

## KENTWOOD BASEBALL & SOFTBALL LEAGUE RULES - 2026

### SECTION I--PLAYERS, FIELDS, UNIFORMS, EQUIPMENT

Rule 1 The league shall provide hats and jerseys that are to be worn only for scheduled league games. Players are responsible for providing baseball pants to be worn during league games. In Class E, players must wear long pants. No clothing is allowed that conceals the sponsor's name. No modifications may be made to the hats or jerseys without executive board approval.

Rule 2 Tennis shoes and shoes with molded cleats are permitted. Hard-soled shoes and shoes with metal cleats are prohibited.

Rule 3 Players not in compliance with uniform and footwear regulations shall not be allowed to enter the game. In boys and girls Class A, B and C, uniform shirts must be tucked in completely when pitching and batting.

Rule 4 The league shall provide protective helmets which must be worn by all batters and baserunners during games and organized practices.

Rule 5 The league shall provide catchers equipment which must be worn in full during games. Players warming-up pitchers must wear catcher's helmet and mask.

Rule 6 All players in Coed E may use either a baseball bat or a softball bat. Players in boys class A, B, C and D must use baseball bats. Players in girls class A, B, C and D must use softball bats.

Rule 7 All bats used for softball must be non-wood. Bats must be permanently marked with the USA Softball or the ASA stamp.

Rule 8 All bats used for baseball must be non-wood. Bats must be permanently marked with the USA Baseball stamp.

Rule 9 All bats provided by KBSL are legal.

Rule 10 In girls A, B, & C, Pitchers will be required to wear softball fielding masks. It is strongly encouraged for all other players in infield positions to utilize softball fielding masks while at play.

Rule 11 The league shall provide rule books and KBSL general rules and Class regulations. Each team shall be responsible for having its set of rules at each game.

Rule 12 The league shall provide new baseballs and softballs for each game. The home team is responsible for providing one good used ball to be used if needed.

Rule 13 The league shall provide official score sheets to be completed by the home team during each game, the winning team is responsible for turning the score sheet in at the concession stand. No standings will be kept for Class D or E leagues. Accordingly, no score sheets need to be turned in for boys or girls D league or for the Class E league. Trophies for participation will be awarded to all players in boys and girls D league and in Class E'.

Rule 14 Catcher's and first baseman's gloves may only be worn when at those positions with the exception of boys and girls D and E.

Rule 15 The league shall attempt to assign no more than fourteen (14) players per team in boys and girls Classes A, B and C and no more than fifteen (15) players in boys and girls Class D and the 6 year old league, when at all possible.

### SECTION II--SUBSTITUTING, CHARGED CONFERENCE, AND CONDUCT

Rule 1 All players must play defensively at least three (3) full innings or nine (9) outs, except in the case of injury occurring to a player prior to his or her completing three (3) full innings. If a player arrives after the completion of one or more innings, it shall be left up to the coach if the player should play more than one inning. The league recognizes that there may be circumstances where this may not be possible. The KBSL Board of Directors will determine on a case-by-case basis whether a coach has violated this provision. Failure to comply with this rule will result in a one game suspension of the coach. This rule does not apply to games less than four (4) innings in length.

Rule 2 A player may be substituted defensively at any time during the game provided the ball is dead and the player being replaced has played at least three (3) outs in succession.

Rule 3 Any injured uniformed player may occupy the bench but any player on the bench not playing for any reason must be identified to the umpire and the opposing coach prior to the start of the game.

Rule 4 In boys and girls classes A, B and C, pitchers being substituted shall be allowed five (5) warm-up pitches or ninety (90) seconds.

Rule 5 A coach shall be allowed one trip to the pitching mound per inning, which must be limited to 45 seconds from the time the Umpire calls time out. If a second trip is made to the pitching mound during any one inning, he/she must change pitchers. Attending to an injured player does not constitute a charged conference.

Rule 6 When a team is on defense, all reserve players and coaches shall occupy the dugout, bench or warm-up area.

Rule 7 Coaches shall be held responsible to cooperate with umpires and league officials to promote constructive behavior by parents, players, coaches, and spectators.

Rule 8 There is no smoking on the KBSL complex.

Rule 9 Home team shall occupy the third base dugout or bench.

Rule 10 A player who, in the judgement of the umpire, is injured during play may exit the game without penalty. Should the player regain the ability to play during the duration of the game, (s)he may re-enter the game at their original position in the batting order.

### SECTION III--PLAYING TERMS AND DEFINITIONS

Rule 1 A calendar week shall begin at 12:01 a.m. Monday and end at 12:00 midnight Sunday evening.

Rule 2 Official time is that time determined by the umpire immediately prior to the start of the game. The umpire shall designate an official time-keeping watch for the game.

Rule 3 Co-champions for each class are allowed and shall be determined by identical records at the end of the regular scheduled season. Co-champions are entitled to first place awards.

Rule 4 Second place for each class is determined by the second best record, provided the class has no co-champions. Co-second place holders shall be determined by identical records at the end of the regular season. Second and co-second place holders are entitled to runner-up awards.

Rule 5 An illegal player is any player not on the official roster or any player ruled ineligible for any reason. Playing an illegal player shall constitute automatic forfeit of the game.

#### **SECTION IV--STARTING AND ENDING OF THE GAME**

Rule 1 Tornado watches or warnings or other severe weather warnings that are announced during any ball game will result in the immediate suspension of play and games that are not long enough to be declared "official" will be postponed or canceled.

Rule 2 The league will postpone games whenever a tornado watch or warning or other severe weather warning is in effect as of one (1) hour before game time, or whenever either condition is announced during a game. For example, if a tornado watch extends past 4:30 p.m., the 5:30 games are canceled. The 7:30 games are not canceled unless the watch is extended past 6:30 p.m. Anytime an "all clear" condition exists as of one (1) hour before a ball game, then the game will proceed as scheduled.

Rule 3 In the event of inclement weather, no game shall start after 15 minutes has elapsed from the scheduled starting time.

Rule 4 Any game not a regulation game when postponed shall be replayed in its entirety.

Rule 5 If a game is called, it is a regulation game if:

- A) four (4) innings have been completed.
- B) the home team has scored more runs in three (3) or three (3) and a fraction half innings than the visiting team has scored in four (4) completed half innings.
- C) the home team scores one or more runs in its half of the fourth inning to tie the score.

Rule 6 Before game time, the umpire and coaches shall discuss ground rules. An official scorekeeper shall be identified, batting orders shall be exchanged, and the umpire will designate an official time-keeping watch.

Rule 7 In boys and girls A, B and C, any inning beginning after 1 hour and 30 minutes from the scheduled start time will be called "open inning" and will have no run limit per half inning. No inning shall start after 1 hour 45 minutes from the scheduled start time. Both games will end no later than 1 hour 55 minutes after the scheduled start time of the game, unless an at bat is taking place at that time, in which case that at bat will be allowed to be completed naturally, and the game will end immediately following the completion of that at bat.

Rule 8 If a game ends as a result of the time limit, the final score will be determined as follows:  
If the game is in the open inning and the home team has tied the game, the tie score will stand, otherwise the score from the last complete inning will be used.  
If the game is in any inning other than the open inning and the visiting team is at bat, the score from the last complete inning will be used. If the home team is at bat and has gone ahead or has tied the score, the score will stand, otherwise the score from the last complete inning will be used.  
If the game is in any inning other than the open inning and the visiting team is at bat, the score from the last complete inning will be used. If the home team is at bat and has gone ahead or has tied the score, the score will stand, otherwise the score from the last complete inning will be used.

Rule 9 A team ahead by fifteen (15) runs after 5 innings shall be declared the winner regardless of the inning (4 1/2 innings for home team, 5 innings for visiting team).

Rule 10 Extra innings shall not be played in order to break a tie game. Any game which is tied at the end of the regulation number of innings shall end as a tie.

Rule 11 Any game not scheduled by the league shall be null and void.

Rule 12 Games called due to inclement weather will be made up on a 'first canceled' 'first rescheduled' basis. Saturday makeup games will be scheduled at 9:00 a.m., 11:00 a.m., and 1:00 p.m. and weekday games will be scheduled at 5:30 p.m. and 7:30 p.m. This schedule is subject to change depending upon the weather.

#### **SECTION V--PITCHING**

Rule 1 In Girls Classes A, B and C, one pitch by a player constitutes an inning pitched. when determining maximum innings a player may pitch.

Rule 2 In girls Classes A, B and C, no pitcher may pitch more than four (4) innings in one game.

Rule 3 In girls Classes A, and B, a coach may not use more than five (5) pitchers, including the starter (4 pitching changes) in one game.

Rule 4 In Girls Classes A and B, a pitcher removed and re-entered again as pitcher, is considered a separate pitcher and counted as another pitching change.

Rule 5 In Girls Class C, there shall be no limit to the number of pitchers used in a game.

Rule 6 In girls Classes A, B and C, violation of pitching regulations shall constitute automatic forfeit of the game in which the violation occurred.

Rule 6 In Boys Class A, no player may exceed 95 pitches in one game.

Rule 7 In Boys Class B, no pitcher may exceed 85 pitches in one game.

Rule 8 In Boys Class C, no pitcher may exceed 75 pitches, or three (3) innings (whichever occurs first) per game.

Rule 9 In Boys Classes A, B and C, pitches shall be counted and documented by both teams.

Rule 10a Pitch counts for all pitchers must be noted on the official score sheet.

Rule 10b Both Coaches must agree to noted pitch counts and sign the official score sheet prior to submitting.

Rule 11 In boys Classes A, B and C, the Coach must remove the pitcher when the pitch limit is reached. The pitcher may continue in the game at another position. If the pitcher reaches their pitch limit during an at bat, he may continue to pitch until one of the following occurs:  
a) The batter reaches base  
b) The batter is put out  
c) The third out is made to complete the half inning

Rule 12 In boys Classes A, B and C, pitchers must observe a mandatory rest period after pitching, as noted below. A player may not pitch in any KBSL game during this rest period.  
a) 1-20 pitches thrown shall require zero (0) calendar days of rest  
b) 21-35 pitches thrown shall require one (1) calendar day of rest

- c) 36-50 pitches thrown shall require two (2) calendar days of rest
- d) 51-65 pitches thrown shall require three (3) calendar days of rest
- e) 66 or more pitches thrown shall require four (4) calendar days of rest

Rule 13 Coaches are responsible for managing required rest periods for pitchers on their team.

Rule 14 Coaches who believe an opposing team has violated either the pitch count limit or required rest period should inform the home plate Umpire immediately.

Rule 15 In boys Classes A, B and C, a player who has been removed from the game as a pitcher may not re-enter the same game as a pitcher.

Rule 16 In boys Classes A, B and C, a pitcher who pitches more than forty (40) pitches in a game may not play the position of catcher in that game.

Rule 17 In boys Classes A, B and C, a player who plays the position of catcher for four (4) innings in a game may not pitch in that game.

Rule 18 In boys Classes A, B, and C, there shall be no limit to the number of pitchers used in a game, however each pitcher who enters the game must pitch to at least three (3) batters, with the exception of an injury to the pitcher.

Rule 19 In boys Classes A, B and C, Coaches who are found to have violated the pitch limit and/or required rest period for a given pitcher are required to remove that pitcher immediately. The pitcher may continue in the game at another position. Failure to comply with pitch limits and required rest periods may result in suspension of the Coach at the discretion of the Board of Directors.

Rule 20 In boys Classes A, B and C and girls Classes A, and B, the pitcher shall be allowed five (5) warm-up pitches or ninety (90) seconds at the start of each half inning. In Boys A, B and C, warm up pitches will not count toward pitch count limits.

Rule 21 In boys Classes A, B and C, if a Team chooses to intentionally walk a batter, four pitches must be added to the pitcher's total pitch count, however, the pitcher will not be required to physically throw those pitches.

#### **SECTION VI--BATTING**

Rule 1 There is no substituting in batting, and all players available for play in the game shall take their turn at bat in a batting order provided by the coach to the official scorer prior to the game.

Rule 2 Any player not available at the start of the game shall not be included in the batting order. Any player arriving after the start of the game shall enter the batting rotation after the last name appearing on the official batting order.

Rule 3 A batter throwing the bat in Class C, D or E shall result in a team warning with subsequent violations resulting in the batter being called out. Any other outs or advance of baserunners will stand. In the umpire's judgement, if the thrown bat interfered with the defense's ability to make a play, dead ball will be declared by the umpire. Runners will return to the base occupied at the time of the pitch. If the batter is not declared out, they will resume their time at bat with the previous count.

Rule 4 A batter throwing the bat in Class A or B shall result in the batter being called out. Any other outs or advance of baserunners will stand. In the umpire's judgement, if the thrown bat interfered with the defense's ability to make a play, the play will be declared dead by the umpire and runners will return to the base occupied at the time of the pitch.

#### **SECTION VII--BASERUNNING**

Rule 1 A baserunner shall be called out and may be removed from the game when, in the umpire's judgment, he deliberately runs into the defensive player attempting to make the tag for the putout.

Rule 2 A baserunner shall be called out when, in the Umpire's judgement, he does not attempt to avoid a collision with a defensive player at home plate.

Rule 3 In Boys and Girls A, B and C, if a baserunner will be playing pitcher or catcher in the next half inning, a courtesy runner may be utilized in his place at anytime after his at bat; play must be dead and the Umpire must award time out before the courtesy runner may be employed. The courtesy runner will be the last player to have been put out. A courtesy runner will not be allowed: A) in the seventh inning, or B) if the inning has been declared "open inning" by the Umpire.

#### **SECTION VIII--UMPIRING**

Rule 1 All decisions by the umpires during a game are final. Protests will not be considered.

Rule 2 Equipment which does not meet specifications shall be removed from the game.

Rule 3 If an umpire removes a coach, player or spectator from a game because of his/her conduct, a complete incident report must be filled out and filed by the umpire involved, and signed by both umpires working the game within 24 hours of the incident.

Rule 4 The board of directors of the KBSL will not take any disciplinary action against a coach, umpire, or league official until an investigation has been conducted by a representative of the KBSL board. This section will not apply to blatant actions not in the best interest of the KBSL.

#### **SECTION IX--CONDUCT AND COACHING ETHICS**

Rule 1 Any coach, assistant coach, or player asked to leave a game by the umpire because of his/her conduct must do so immediately. He/she will have 24 hours from the time of the incident to notify the Board of Directors, in writing, of the circumstances involved. If this rule is not complied with the coach or players will be suspended until the rule is complied with.

Rule 2 Any coach, assistant coach, or other active member of the Kentwood Baseball & Softball League judged, by a majority vote of the executive board, to be under the influence of alcohol or other substance during any KBSL activity, may be expelled from the league for an indefinite period. Any subsequent appeal must be made to the board of directors and reappointment to the league must be approved by two thirds vote.

Rule 3 any coach, assistant coach, or other active member of the Kentwood Baseball & Softball League whose actions are judged by a majority vote of the executive board to be detrimental to the purpose and aims of the KBSL may be suspended from active participation for an indefinite period. Any subsequent appeal must be to the Board of Directors and reappointment to the league must be approved by two thirds vote.

Rule 4 The general meeting in the fall of the year prior to the player pool drawing, and the general meeting held in the spring of the year prior to equipment handout, shall be mandatory. Each team shall be represented at these meetings by the head coach, assistant coach, or a person appointed by the coach. With no representation at these meetings, the head coach is suspended for two (2) games. A written explanation presented to the board could waive this rule, or if a new coach is appointed from the team roster.

Rule 5 Coaches will be responsible for the conduct of spectators towards players and umpires. Any behavior deemed not to be in the best interest of the KBSL by an umpire or member of the Board of Directors will cause an automatic forfeit of the game in question.  
Rule 6 The conduct of a parent, assistant coach or fan is attributable or is deemed to be the conduct of the coach of the team.

#### **SECTION X--PLAYER POOL**

Rule 1 Each team shall be allowed one coach and one assistant coach of record.  
Rule 2 No player may transfer teams without first entering the player pool.  
Rule 2a A team with five or more players returning from the prior year will be allowed to remain on the same team and/or move up to the next Class as a group providing there is a coach.  
Rule 2b All players entering Classes A, B, and C will attend an evaluation prior to the player pool. Players may be exempt from evaluation based on the date they sign up, or for limited circumstances at the discretion of the President and Division Commissioner. Evaluation results will be private and used by the Division Commissioner to ensure even distribution of skill among teams. Prior to the player pool, Commissioners will assign each Player a number and place each Player in groups according to their evaluation scores. Coaches will select numbers from each group as directed by the Commissioner. This will be a temporary rule change, effective for the 2024 and 2025 seasons. It must be presented for another vote at the end of the 2025 season.  
Rule 3 A coach's, assistant coach's and sponsor's son or daughter has the option of playing on the team his or her parent coaches. If the coach, assistant coach or sponsor do not have a son or daughter eligible to play on the team, they may designate a player to play on the team prior to the player pool.  
Rule 4 The child or designated child of a coach or assistant coach that has resigned from his/her coaching position may remain on the team his/her parent resigned from only if the new coach or assistant coach wishes not to add his/her child to the team. If the new coach wishes to have his/her child on the team, the child of the coach replaced must enter the pool. This rule also applies if a team changes sponsors.  
Rule 4a If the coaching or sponsor change is for the betterment of the KBSL, the Board of Directors may waive rule 4, but only by a two-thirds vote of the Board of Directors.  
Rule 4b Every team must declare an assistant coach opening day of play.

#### **SECTION XI--BOYS CLASS 'A'**

Rule 1 A minimum of six (6) players is required to play a legal game.  
Rule 2 Distance between all bases shall be 85 feet. Distance between the point of home plate and the front of the pitching rubber shall be 55 feet.  
Rule 2 A game shall be seven (7) innings in duration.  
Rule 3 There will be a five (5) run limit on scoring for each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively. A forfeit will occur if a minimum of six (6) players are not present at the start of the scheduled game time.  
Rule 4 All players must reach the age of thirteen (13) and not yet reached the age of fifteen (15) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

#### **SECTION XII--BOYS CLASS 'B'**

Rule 1 Minimum of six (6) players is required to play a legal game.  
Rule 2 Distances between all bases shall be 70 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 50 feet.  
Rule 3 There is no balk; however, if a pitcher fails to deliver the ball within 20 seconds, it shall be called a ball against the pitcher.  
Rule 4 Games shall be seven (7) innings in duration.  
Rule 5 When, in the Umpire's judgement, play has stopped naturally, and the pitcher is in contact with the pitcher's rubber with the ball in his possession, the baserunners may not leave the base they are currently occupying. Baserunners shall not leave their bases until the ball has been delivered and has reached the batter. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out. A violation by one baserunner shall not affect other baserunners. The pitch shall be called no pitch with no advance of baserunners.  
Rule 6 There will be a five (5) run limit on scoring for each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively. A forfeit will occur if a minimum of six (6) players are not present at the start of the scheduled game time.  
Rule 7 All players must reach the age of eleven (11) and not yet reached the age of thirteen (13) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

#### **SECTION XIII--BOYS CLASS 'C'**

Rule 1 Minimum of six (6) players is required to play a legal game.  
Rule 2 Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 46 feet.  
Rule 3 Games shall be seven (7) innings in duration.  
Rule 4 Each baserunner may steal one (1) base per at bat.

Rule 5 Baserunners shall not leave their base until the ball has been delivered and reaches the batter. Violation of this rule results in the runner being warned with this being the only warning for that team. Subsequent violations for that team shall result in an out.

Rule 6 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. The last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when four (4) or more innings have been completed and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.

Rule 7 The batter is out on the third strike regardless of whether the third strike is legally caught by the catcher.

Rule 8 A tenth player will be allowed on the field, but only as a fourth outfielder. All outfielders must play a minimum of fifteen (15) feet off the skin of the infield.

Rule 9 No player shall play more than two (2) innings at the same position during a game with the exception of the pitcher and the catcher.

Rule 10 No player may sit out defensively during two (2) consecutive innings.

Rule 11 All players must play at least one (1) inning at an infield position.

Rule 12 All players must reach the age of nine (9) and not yet reached the age of eleven (11) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

#### **SECTION XIV--BOYS CLASS 'D'**

Rule 1 A minimum of six (6) players is required.

Rule 2 Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 46 feet.

Rule 3 The infield fly rule shall not apply.

Rule 4 A game shall be six (6) innings in duration.

Rule 5 Games will be scheduled at 5:30pm or 7:30pm. No inning shall begin after 1 hour and 30 minutes from the scheduled start time and games will end no later than 1 hour and 45 minutes from the scheduled start time, regardless of the score and regardless of the inning being played. There will be no "open inning" for Class D games. There will be a five (5) run maximum rule for every half-inning of every Class D game.

Rule 6 Pitches will be delivered from a pitching machine. If the batter has not hit the ball after three pitches, the batting tee will be used. The "pitcher" can be the team coach, the assistant coach, or an adult designated by the team coach. Only one ball may be used at a time, and the catcher must return the ball to the pitcher after each pitch. A Coach from the offensive team will operate the machine and must make every effort to avoid interfering with a batted ball or a defensive play. If the Coach is hit by the batted ball or by a ball thrown to first in an attempt to get the batter out, the play will be ruled dead and treated as a foul ball. If the Coach is hit by any other thrown ball, the play will be ruled dead and the umpire will award the runners the base they would have reached if there was no interference.

Rule 7 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.

Rule 8 There is no strikeout. Players throwing their bat shall be called out and the play is dead with no advance of runners.

Rule 9 Two coaches may be on the outfield grass on defense to assist in placement of players.

Rule 10 A baserunner cannot leave their base until the ball is hit.

Rule 11 Teams may play 11 players on defense, no more than 6 players may begin each play in the infield, The remaining players may play in the outfield. There must be a player in the position of pitcher, and a player in the position of catcher.

Rule 12 No player shall play more than two (2) innings at the same position during a game.

Rule 13 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.

Rule 14 No player may sit out defensively two innings during a game unless all other players have sat out at least one inning during that game.

Rule 15 All players must reach the age of seven (7) and not yet reached the age of nine (9) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

Rule 16 Players signing up to play in KBSL Class D may request to play with a friend providing at least one of the players is new to the league and neither has been "buddied" with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBSL for the year in which they sign up together.

#### **SECTION XV--GIRLS CLASS 'A'**

Rule 1 A minimum of six (6) defensive players is required to play a legal game.

Rule 2 Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 43 feet.

Rule 3 A pitcher may not pitch more than four innings in any game.

Rule 4 Games shall be seven (7) innings in duration.

Rule 5 A baserunner may advance only after the pitcher releases the pitch. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out.

Rule 6 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.

Rule 7

All players must reach the age of thirteen (13) and not yet reached the age of sixteen (16) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

**SECTION XVI--GIRLS CLASS 'B'**

Rule 1 A minimum of six (6) players is required to play a legal game.  
Rule 2 Distances between all bases shall be 60 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 40 feet.  
Rule 3 A pitcher withdrawn from the mound may return to the mound as a pitcher in that game.  
Rule 4 Games shall be seven (7) innings in duration.  
Rule 5 A baserunner may advance only after the pitcher releases the pitch. Violation of the rule results in the runner being warned with this being the only warning for that team. Subsequent violations by that team will constitute an out.  
Rule 6 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.  
Rule 7 All players must reach the age of eleven (11) and not yet reached the age of thirteen (13) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

**SECTION XVII--GIRLS CLASS 'C'**

Rule 1 A minimum of six (6) players is required for a legal game.  
Rule 2 Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 35 feet.  
Rule 3 A game shall be no more than seven (7) innings in duration.  
Rule 4 Each baserunner may steal one (1) base per at bat.  
Rule 5 Baserunners shall not leave their base until the ball has been delivered and reaches the batter. Violation of this rule results in the runner being warned with this being the only warning for that team. Subsequent violations for that team shall result in an out.  
Rule 6 There will be a five (5) run limit on scoring per each half inning with the exception of the last inning. Last inning shall be the seventh inning unless otherwise declared by the umpire. The umpire shall only declare last inning when three (3) or more innings have been completed, and the official time is after 7:00 p.m. or 9:00 p.m. for games scheduled to start at 5:30 p.m. or 7:30 p.m. respectively.  
Rule 7 The batter is out on the third strike regardless of whether the third strike is legally caught by the catcher.  
Rule 8 A tenth player will be allowed on the field, but only as a fourth outfielder. All outfielders must play a minimum of fifteen feet off the skin of the infield.  
Rule 9 No player shall play more than two (2) innings at the same position during a game with the exception of the pitcher and the catcher.  
Rule 10 No player may sit out defensively during two (2) consecutive innings.  
Rule 11 All Players must play at least one (1) inning at an infield position.  
Rule 12 All players must reach the age of nine (9) and not yet reached the age of eleven (11) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.

**SECTION XVIII--GIRLS CLASS 'D'**

Rule 1 A minimum of six (6) players is required.  
Rule 2 Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 36 feet.  
Rule 3 The infield fly rule shall not apply.  
Rule 4 A game shall be six (6) innings in duration.  
Rule 5 Games will be scheduled at 5:30pm or 7:30pm. No inning shall begin after 1 hour and 30 minutes from the scheduled start time and games will end no later than 1 hour and 45 minutes from the scheduled start time, regardless of the score and regardless of the inning being played. There will be no "open inning" for Class D games. There will be a five (5) run maximum rule for every half-inning of every Class D game.  
Rule 6 Pitches will be delivered from a Coach or representative from the offensive team. If the batter has not hit the ball after three pitches, the batting tee will be used. Only one ball may be used at a time, and the catcher must return the ball to the pitcher after each pitch. The Coach pitcher must make every effort to avoid interfering with a batted ball or a defensive play. If the Coach is hit by the batted ball or by a ball thrown to first in an attempt to get the batter out, the play will be ruled dead and treated as a foul ball. If the Coach is hit by any other thrown ball, the play will be ruled dead and the umpire will award the runners the base they would have reached if there was no interference.  
Rule 7 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.  
Rule 8 There is no strikeout. Players throwing their bat shall be called out and the play is dead with no advance of runners.  
Rule 9 Two coaches may be on the outfield grass on defense to assist in placement of players.  
Rule 10 A baserunner cannot leave their base until the ball is hit.  
Rule 11 Teams may play 11 players on defense, no more than 6 players may begin each play in the infield, The remaining players may play in the outfield. There must be a player in the position of pitcher, and a player in the position of catcher.

Rule 12 No player shall play more than two (2) innings at the same position during a game.  
 Rule 13 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield  
 Rule 14 No player may sit out defensively two innings during a game unless all other players have sat out at least one inning during that game.  
 Rule 15 All players must reach the age of seven (7) and not yet reached the age of nine (9) years by August 1 of the current playing season in order to be eligible for playing. There will be no exception to this rule. Birth certificates are required at the time of sign-ups for players registering to play in KBSL for the first time.  
 Rule 16 Players signing up to play in KBSL Class D may request to play with a friend providing at least one of the players is new to the league and neither has been "buddied" with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBSL for the year in which they sign up together.

### **SECTION XIX--CO-ED CLASS 'E'**

Rule 1 A minimum of six (6) players is required to play a legal game.  
 Rule 2 Distances between all bases shall be 50 feet. Distance between the point of home plate and the front side of the pitching rubber shall be 36 feet.  
 Rule 3 The infield fly rule shall not apply.  
 Rule 4 A game shall be five (5) innings in duration.  
 Rule 5 Games will end one hour after the scheduled start time, regardless of the score and regardless of the inning being played. There will be no "open inning" for Class E games. There will be a five (5) run maximum rule for every half-inning of every Class E game.  
 Rule 6 The batter shall have the option to either use the batting tee or to use "coach pitch".  
 Rule 6a If the batter chooses "coach pitch", the coach for the offensive team shall pitch to the batter. The batter will have three pitches to attempt to hit the ball. If the batter has not hit the ball after three pitches, the batting tee will be used. The "pitcher" can be the team coach, the assistant coach, or an adult designated by the team coach.  
 Rule 7 The pitcher must pitch from a position no closer to home plate than half the distance from home plate to the pitching rubber.  
 Rule 8 The pitcher must make every effort to avoid interfering with a batted ball or a defensive play. If the pitcher is hit by the batted ball or by a ball thrown to first in an attempt to get the batter out, the play will be ruled dead and treated as a foul ball. If the pitcher is hit by any other thrown ball, the play will be ruled dead and the umpire will award the runners the base they would have reached if there was no interference.  
 Rule 9 If in the judgement of the umpire, a pitcher is repeatedly interfering with play, the pitcher will not be allowed to continue pitching.  
 Rule 10 The umpire is responsible for placing and adjusting the tee for the batter.  
 Rule 11 The batter is allowed three (3) warm-up swings before the ball is placed on the tee.  
 Rule 12 The umpire shall insure that the defense is set and then place the ball on the tee and declare 'play ball'.  
 Rule 13 A ball hit (either a pitched ball or off the tee) within fifteen (15) feet of home plate shall be a foul ball.  
 Rule 14 There is no bunting and each batter must take a full swing. A bunt or swinging bunt shall be called a foul ball.  
 Rule 15 There is no strikeout. Players throwing their bat shall be called out and play is dead with no advance of runners.  
 Rule 16 The player in the pitcher's position must keep one foot on the pitcher's rubber until the ball is hit. When the ball is returned to the infield and all runners have stopped advancing, the umpire shall declare the ball dead.  
 Rule 17 Two coaches may be on the outfield grass on defense to assist the placement of players.  
 Rule 18 A baserunner cannot leave their base until the ball is hit.  
 Rule 19 Teams may play 12 players on defense, no more than 6 players may begin each play in the infield. There must be a player in the position of catcher. The remaining players may play in the outfield.  
 Rule 20 No player shall play more than two (2) innings at the same position during a game.  
 Rule 21 Each player must play at least one inning in the outfield. No player shall play more than two (2) innings in the outfield before all players on the team have played two (2) innings in the outfield.  
 Rule 22 No player may sit out defensively two innings during a game unless all other players have sat out defensively at least one inning during that game.  
 Rule 23 All players must reach the age of four (4) by February 1 of the current playing season and may not yet have reached the age of seven (7) years by August 1 of the current playing season in order to be eligible for playing. Birth certificates are required at the time of sign-ups for players registering to play for the first time.  
 Rule 24 Players signing up to play in KBSL Class E may request to play with a friend providing at least one of the players is new to the league and neither has been "buddied" with a friend before. The two players must sign up together and inform the league that they wish to play together before the player pool. The two players will then be placed into the player pool as a pair. The pairing of the players will only be assured by the KBSL for the year in which they sign up together.

### **SECTION XX – 2024 RULES**

Girls rules – National Federation of State High School Associations (NFHS) softball rules will govern all league play with only those exceptions as stated in the KBSL general rules and the Class regulations.  
 Boys rules -- National Federation of State High School Associations (NFHS) baseball rules will govern all league play with only those exceptions as stated in the KBSL general rules and the Class regulations.