



K-BALL SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Team Formation

Players shall be pre-assigned to rosters by the Division Director. Roster assignments shall be grouped based on the school attended/home address of local players, when possible.

Equipment & Uniform

1. Players may use a USABat stamped bat, wood bat, or any 26" or shorter bat which is marked "APPROVED FOR TEE BALL USE" and meets the barrel dimensions specified by Rule 1.10
2. All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. TPU and Hard Plastic (non-flexible) cleats (no metal)

Length of Games

1. Games shall last 60 minutes or 2 innings, whichever comes first.
2. Managers are encouraged not to start another inning when there is another game scheduled to begin within 15 minutes.

Post-Game Responsibilities

1. Remove all equipment from the field and dugouts.
2. Clean all trash from field, dugouts, and stands.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Four (4) Coaches permitted.
3. One adult must remain in the dugout at all times to supervise players
4. Two (2) Coaches for the defensive team is permitted and shall be positioned in the outfield, behind the outfield arc, for the purpose of placing players back in their assigned positions after a defensive play.
5. Coaches may not interfere with a play in progress.

General Rules

1. K-Ball does not keep score.
2. K-ball shall bat the entire lineup regardless of the number of outs recorded.
3. K-Ball shall change the batting order every inning.
4. No bunting.
5. No infield fly rule.
6. No walks permitted.

7. K-Ball batters shall be afforded the opportunity to put the ball in play without penalty.
8. No headfirst slides.
9. Base stealing is not permitted in K-Ball.

Number of Players

K-Ball is not bound to a minimum number of players.

K-Ball Defense

1. K-Ball shall not position a catcher on the field of play at any time.
2. **Infield:** traditional infield minus catcher (P, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.
3. **Outfield:** unlimited outfielders may be positioned no closer to the infield than midway between the back of the infield and the outfield fence when a batter is at the plate. Outfielders may not tag advancing baserunners or bases in force-out situations.

K-Ball Pitcher

1. The pitcher shall wear a batting helmet for safety.
2. The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball.
3. The pitcher, after fielding a ball in the pitcher's circle, shall not tag the batter runner or first base in an effort to put out the batter runner (must throw the ball to the first base defensive player to record the out there).
4. The pitcher, may tag any runner or base if he/she fields the baseball outside of the pitcher's circle.

Closed Base Division

The pitcher must have both feet in contact with the pitcher's plate. Base runners must remain in contact with the base until the ball is hit. Each runner may be permitted to advance only one base at a time. In the event of a ball hit over the fence, a child may be awarded a home run or ground rule double, whichever is applicable. Stealing bases is not permitted.



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