play, but teams will finish the current inning even if 80 minutes have passed. An inning shall consist of five runs or three outs until the last inning. Only the 5th inning shall consist of 8 runs or three outs. If, at the completion of the 4th inning, a team is ahead by eight runs, they are declared the winner. If the score is tied at the end of the fifth inning or at the end of 80 minutes the game is complete with a tied score.
6. No protests shall be heard. However, coaches can approach the umpire and other coach to discuss questionable calls and plays. In the end, the umpire's decision stands.
7. Infield fly rule: the infield fly rule will be enforced.
8. Bats: USSSA thumbprint is mandatory.
9. Dropped third strike: The dropped 3rd strike rule does apply. If the batter has already turned towards their dugout and is reminded to run then it is too late to turn around and run.
10. Base stealing is permitted.
11. Leading Off: base runners may lead-off when the pitch leaves the pitchers hand. If they leave early it is an out.
12. Batting Roster: All players shall be listed on the batting roster and take their turn at bat unless discipline is being administered under local association or team rules. The batting order never changes and all players bat the whole game unless injury prevents further participation. Defensive substitutions are unlimited.
13. Late Arrivals: After play has started, late arriving players shall be placed at the bottom of the batting order.

14. Injury rule: In case of injury, the previous player in the lineup who was recorded as an “out” may substitute for the injured player. The injured player may reenter the game in their normal position on the batting order. Until the injured player returns, she is skipped on the batting order. No “out” is given.

15. Bunting: Bunting is permitted.

16. Thrown Bat: A thrown bat is always an out!

17. The catcher shall use either a catcher’s mitt, 1st base glove or functional mitt that fits the catchers hand and is controlled easily.

18. A pitcher who hits 3 batters during any one inning shall be immediately replaced. Pitcher may stay on the field only if moved to another position. The player may return to pitch in the next inning.

19. If a batter is hit by the pitcher, the batter is given the option to take first base or continue the turn at bat.

20. Intentional walks: The pitcher must throw 4 pitches to the batter. The pitcher may not deliberately drop, roll, or bounce the ball while in the pitching position in order to prevent the batter from striking it.

### **Section 3 General Rules**

1. Rain outs: notice of cancellation shall be given the opposing team, a minimum of two hours prior to scheduled play time. The home team is responsible for notifying the visiting team. The home team is also responsible for notifying the umpire rainout line by 5:00 PM. The home team shall reschedule the rain out and notify the visiting team and umpire scheduler of the new time and date.

2. Game time shall be 6:30 PM unless otherwise listed on the Master schedule.

3. If a game gets called due to weather or another reason and the inning cannot be completed. The score reverts back to the score at the end of the last completed inning.

4. Reporting: Following each game (including rainouts and rescheduled games) each team shall notify its own Association representative and report whether or not an umpire was Present.

5. If paid umpires are not provided the home team is responsible for the plate umpire for each home game. The visiting team must furnish a field umpire for each game.

6. Reporting scores: coaches must report scores as soon as possible using the reporting system that comes with the schedule.

#### **Section 4 Sportmanship Rules**

6. Players will not scream when the pitcher winds up and throws.
7. Warm up music is fine. Walk up music is fine. But the music must stop once the player is in the batter's box.
8. Players, coaches, and parents will be respectful of the other team and the umpires. See code of conduct.

#### **Select players:**

Select players:

Each team will be capped on the amount of select players on each team. 12U teams will be allowed up to 3 10U select players. There will be no positional restrictions.

School teams do not count as "select/travel" teams.

## 14U, 16U, and 18U rules

### Section 1

1. Base Distances: bases shall be 60 feet apart. (Home to 2nd – 84' 10")
2. Pitching Distance: pitching rubber shall be 43 feet.
3. Ball: 12 inch hardball Optic Yellow, core .47. The home team shall furnish one new or good used ball and the visiting team one good used ball per game.
4. All batter's helmets must have a face guard on them. No metal cleats allowed.
5. Game composition: a game shall be a maximum of 5 innings. No new inning can be started after 80 minutes of play, but teams will finish the current inning even if 80 minutes have passed. An inning shall consist of five runs or three outs until the last inning. Only the 5th inning shall consist of 8 runs or three outs. If, at the completion of the 4th inning, a team is ahead by eight runs, they are declared the winner. If the score is tied at the end of the fifth inning or at the end of 80 minutes the game is complete with a tied score.
6. No protests shall be heard. However, coaches can approach the umpire and other coach to discuss questionable calls and plays. In the end, the umpire's decision stands.
7. Infield fly rule: the infield fly rule will be enforced.
8. Bats: USSSA thumbprint is mandatory.
9. Dropped third strike: The dropped 3rd strike rule does apply. If the batter has already turned towards their dugout and is reminded to run, then it is too late to turn around and run.
10. Base stealing is permitted.
11. Leading Off: base runners may lead-off when the pitch leaves the pitchers hand. If they leave early it is an out.
12. Batting Roster: All players shall be listed on the batting roster and take their turn at bat unless discipline is being administered under local association or team rules. The batting order never changes and all players bat the whole game unless injury prevents further participation. Defensive substitutions are unlimited.
13. Late Arrivals: After play has started, late arriving players shall be placed at the bottom of the batting order.

14. Injury rule: In case of injury, the previous player in the lineup who was recorded as an “out” may substitute for the injured player. The injured player may reenter the game in their normal position on the batting order. Until the injured player returns, she is skipped on the batting order. No “out” is given.

15. Bunting: Bunting is permitted.

16. **Thrown Bat: A thrown bat is always an out!**

17. The catcher shall use either a catcher’s mitt, 1st base glove or functional mitt that fits the catchers hand and is controlled easily.

18. A pitcher who hits 3 batters during any one inning shall be immediately replaced. Pitcher may stay on the field only if moved to another position. The player may return to pitch in the next inning.

19. If a batter is hit by the pitcher, the batter is given the option to take first base or continue the turn at bat.

20. **Intentional walks: The pitcher must throw 4 pitches to the batter.** The pitcher may not deliberately drop, roll, or bounce the ball while in the pitching position in order to prevent the batter from striking it.

### **Section 3 General Rules**

1. Rain outs: notice of cancellation shall be given the opposing team, a minimum of two hours prior to scheduled play time. The home team is responsible for notifying the visiting team. **The home team is also responsible for notifying the umpire rainout line by 5:00 PM.** The home team shall reschedule the rain out and notify the visiting team **and umpire scheduler** of the new time and date.

2. Game time shall be 6:30 PM unless otherwise listed on the Master schedule.

3. **If a game gets called due to weather or another reason and the inning cannot be completed. The score reverts back to the score at the end of the last completed inning.**

4. Reporting: Following each game (including rainouts and rescheduled games) each team shall notify its own Association representative and report whether or not an umpire was Present.

5. If paid umpires are not provided the home team is responsible for the plate umpire for each home game. The visiting team must furnish a field umpire for each game.

6. Reporting scores: coaches must report scores as soon as possible using the reporting system that comes with the schedule.

#### **Section 4 Sportmanship Rules**

9. Players will not scream when the pitcher winds up and throws.

10. Warm up music is fine. Walk up music is fine. But the music must stop once the player is in the batter's box.

11. Players, coaches, and parents will be respectful of the other team and the umpires. See code of conduct.

#### **Select players:**

Select players:

Each team will be capped on the amount of select players on each team. 14U teams will be allowed up to 4 12U or 14U select players. There will be no positional restrictions.

14U teams can have a selection of players. They can accept up to 4 16U players, 4 select players, or a mix of the two to make 5 players that include select and 16U players.

School teams do not count as "select/travel" teams.





