KVL BASEBALL LEAGUE RULES - 9-10 BOYS
Revised 12-10-19

- **AGE:** 9 – 10 participants cannot be 11 before June 1st of the season in progress.
- **BASE DISTANCE:** 60'
- **PITCHING DISTANCE:** 45'
- **TIME LIMIT:** 1 hour and 30 minutes **DROP DEAD**
- **PITCHING RUBBER:** There will be an 8' diameter circle around the pitching rubber.

MUST PLAY/PARTICIPATION
1. There will be a maximum of 9 players at all times. Minimum of 7 players to begin a game.
2. There will be NO automatic outs for teams playing shorthanded.
3. All players must play at least two complete innings on defense unless the game concludes in less than 4 innings. Breaking this rule will result in a forfeit.
4. There will be free substitutions on defense providing each player plays two complete innings.
5. A ½ inning consists of three (3) outs or five (5) runs.

PITCHING
1. A player pitcher will pitch to each batter.
2. There will be no walks. Only when the player pitcher gets to a four ball (not pitch) count, does the coach finish pitching to a batter. The batter will either put the ball in play or strikeout.
3. The number of pitches the coach can pitch to the batter is determined by the number of strikes the batter has left. If a batter "walks" on a 3-2 pitch, then that batter only has 1 pitch to hit. If the pitcher throws ball 4 with only 1 strike on the batter, then the batter will be allowed 2 pitches from the coach. Any foul ball on any final pitch from the coach results in another pitch.
4. The batter does not have to swing until the final pitch from the coach.
5. Pitcher coach can not tell the batter when or when not to swing.
6. There are no pitching limitations. Coaches are encouraged to use common sense when scheduling pitchers.
7. There will be 3 conferences allowed per game for each pitcher, with no more than 2 in one inning.
8. When pitcher has control of the ball in the circle, base runners may advance to either of the 2 bases they are currently in between. If a base runner deliberately stops and tries to draw a throw from the pitcher the umpire shall kill the play and send the base runner to the last base touched.

BATTING
1. All players present will bat in the batting order.
2. A dropped 3rd strike by the catcher will be an out.
3. Bunting is allowed only when the player pitcher is pitching. It is NOT allowed when coach comes into pitch.

RUNNING
1. No stealing, no lead offs and runners cannot leave the base until the ball has left the pitcher's hand.
2. If runners lead off, the coach will be warned once and any subsequent infractions will result in the runner being called out.
3. There will be no bulldogging at anytime. Runners must slide or attempt to avoid collisions at all times.

SPECIAL PITCHING/BATTING RULEs
1. All batters will begin with a 1-0 count. This rule is to facilitate more batters coming to the plate, and to speed up each at-bat.
2. The number of pitches allowed by the coach to a batter is the number of strikes the batter has left in his turn at-bat.

SPECIAL RULES
1. 45 minutes played will constitutes a game if it is stopped due to any reason.
2. Run Rule: There is NO RUN RULE. All games will be 1 hour and 30 minutes DROP DEAD. When 1 hour and 30 minutes of playing time has elapsed, the game will be declared over immediately, regardless of score or inning. Batter may finish the at-bat.
3. Infield fly rule is not in effect.
4. All CATCHERS MUST, and all players are, STRONGLY encouraged to wear an athletic cup at all times.
5. No steal cleats will be allowed.
6. **Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering of own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected, and third infraction game forfeited**.

Any rules not covered in the above shall fall under the general rule written by the League and rules which will be under the jurisdiction of the home field Director.

City of Bonner Springs
PARKS AND RECREATION