

Kirksville Baseball Softball Association

By-Laws

And

Policies & Procedures

Last updated 5-1-17

Articles I through XII By-Laws and Sections III through VII and Section XI Policies and Procedures of the Kirksville Baseball Softball Association may be obtained by request from any KBSA Board Member.

Section I

Purposes

The purposes of the policy and procedures for KBSA shall be to provide guidelines for the operation of the amateur athletic program to include, but not limited to, the following areas:

- A. The regulation of all play in the KBSA to include the number of teams in each league, the number of players on each team, the selection and removal of managers, coaches and other personnel, the selection and control of sponsors for teams, the establishment and enforcement of eligibility requirements for players, and the selection and assignment of players to teams.
- B. The adopting of all rules of play and the provisions for enforcement of such rules and regulations as are established by the KBSA Board of Directors and/or the general membership.
- C. To establish positions and personnel to assist in the day to day operation of the program directed by the KBSA Board of Directors.
- D. To provide for written guidelines under which the KBSA will conduct its financial affairs and to facilitate the overall operation of the business of the KBSA.

Section II

Regulation of Play

In the administration of the program these policies and procedures are to be used as amendments to the National Federation of State High School Association Rules official handbooks each season. Published rules will govern play in respective leagues unless exceptions or amendments are set forth in these policies and procedures.

Section III

Rules of Play and General Rules

Baseball and Softball

Rules of play other than as described in Section II of these policies and procedures shall be governed by the rules and regulations set out by the Kirksville Baseball Softball Association and/or its amendments from year to year. The Board of Directors shall have the power to enforce rules of play adopted and provided herein.

- A. All participants in KBSA activities shall adhere to the Kirksville Baseball Softball Association Code of Conduct, which is attached to these policies and procedures and incorporated herein by this reference.
- B. The coaching staff of each team shall be responsible for the removal of all trash from the dugout and/or the area, if the trash is from their team's use of the area.
- C. No metal cleats or spikes allowed except for 13-15 baseball.
- D. All ages: if a vacancy occurs during a game for any reason, there will be no out charged.

8.01 PLAYING FIELDS

- a) Ages **5-6** co-ed will have bases set at 50 feet and pitching rubber at 30 feet. Ages **7-8** baseball and **7-8** softball will have bases set at 50 feet distances and the pitching rubber at 35 feet. For ages **5-6** co-ed **and 7-8** baseball and **7-8** softball the pitchers circle is 8 feet in diameter, halfway marks between 1st and 2nd, 2nd and 3rd, 3rd and home. There will be an outfield line represented by an arc radiating 10 feet from the bases.
- b) 9-10 Girls Softball will have bases set at 60 feet distances; the pitching rubber is set at 35 feet distance. An 11 inch softball is used.

- c) 11-12 Girls will have bases set at 60 feet distance, the pitching rubber set at 40 feet. 13-16 Girls Softball will have bases set at 60 feet distances; the pitching rubber is set at 43 feet. A 12 inch softball is used.
- d) Ages 9-10 Baseball will have bases set at 60 feet and the pitching rubber is set at 43 feet.
- e) Ages 11-12 Baseball will have bases set at 70 feet and the pitching rubber set at 50 feet.
- f) Ages 13-14-15 Baseball will have bases set at 90 feet and the pitching rubber set at 60 feet 6 inches.

8.02 REGULATION PLAYING TIME (INNINGS/HOURS)

- a) Ages 5-6 Co-ed will play three (3) innings with an hour and 15 minute time limit.
- b) Ages 7-8 Softball and Baseball will play four (4) innings with an hour and 15 minute time limit.
- c) Ages 9-10 Baseball and 9-10 Softball will play five (5) innings with an hour and 30 minute time limit. Ten run rule after four (4) full innings.
- d) Ages 11-12 Baseball will play six (6) innings with an hour and 45 minute time limit. Ten run rules after four (4) innings.
- e) Ages 13-14-15 Baseball will play seven (7) innings with a two hour time limit. Ten run rule after five (5) full innings.
- f) Ages 11-12 Softball will play six (6) innings with one hour 30 minute time limit. Ten run rules after four (4) full innings.
- g) Ages 13-14-15-16 Softball will play seven (7) innings with one (1) hour 30 minute time limit. Ten (10) run rule after five (5) full innings.

8.03 Regulation Playing Time

Each boy or girl in the Ages of 5-6 Co-ed, 7-8 Baseball and 7-8 Softball must play the entire game which he/she attends except in cases of disciplinary action, provided the Vice President of Baseball or Vice President of Softball has notice of such action. No player sits the bench, all play each inning.

Ages 9-10, 11-12, 13-14-15-16 Softball and 9-10, 11-12, 13-14-15 Baseball batting lineup will consist of all rostered players and will bat until they have made three outs. Free defensive substitution is allowed, Softball pitcher may re-enter only one time to pitch. No re-enter for any pitcher in Baseball.

8.04 Umpires

- a) Ages 5-6 Co-ed, 7-8 Baseball and 7-8 Softball, both teams may need to provide an umpire.
- b) Ages 9-10 Baseball and 9-10 Softball an umpire will be furnished for home plate. Ages 11-12, 13-14-15 Baseball, and 11-12, 13-14-15-16 Softball there will be two (2) umpires furnished for each game. One will be designated as the home plate umpire and the other will be the base umpire.

8.05 Rule Protesting

- a) A manager or coach(es) may protest anything other than the umpire's judgment, in writing, with a written interpretation of the rule in question. Protest is to be sent to the Kirksville Baseball Softball Association within 48 hours of the game in question. This protest must be accompanied by a non-refundable \$20.00 deposit. This protest must be signed by the coach(es) making the protest. KBSA Board of Directors will review the situation and make a ruling within one week from date it is received. A letter stating the decision of the KBSA Board of Directors will be sent to both coaches involved in the game in question.
- b) **Tournament protest will be heard on the spot by the vice-president of that division (or their board designee) upon payment of the \$20 protest fee. All decisions will be final.**

8.06 Sportsmanship Rules

- a) Both teams will be issued a warning when a player on either team intentionally throws a bat. Each incident resulting from a malicious act of throwing the bat will result in immediate suspension of the player.
- b) Players must remain in the dugouts at all times except for the batter, base runners, and on-deck batter. All base runners, the batter and the on-deck batter must wear helmets.
- c) Any type of negativity, profane or abusive language will not be tolerated. PENALTY:
 - 1) Coaches or players will be immediately suspended from the game and will not be allowed to remain in the dugout. Any reoccurrence of such conduct from any one individual will result in indefinite suspension from KBSA activities.
 - 2) Any person who attends as a spectator of a game will be barred from the facility for the remainder of the day. Any reoccurrence of such conduct from any one individual will result in indefinite suspension from KBSA activities.
- d) Any player or coach striking or laying hands on an official or destroying property at North Park, Jaycee Park, or Patryla Park will be suspended indefinitely.

- e) A coach or assistant coach purposefully and knowingly acting against the best interest of his/her team or Kirksville Baseball Softball Association, will be severely reprimanded and/or possibly suspended for the remainder of the season and/or the following season. Said action to be determined by the KBSA Board of Directors.
- f) Any requests for disciplinary action should be sent in written form to the Kirksville Baseball Softball Association Board of Directors at P.O. Box 603 Kirksville, MO within 48 hours of the offense. The Board of Directors will review the situation and make a ruling within one week from date it is received. A letter stating the decision of the Board of Directors will be sent to all parties involved in offense.

8.07 Scorekeeping

- a) The KBSA will provide an official score book for each team in each league to be used to record all games played. These scorebooks will become the official property of KBSA.
- b) The home team will be responsible to keep the official scorebook.
- c) Line-ups must be submitted in ink to the official scorekeeper ten minutes prior to the game time. **Players will be listed by their last names, number and position played.**
- d) The second team listed on the schedule of games will be the home team.
- e) At the completion of all games the following information should be recorded in all official score books:
 - 1) Name of both teams.
 - 2) Name of coaches (by their own signature).
 - 3) Date and time of event.
 - 4) Runs scored by innings/total runs for each team.
 - 5) Innings pitched by any player of either team (if applicable).

8.08 Minimum Number of Players to Begin Game

- a) In all leagues there will be a minimum of eight (8) players needed to begin a game. If you have six of your rostered players, you may borrow players (See Section – Borrowing Players) in order to start the game. If the minimum number of players cannot be met by game time the PENALTY: Forfeiture of game.
- b) Late players are to be added to the bottom of the line-up should they arrive. No line-up changes may be made by either team after the first pitch of the game, except to add a late player to bottom of the line-up or if a player must leave the game. If a player leaves the game, creating a vacancy in the line-up, no out shall be charged but no substitution can be made into that vacancy

8.09 Borrowing Players

- a) Age **5-6** Co-ed and **7-8** Softball may borrow players from teams in their respective leagues provided they do not have enough players for a regulation team. A regulation team consists of ten (10) players. However, they must have at least six (6) of their regular players and only borrow enough players to field a regulation team. All borrowed players must appear on an official roster of a team in the KBSA.
- b) All other leagues may borrow from the next league lower in age group with all intention to borrow the oldest players from the league first. Any team that borrows from another league must have six (6) regular players and may only borrow enough to field a regulation team. A regulation team shall consist of ten (10) players. All borrowed players must appear on an official roster of a team in the KBSA.
- c) All coaches should have the consent of the player's coach or parent before he/she may play in another league.
- d) Ages 9-10, 11-12, 13-14-15-16. There will be no out charged for a vacancy in the line-up due to not having 10 players to start the game. Late players may be added to the bottom of the line-up should they arrive. Any vacancy created by injury, illness or schedules will be skipped and not be an out.
- e) All borrowed players must play in the outfield and bat at the bottom of the lineup.

8.10 The violation of any general rule not already occurred by penalty may result in protest of the games involved.

8.11 Game Time Starting Limitations

All games scheduled Sunday through Thursday shall be scheduled to start by 8:45 pm regardless of the league of play. This rule shall apply to all league and tournament games regardless of age group.

8.12 Limits of Games in One Day

No team shall play more than three (3) games in one (1) day in either league play or tournament play regardless of the age group involved.

8.13 Special Tournament Rules

- a) KBSA will set a tournament seeding and rules meeting to which all head coaches are invited. This meeting shall take place prior to the start of the tournament. Tournament brackets will be established using single elimination, double elimination or pool format. Alternative rules must be agreed upon by a majority of the coaches in attendance.
- b) If KBSA intends to implement any rules for a tournament, which are different from the rules used in regular league play, coaches will be notified prior to the first day of the tournament. If the rule changes are not provided as set forth above, the tournament shall be played using applicable league rules.
- c) Player may play for only one team during a tournament even if that team is eliminated from play. Borrowed players must be in compliance with borrowing players Section 8.09. Exceptions must be requested and approved by the appropriate Vice-President in advance of game start.
- d) **Tournament protest will be heard on the spot by the vice-president of that division (or their board designee) upon payment of the \$20 protest fee. All decisions will be final.**

Section IX

Baseball League Rules

Modified Rules

9.00 All KBSA Baseball/Softball Leagues

All games tied at the end of regulation innings will end tied unless at least 15 minutes remain on the time limit. One and only one extra inning will be played if at least 15 minutes remain on the time limit.

There must be ten (10) minutes or more remaining in the time limit to start another inning.

All teams must play with no more than six (6) players on the infield.

Games suspended by weather or any other reason will be resumed or called complete by league supervisor. Dependant upon time played, and innings completed.

*****NO NECKLACES ALLOWED*****

9.01 Ages 5-6 Co-ed

- a) All outfielders must remain behind the outfield line until the ball is hit (See 8.01a). When the ball has been hit the outfielder may cross this line to make a play, but must be behind it before the next pitch.
- b) Each team will play a normal infield, all other players will be in outfield, normal being 3B, SS, 2B, 1B, P, C, in front of the outfield line.
A player for the defensive team must have at least one foot inside the pitcher's circle when the pitch is delivered.
- c) Coaches will pitch to their own players. The coach will start to pitch with one foot in the circle.
- d) The batter cannot receive a base on balls. The batter cannot intentionally bunt the ball. The batter will receive a maximum of six (6) pitches **regardless of the number of strikes (no strikeouts at this level)**. An at bat will not end on a foul ball.
- e) After six (6) pitches, the **T** will be allowed.
- f) If a batted ball hits the pitching coach, it will be ruled a dead ball. The batter and all runners advance one base. If the ball is hit directly to the pitcher in the circle, the pitcher can make a play to any base or hand the ball to the pitching coach to create a dead ball call (runners advance one base). If the pitcher catches a ball outside the circle & passes through the circle while making a play it is a live ball & legal play until completion of play.
- g) If a runner has reached the half-way mark between two bases before the ball passes thru the circle, he/she may advance to the next base.
- h) The runner must wait until the ball is hit before leaving their base. First offense the team receives a warning and player returns to their previous base.
- i) A dead ball will be declared if the ball is returned to the pitcher's circle. The ball must only pass thru the circle, does not have to be touched by pitcher.
- j) Runners will be allowed to advance only one base if the ball is overthrown at any base, but still must advance at their own risk. Any overthrow of first or third base that falls into unplayable territory will advance runners one base. (Unplayable territory to be determined by coaches prior to start of game.)
- k) Each team will bat their entire line-up one time per inning. Overthrow rule applies to all batters, including last batter in

order.

- l) There is no stealing of any base allowed in this age group and a batter may not run on a dropped third strike; the batter is out.
- m) No big barrel bats allowed.
- n) High school rule on batter stepping out of the box or keeping one (1) foot in the box is waived.

9.02 Age 7-8 Year Old Baseball

- a) Each team will play a normal infield, all other players will be in outfield, normal being 3B, SS, 2B, 1B, P, C, in front of the outfield line.
A player for the defensive team must have at least one foot inside the pitcher's circle when the pitch is delivered.) All outfielders must remain behind the outfield line until the ball is hit (See 8.01a). When the ball has been hit the outfielder may cross this line to make a play, but must be behind it before the next pitch.
- c) No bunting allowed.
- d) The coaches will pitch overhand to their own players. The maximum number of pitches to a batter will be equal to three (3) strikes and/or six (6) pitches, whichever comes first. No base on balls. The coach will start to pitch with one foot in the circle. An at bat will not end on a foul ball.
- e) Runners will be allowed to advance only one base if the ball is overthrown at any base, but still must advance at their own risk. If the defensive player retrieves the overthrown ball and makes a play on the runner, only that one base is allowed even if the ball is again overthrown. Any overthrow from a fielder to the pitcher is also only one base allowed and also at own risk.
- f) Dead ball will be declared in the following situations:
 - 1) Ball falls into unplayable territory (as determined previously).
 - 2) Ball is thrown thru pitchers circle (ball does NOT have to be touched by pitcher).
 - 3) Pitcher hands ball to pitching coach after it is batted into pitcher's circle. Runners will advance one base.
 - 4) Batted ball hits the pitching coach. Batter & all runners advance one base.
 - 5) Any decision so deemed necessary by the home plate umpire.
- g) During approximately first half of season, teams will bat entire line-up each inning. During approximately second half of the season, each half inning will end after three (3) outs or entire lineup has batted.
- h) The runner must wait until the ball is hit before leaving the base. First offense the team receives a warning and the player returns to their previous base. Every incident following the warning will result in a team's players being called out. Each incident results in a dead ball being declared until the umpire has rendered his/her decision. Simultaneous occurrences will result in only the lead runner being called out.
- i) There is no stealing of any base allowed in this age group and a batter may not run on a dropped third strike: the batter is out.
- j) No big barrel bats allowed.
- k) High school rule on batter stepping out of the box or keeping one (1) foot in the box is waived.

9.03 Ages 9-10 Year Old Baseball

- a) Pitchers may only pitch fifteen (15) outs in one game and not more than seven (7) innings in one calendar week. A calendar week is from 12:01 am Monday to Midnight the following Sunday. However, a pitcher must have two (2) calendar days of rest between pitching assignments if he pitches **more than three (3) innings in any one game**. This applies for Saturday to Monday games, even though this crosses into a new calendar week. PENALTY: Forfeiture of games that exceed limitation for pitching. Pitchers will receive a warning on balks.
- b) The pitching of one pitch to a batter constitutes one inning pitched. Five warm-up pitches maximum between innings. No pitcher can re-enter the game as a pitcher after moving to another position or the bench. No intentional walks allowed.
- c) A pitcher must be removed upon the second trip to the mound by a coach in any one (1) inning. A trip to the mound occurs when a coach crosses the foul line into the field of play.
- d) A dead ball will be declared in the following situations:
 - 1) If batter walks. No advance by any runner unless forced by walk.
 - 2) A ball falls into unplayable territory as outlined by the home plate umpire prior to the start of the game.
 - 3) Any situation deemed necessary by the home plate umpire.
- e) There shall be absolutely free defensive substitution. All players bat in the line-up.
- f) A runner may not steal home. He/she may score if a play is made on him/her or any other base runner by the making of an actual throw to any base in an attempt to get any runner out.
- g) High school rule on batter stepping out of the box or keeping one foot in the box is waived, but it is an out if batter steps on plate when contacting a fair ball.

- h) A base runner may not lead off the base and may only steal after the ball crosses the plate. If a base runner leaves the base prior to the pitch crossing the plate, the umpire shall give each team one (1) warning, thereafter the player is out.
- i) A batter in this league is out on a dropped third strike and ball is dead.
- j) A batter may leave the batters box after pitch, but must return to the box within five (5) seconds or a strike will be called.
- k) A base runner may not advance to another base when the ball is being thrown back from the catcher to the pitcher after a pitch and the ball is overthrown. It is a dead ball and the runners must return to their respective bases. All other overthrows to the pitcher are live balls. All other overthrows to any player are live balls.
- l) Bat size is not regulated in this league except that a bat may not exceed 33 inches in length and/or 2 ¼ inches in diameter. No big barrel bats allowed.
- m) Maximum of five (5) runs allowed to score per team per inning for the entire game, including the last inning during the regular season. Run limit waived in last inning during Tournaments.
- n) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- o) Maximum of ten (10) players on the field.
- p) Bunting is allowed.
- q) Infield fly is not in effect.

9.04 Ages 11-12 Year Old Baseball

- a) Pitchers may only pitch eighteen (18) outs in one game and not more than eight (8) innings in one calendar week. A calendar week is from 12:01 am Monday to Midnight the following Sunday. However, a pitcher must have three (3) calendar days of rest between pitching assignments if he pitches **more than four (4) innings in any one game**. This applies for Friday to Monday games, even though this crosses into a new calendar week. An inning is defined as 3 outs, i.e. 1 out equals 1/3 of an inning. Five warm-up pitches between innings. No pitcher (including starter) can re-enter as a pitcher after being moved to another position or the bench. PENALTY: Forfeiture of games that exceed limitation for pitching. Pitchers will receive a warning on balks.
- b) There shall be absolutely free defensive substitution. All players bat in the line-up.
- c) Bat size is not regulated in this league except that a bat shall not exceed 33 inches and/or 2 ¼ inches in diameter. No big barrel bats allowed.
- d) A batter may leave the batters box after any pitch at his discretion but must return to the batters box within five (5) seconds or a strike will be called. Batter will be out if stepping out of the box or stepping on the plate when contacting a fair ball.
- e) A pitcher must be removed upon the second trip to the mound by a coach in any one (1) inning. A trip to the mound occurs when a coach crosses the foul line into the field of play.
- f) Maximum of six (6) runs allowed to score per team per inning. Run limit waived in last inning.
- g) As per high school rules, a pitcher may indicate an intentional walk and therefore does not have to throw the pitches.**
- h) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- i) Maximum of ten (10) players on the field.
- j) Infield fly is in effect with less than two (2) outs and runners on 1st and 2nd or 1st, 2nd and 3rd.
- k) On drop 3rd strike, batter is out and ball is dead.

9.05 Ages 13-14-15 Year Old Baseball

- a) Pitchers may only pitch twenty one (21) outs in one game and not more than ten (10) innings in one calendar week. A calendar week is from 12:01 am Monday to Midnight the following Sunday. However, a pitcher must have three (3) calendar days of rest between pitching assignments if he pitches **more than five (5) innings in any one game**. This applies for Friday to Monday games, even though this crosses into a new calendar week. An inning is defined as 3 outs, i.e. 1 out equals 1/3 of an inning. Five warm-up pitches between innings. No pitcher (including starter) can re-enter as a pitcher after being moved to another position or the bench. PENALTY: Forfeiture of games that exceed limitation for pitching. Pitchers will receive a warning on balks.
- b) A regulation game will consist of seven (7) innings, or five (5) innings if the game is called.
- c) Bat size cannot be more than 33" in length or 2⁵/₈" in diameter. Big barrel bats are allowed.
- d) A pitcher must be removed upon the second trip to the mound by a coach in any one (1) inning. A trip to the mound occurs when a coach crosses the foul line into the field of play.
- e) There shall be absolutely unlimited defensive substitutions allowed. All players bat in the line-up.
- f) Maximum of six (6) runs allowed to score per team per inning. Run limit waived in last inning.
- g) As per high school rules, a pitcher may indicate an intentional walk and therefore does not have to throw the pitches.**
- h) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- i) Infield fly is in effect with less than two (2) outs and runners on 1st and 2nd or 1st, 2nd and 3rd.
- k) On drop 3rd strike, batter is out and ball is dead.

Section X

Softball Leagues

Modified Rules

10.00 All KBSA Baseball/Softball Leagues

All games tied at the end of regulation innings will end tied unless at least 15 minutes remain on the time limit. One and only one extra inning will be played if at least 15 minutes remain on the time limit.

No necklaces allowed.

10.01 Ages 7-8 Year Old Softball

- a) All outfielders must remain behind the outfield line until the ball is hit (See 8.01a). When the ball has been hit the outfielder may cross this line to make a play, but must be behind it before the next pitch.
- b) Each team will play a normal infield, all other players will be in the outfield, normal being 3B, SS, 2B, 1B, P, C, in front of the outfield line. A player for the defensive team must be inside the pitcher's circle when the pitch is delivered.
- c) Coaches will pitch to their own players. The coach will start to pitch with both feet in the circle. One step/stride forward is permitted.
- d) The batter cannot receive a base on balls. The batter cannot intentionally bunt the ball. The batter will receive a maximum of six (6) pitches. An at bat will not end with a foul ball. No strikeouts.
- e) Runners will be allowed only one base if the ball is thrown past any base. Runners advance at their own risk. If the defensive player retrieves the ball and makes a play on the runner, only that one base is allowed.**
- f) If a runner has reached the half-way mark between two bases before the ball passes thru the pitcher's circle, he/she may advance to the next base.
- g) The runner must wait until the ball crosses the plate before leaving their base. First offense the team receives a warning and player returns to their previous base. Every incident following the warning will result in a team's players being called out. Each incident results in a dead ball being declared until the umpire has rendered his/her decision. Simultaneous occurrences will result in only the lead runner being called out.
- h) Runners will be allowed to advance only one base if the ball is overthrown at first and third base falling into unplayable territory (unplayable territory to be determined by coaches prior to start of game).
- i) The defensive player (pitcher) may not stand in front of the pitching coach while he/she is delivering a pitch.
- j) The infield-fly rule is not in effect.
- k) Dead ball will be declared in the following situations:
 - a. Ball is thrown thru pitchers circle (ball does NOT have to be touched by pitcher).
 - b. Pitcher hands ball to pitching coach after it is batted into pitcher's circle. Runners will advance one base.
 - c. Batted ball hits the pitching coach, the batter and all runners advance one base.
 - d. Any decision so deemed necessary by the home plate umpire.
- l) If the pitcher catches a ball outside the circle and passes through the circle while making a play, it is a live ball and legal play until completion of play.
- m) "Borrowed" players must play in the outfield and bat at the end of the line up. An 11-inch softball used.

10.02 Ages 9-10 Year Old Softball

- a) There will be no maximum innings pitched restrictions for this league. An 11-inch softball used.
- b) Teams are to bat complete roster with free substitution except for pitcher. Pitcher may re-enter only one time.
- c) Team will bat (3) outs or maximum five (5) runs per inning, including last inning.
- d) 9-10 league may steal and may leave the base after the ball is released by the pitcher. Runners leaving the base early will receive one (1) warning and will be called out after that warning. Runners may only steal one base per pitch and can not steal home even if a play is made on the runner.
- e) Players allowed one (1) base on all overthrows. Throws from catcher back to pitcher are dead balls.
- f) Teams will consist of 10 players in the field, six (6) infielders and four (4) outfielders.
- g) There will be no out charged for a vacancy in the line-up due to not having 10 players to start the game. Late players may be added to the bottom of the line up should they arrive.
- h) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- i) In an attempt to lessen the number of walks, and bring hitting and fielding back into the game, the KBSA Board of Directors will implement the following rule for 9-10 softball only:

No Walk Rule: If ball 4 is called by the umpire the batter will not be given a Base on Balls and the following coach pitch rules will apply:

- a) **The batter will remain at bat and assumes whatever Ball/Strike count she has accrued. The coach for the team at bat will then pitch a maximum of 3 additional pitches to the batter. The umpire shall call a strike if the batter fouls the pitch (less than 2 strikes), or swings and misses, if this is strike 3, the batter is out. If the batter has not made contact with the ball after the 3rd pitch the batter is out. An at bat will not end with a foul ball.**
- b) The ball is dead unless legally hit into playable territory by the batter. Runner(s) may not steal. Runners may not advance on a wild pitch or a passed ball.
- c) The runner must wait until the ball is hit before leaving their base.
- d) The coach must start with both feet in the circle and may take only one step/stride forward.
- e) If a batted ball hits the pitching coach, it will be ruled a dead ball. The batter and all runners advance one base.
- f) If the batter puts the ball in play, and in the ensuing play by the defensive team, a thrown ball hits the pitching coach, and in the judgment of the umpire the pitching coach made a reasonable attempt to avoid contact, the ball is dead and the runners advance to the base they were attempting to take at the time of contact.
- g) If in the umpire's judgment the pitching coach intentionally interfered with the play, the ball is dead, the runner nearest home is out, and all other runners return to their starting base.
- h) The pitcher may not stand in front of the pitching coach while he/she is delivering a pitch, but must have at least one foot in the pitchers circle.
- i) Infield fly is not in effect.

10.03 Ages 11-12 Year Old Softball

- a) There will be no maximum innings pitched restrictions for this league.
- b) Teams will consist of 10 players in the field.
- c) There will be no out charged for a vacancy in the line up due to not having 10 players to start the game. Late players may be added to the bottom of the line-up should they arrive.
- d) Teams are to bat complete roster with free substitution except pitcher. Pitcher may re-enter only one time.
- e) Maximum of six (6) runs allowed to score per team per inning. Run limit waived in last inning.
- f) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- g) Infield fly is in effect with less than two (2) outs and runners on 1st and 2nd or 1st, 2nd and 3rd.
- h) On drop 3rd strike, batter is out and ball is dead.

10.04 Ages 13-14-15-16 Year Old Softball

- a) Teams will consist of 10 players in the field.
- b) There will be no out charged for a vacancy in the line up due to not having 10 players to start the game. Late players may be added to the bottom of the line-up should they arrive.
- c) Teams are to bat complete roster with free substitution except pitcher. Pitcher may re-enter only one time.
- d) Maximum of six (6) runs allowed to score per team per inning. Run limit waived in last inning.
- e) All borrowed players must play in the outfield and bat at the bottom of the lineup.
- f) Infield fly is in effect with less than two (2) outs and runners on 1st and 2nd or 1st, 2nd and 3rd.
- g) On drop 3rd strike, batter is out and ball is dead.