

K.Y.S.A.

2009 Major Baseball Local Rules

1. The National Federation of High School Rule Book will be followed while playing the "Majors 1st Season"; these Local Rules will supersede high school rules.
2. Any youth whose birth date is on or after August 1, 1997 is eligible for participation in Majors 1st Season of the 2009 year. A 13-year old 6th grader may play as long as they are still thirteen (13) years old by August 1, 2009.
3. Bases are to be seventy (70) feet apart.
4. Pitching distance is fifty (50) feet.
5. The home team will occupy the 3rd base dugout and the visitors the 1st base dugout.
6. The home team is required to supply a home plate umpire, while the visitor must supply a field umpire.
7. The home team is required to furnish two new baseballs, of good quality leather for each game and required to prep field prior to game.
8. Visiting team responsible for raking fields after games as well as policing the area for trash, and returning rakes and umpire gear to the field house.
9. Each team is permitted 15 minutes infield prior to the start of the game, as long as it can start on time.
10. Each team will bat its entire roster.
11. There shall be free defensive substitution, including pitchers. Each player must play a minimum of six (6) defensive outs. If a player arrives late and is unable to complete his/her defensive outs, they must be inserted immediately and play until the game is completed or they have played their required six (6) defensive outs, should the game go into extra innings.
12. A player arriving after the game has started will be inserted at the end of the batting lineup.

13. If a player is removed from the game and misses a turn at bat, she/he cannot return to the lineup in that game. The injured player's name will be removed from the batting order and all other players continue to bat in the same order.
14. If a player is injured while running the bases, she/he must be replaced by the player furthest from batting that is not on base. This substitute runner returns to their place in the batting order ceasing the pinch running duties. The injured player is removed from the lineup.
15. If a player is removed from the lineup and the lineup drops to eight players, out will be assessed each time the batting order advances to the removed player's location in the lineup. If the lineup drops below eight, then the game will be a forfeit.
16. The speed-up rule in the high school rulebook is waived. There will not be a speedup rule in JBO.
17. Designated pinch hitter rule will not be allowed.
18. Three (3) defensive charged conferences will be allowed per regular game. An additional charged conference per extra inning will be permitted. There is a limit of one offensive charged conference per inning.
19. No on deck batter will be allowed.
20. Base Running Appeal: For failure to touch a base (advancing or returning), or failure to tag up as the ball is touched on a caught fly ball, the runner is out. This is a delayed penalty if not played upon by the defense during the same playing action (live ball). After all playing action has ended; the umpire will indicate time-out to call the runner(s) out. During playing action, the runner is out if, before returning to each untouched base, the runner is touched by the ball in the hand of a fielder, or the ball is held by a fielder on that missed base (including home plate). In this instance, the out would be called immediately before time is called.
21. Two adult coaches may coach on the bases providing an adult is on the bench for supervision.
22. Games are officially terminated after six innings, except ties, which will continue into extra innings. Four innings constitute a legal game.
23. We will abide by the twelve (12) run rule. The twelve (12) run rule provides that a game will end after four (4) innings, or any inning thereafter, when a team is twelve or more runs behind and has completed its turn at bat. Any games called as a result of this rule DOES NOT waive the six (6) defensive out rule.
24. The winning coaches will notify the appropriate league official of the game scores

25. Uniform shirts will be numbered, with no two alike.
26. NOCSAE batting helmets are to be worn by all batters and runners in all leagues. All catchers must wear catcher's head and face protection, throat protector and protector cup during warm-ups and during games in all leagues.
27. The High School rule requiring a 1.8 inch circle on the bat is waived.
28. Any High School restriction on weight-to-length-of-bat and maximum bat diameter will be disregarded.
29. A player may wear any type of shoe as far as rubber cleats are concerned. Steel cleats are not allowed.
30. Batting and running helmets should be worn while on the playing field. If the ball is live, players may not remove their helmets while on the playing field. Upon the first offense, both teams are warned; upon the second, an out is declared. Enforcement of this rule never results in an ejection.
31. No player can be intentionally walked more than one (1) time per game. A manager can notify the home plate umpire of an intentional walk before the first pitch is thrown to the batter and the batter will be sent to first base; no pitches will count against the pitcher's pitch count for the intentional walk.
32. Pitching Rules:
 - A. Players that are league age 11 or 12 can pitch a maximum of 85 pitches in any one game.
 - B. Players that are league age 10 and under can pitch a maximum of 75 pitches in any one game.
 - C. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.