



SPRING KLEIN YOUTH BASEBALL GUIDELINES & REGULATIONS

www.sksa.com

The Internet version of these rules has priority at all times.

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I. THE PRIMARY GOAL

- A. The primary goal of Spring Klein Baseball is to organize and promote youth baseball at its best: to provide equal competition on an equal playing field. Spring Klein Baseball is focused on player development and the promotion of player health.
- B. Spring Klein Baseball operates under the direction of an elected President of Baseball in conjunction with an appointed board of additional volunteers. These volunteers consist of 2 groups
 - A) The "Baseball Executive Board" consists of the President – Baseball, Vice President of 5-8U baseball, Vice President of 9-14U Baseball. The Executive Director assists the board as needed.
 - B) The "General Board" consists of the Executive Board along with the age group coordinators for each age group, and the volunteer responsible for equipment and uniforms and the coordinator of the Team Parents.

II. PLAYER REQUIREMENTS

- C. The season runs from August 1st – July 31st. In age divisions 15 and below, the player's age on April 30th determines the player's eligible age division for the current season that includes April 30th. Players can play up an age division but can never play down.
- D. A player is eligible to compete in Spring Klein Baseball as long as the player follows the "Spring Klein Baseball Guidelines and Regulations." The player must be registered through the SKSA registration system.
- E. A player who is in violation of the "Spring Klein Baseball Guidelines and Regulations" is considered an illegal player.
- F. If a player is found to be an illegal player and is discovered during a game or event, or after the event, the offending team may be penalized as deemed appropriate by the Spring Klein Board of Directors. Penalties may include suspension or dismissal from participation for any individual found to have violated the rules.
- G. A player can only participate on one team. The Baseball President may allow the use of a pickup player for teams that may be short players. Use of pickup players is only with prior approval of the Baseball President or his authorized representative.

III. POOL PLAY AND TIE BREAKER REGULATIONS

The following rules determine which teams advance out of their pools.

- A. Once a tie is broken with three or more teams, teams advance to the next tie breaker rule until the tie is broken.
- B. Tie breakers
 - 1. Win-Loss Record
 - 2. Head to Head¹
 - 3. Fewest Runs Allowed
 - 4. Highest Total Run Differential²
 - 5. Spring Klein Baseball Points
 - 6. Coin Flip

¹ Head to head is considered only when two teams are tied. For three or more teams, head to head is skipped in favor of the next tie breakers, in order as above until the tie is broken. If 3 teams are tied and 1 team has defeated both of the other two teams, that team will win the head to head tie breaker.

² The maximum run differential **per game** is +8 or -8. Total run differential is the sum of each game's differential.

IV. RULES OF THE GAME

Playing rules not covered in the “Spring Klein Baseball Guidelines and Regulations” Internet version on www.sksa.com revert to the *Official Rules of Major League Baseball* by Triumph Books or the online MLB rules at http://mlb.mlb.com/mlb/official_info/official_rules/foreword.jsp. League directors have the authority to make rulings not defined here in the interest of the league.

A. THE PLAYING FIELD

Table 1 describes the recommended mound height, rubber-to-plate, base-to-base, and fence distances for each age division. The rubber-to-plate distance is measured from the rear of home plate to the front of the pitching rubber or coach’s pitching plate.

There will be absolutely no practice allowed on the field prior to games that would prevent a game from beginning on time.

There shall be no hitting of baseballs or whiffle balls into any fence.

No hitting of baseballs or whiffle balls from any grass area, including the outfield.

No live batting practice on the field prior to any game.

Scoreboards are provided on fields 1, 3, 5-13. Scoreboards may be operated with the SingleScore app through an Android or iPhone. Controlling the scoreboard is on a first come basis.

Table 1. Recommended playing field dimensions

Age Division	Rubber-to-Plate Distance	Base-to-Base Distance	Mound Height	Recommended Fence Distance
4U	44'	55'	0"	150'
5U	40'	55'	0"	150'
6U	40'	55/60'	0"	180'
7U	40'	60'	0"	180'
8U	40'	60'	0"	180'
9U	46'	65'	4"	200'
10U	46'	65'	4"	210'
11U	50'	70'	6"	250'
12U	50'	70'	6"	250'
13U-15U Juniors	54'	80'	8"	300'
16U-18U Senior	60'	90'	10"	375'

B. UNIFORMS AND EQUIPMENT

1. Players must be uniformed with proper baseball attire. It is recommended that the numbers are at least 4" in height on all jerseys. Only the director can make rulings on uniform legality. No one can protest uniforms.
2. All offensive players participating in a Spring Klein Baseball event must wear a double ear flapped helmet while on the playing field. This includes bat boys and bat girls while performing their duties. Youth coaches under 18 years of age must adhere to this standard.
3. If the umpire observes any violation of these rules, he or she directs the violation to be corrected.
4. The catcher must wear a head protector, body protector, protective cup, shin guards, and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps, and throat protector can be one piece.
5. Age divisions 12U and below cannot wear metal cleats.
6. Bats must be made of an approved material, and they must be smooth and round.
7. Bats must be certified by the manufacturer to meet a Bat Performance Factor of 1.15 or less. Bats must be USSSA, USABat or BBCOR approved bats
8. In Juniors bats will be restricted to a -5 ratio or heavier. (The weight of the bat in ounces as compared to it's length in inches, must be no greater than 3). Bats must be a BBCOR NFHS approved bat, USABat or USSSA BPF 1.15
9. For age divisions 12U and below, there are no bat size restrictions.
10. High school divisions must use NFHS (National Federation of State High School Associations) bat limitations for size, weight and performance.
11. Penalty – 12U AND BELOW - the bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing for the remainder of the game.
12. Penalty – 13U AND ABOVE - A batter using an illegal bat is declared out, and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box. Any out or outs made during the play stand.

C. GAME RULES

- | | |
|--|-------------------|
| 1. Time Limits: | |
| a) 5U Tball | 5 innings or 1:15 |
| b) 6-8U Coach Pitch (including modified coach pitch) | 6 innings or 1:15 |
| c) 9-12U Player Pitch | 6 innings or 1:40 |
| d) Juniors (13-15U) | 7 innings or 1:40 |
| e) Seniors (16-18U) | 7 innings or 1:50 |

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2. An inning begins as soon as the 3rd out of the previous half inning is made.
3. Players must play defensively at least every other inning.
4. Home and Visitor will be listed in the posted schedule. For all post season tournament bracket games, the higher seeded team will be the home team.
5. Roster batting: In all divisions, teams must bat all players that are present.
6. Teams can start a game with eight players provided they take an out for the ninth player. Teams must have a minimum of eight players to start a game. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
7. Teams having eight players to start a game are automatically the visiting team.
8. If a team's ninth player arrives late to the game, the manager of that team must make an announcement at the plate conference before the game begins and advise both the plate umpire and the opposing team that he or she has a player that will be arriving late. When the player arrives, the player is announced to both the plate umpire and the opposing team and is placed in the ninth position in the batting order. The game resumes as if he or she was there at the start of the game. Until the player arrives, an out is recorded in the ninth position.
9. If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order (subject to rule 3), his place in the lineup will simply be skipped.
10. If a team drops below eight players for any reason, the game is ruled a forfeit by the tournament or league director and is not rescheduled.
11. If a player is ejected from a game for malicious contact or any other unsportsmanlike act, the following penalties will apply: the ejected player's position in the lineup shall be declared an out
12. A player that has left the game for any reason by missing at bat cannot return to the game, except under rule C.10.
13. Any player, coach, or umpire who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the player may return. No penalty applies to any missed at bats.
14. Pace of Play – each team will have 2 minutes between innings to prepare to start the next inning. The offensive team must have a batter ready to enter the box within 2 minutes. The defensive team must have all players in position with the pitcher and catcher ready to deliver a pitch to the offensive batter within 2 minutes. The 2 minute clock begins once the 3rd out is recorded. PENALTY – if the defense is not ready, the umpire shall award a ball to the batter and continue to award a ball to the batter every 20 seconds. If the offense is not ready, the umpire shall award a strike to the batter and continue to award a strike every 20 seconds until the batter is in the box ready to hit.
- 15.

WARNING - Any manager that does not instruct his players to immediately leave the field of play after the final play, run or out of the inning shall be removed from the field and prohibited from managing for the remainder of the game. Any player that fails to immediately leave the field of play at after the final play, run or out of the inning shall be removed from the field of play and prohibited from participating for the remainder of the game

16. If eligible, a courtesy runner can be used any time for the pitcher or catcher of record only. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with last the recorded out. The courtesy runner does not have to be a legal substitute, but must be on the online roster and should be listed on the lineup card. The courtesy runner can only run for one player per inning.
17. In all live pitch divisions, an intentional walk is granted upon request.
18. Any pitches recorded during a game that is ruled a forfeit count toward the pitcher's recorded pitches for both days of rest and daily maximum pitches.
19. If a runner slides, he or she must slide directly into the bag.
20. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
21. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered avoiding contact.
22. No player can initiate malicious contact. It is the umpire's judgment that determines whether the contact is malicious.

PENALTY: *The player initiating malicious contact is removed from the game.*

Note: *There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is **intent**. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is **intent**.*

23. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
24. If a game is called due to weather or other hazardous conditions, it is ruled an official game provided three and one half innings have been completed if the home team is ahead or four innings if the home team is behind for seven-inning games. It is ruled an official game provided two and one half innings have been completed if the home team is ahead or three innings if the home team is behind for six-inning games.
25. All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.

PITCHING RULES AND LIMITATIONS

Spring Klein Baseball Guidelines and Regulations

1. Spring Klein Baseball highly recommends that coaches follow Pitch Smart Guidelines as published by Major League Baseball (<https://www.mlb.com/pitch-smart/pitching-guidelines>). No player may pitch in excess of 6 innings per day regardless of the number of pitches thrown. PitchSmart guidelines will be enforced beginning Spring 2023.

PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-30	31-45	46+	N/A	N/A	N/A
9-10	75	1-30	31-45	46-60	61-70	71+	N/A
11-12	85	1-30	31-45	46-60	61-75	76+	N/A
13-14	95	1-30	31-45	46-60	61-75	76+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- a. Any pitcher in the 18U or younger divisions that has pitched two days in a row must rest the 3rd day regardless of pitches thrown.
- b. Pitching limitations stop for the day when the park is shut down for the night and the teams leave.
- c. When games are suspended and continued on a different day, pitching limitations are split between the two days.

Comments: Pitches recorded count for the day they are recorded. When the game resumes from suspension, all pitches recorded count for the current day.

- d. When calculating required rest, if a pitcher begins a batter below the limit to pitch the following day, he may complete the batter with no penalty.

Example: If a 12U pitcher begins a batter at 18 pitches, and finishes that batter at 22 pitches, he may leave the game and still pitch the following day.

- e. When a pitcher reaches his maximum allowed pitches per day, he may complete the batter he is facing, if he began the at bat with less than his maximum allowed pitches
- f. It is the duty of each team's manager to protest pitching violations by contacting the event director prior to the start of the next game of the team in possible violation.
- g. Pitchers who violate pitching limitations are removed from the mound. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the rubber to begin a new inning. The State, Regional, or National Director may impose additional penalties against any manager for repeated violations of the Pitching regulations. Coaches may receive a warning for violating pitching limits, and subsequent violation during the event may result in the removal of the manager from coaching for the remainder of the event.

2. Balks

- a. Balks are enforced in 11U and above age divisions without warning. In age divisions 10U and below, balks are not enforced strictly unless a persistent violation of the balk rule occurs.
- b. Spring Klein Baseball uses OBR (MLB) rules for balks. The balk can be a live ball (depending on the situation). The intent is not to penalize the offense.

- 3. A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).
- 4. When a pitcher takes his or her position at the beginning of each inning, or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight preparatory pitches to the catcher or coach.
- 5. A pitcher removed from the pitching position cannot return to the pitching position during a game, but can re-enter to any other position.

E. 8U PLAYER PITCH GUIDELINES AND REGULATIONS

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1. There are nine defensive players on the field with three outfielders.
2. 8U player pitch is closed bases.
 - a. There are no lead-offs until the ball crosses the plate.
 - b. No balks are enforced or called.
 - c. Runners must stay on the base when the pitcher is in the pitching position and the catcher is in the catching position. If the runner leaves the base early, the umpire places the runner back on the last base occupied unless the runner was put out. This is not an appealable play. If forced, the runner advances one base ahead of the batter-runner. If the ball is put into play, the defense has the option of taking the play or placing the runner or runners back on base and the batter back in the batter's box.
3. The infield fly rule applies.
4. There is no advancement on dropped third strikes.
5. The runner cannot steal home. The only way the runner can advance from third to home is if batted or forced home.

F. 6U, 7U, & 8U COACH PITCH RULES AND REGULATIONS

1. A regulation team consists of nine players.
2. Teams can use either nine or 10 defensive players- For teams using 10 defensive players, four players must play outfield positions. There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder. The middle infielder must be inside the pitching circle no closer to home than the pitching rubber. If teams use 10 defensive players, 4 players must play the outfield positions. Outfielders may not begin a play in the infield and infielders may not begin a play in the outfield. Infielders shall begin a play in the generally accepted starting point for their position. In other words, no "infield shift" may be used by locating 1 or more additional infielders to the left or right of 2nd base. Teams using 4 outfielders must position two outfielders to the left and two outfielders to the right of a line extending from home plate through 2nd base to the outfield fence.
3. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
4. There is an optional 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line. If the 30-foot safety arc is not present, fielders must remain behind a line 3 ft in front of the pitching rubber, extending from the 1st base to 3rd base lines
5. Fielders must stay beyond the arc until the ball is hit.
6. There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch. The coach must be in contact with the pitching rubber at the time of release of the pitch. The coach must deliver overhand from a standing position

7. The pitchers circle shall be at least 12' feet in diameter and no more than 18' in diameter with the pitching rubber in the center This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit. If the pitcher leaves the circle early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch and ruling of the play as over. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning. If it occurs any time after that by the same player, then he or she is removed from the pitching mound the remainder of the game.
8. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
9. There are a maximum of seven runs or three outs per inning. In Metro League games, there are a maximum of 5 runs or three outs per inning.
10. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, or if the coach pitcher catches the ball, the batter is out, and no runner can advance.
11. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
 - a. The lead runner stops attempting to advance.
 - b. The ball is in the possession of a fielder in the infield.
 - c. No defensive play in imminent.

Time does not have to be called by the defense for the purpose of this rule.

12. All teams must roster bat for all games.
13. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
14. The catcher must be located in the catcher's box, no more than four feet behind home plate. The catcher must be in the catching position and provide a target for the coach pitcher to deliver a pitch. Use of a catcher mitt is not mandatory but is highly recommended. A catcher must be legally and properly equipped to play the catching position. This includes a helmet with full ear and back of head protection, a face mask, chest protector, shin guards and groin protection. It is the manager's responsibility to ensure that any player in the catching position is legally and properly equipped.
15. There are no
 - ❖ Base on balls
 - ❖ Base awards for hit by pitcher
 - ❖ Infield fly rule
 - ❖ Base stealing

- ❖ Bunting (players must take a full swing)
 - ❖ Intentional walks
16. If a player bunts or takes a half-swing, it is a foul ball. The batter must take a full swing.
 17. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch. This is an appeal play
 18. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. This includes any physical or verbal communication to the batter, any runner or any other coach. If in the umpire's judgement, the coach-pitcher is attempting to communicate while in the pitching position, he shall receive 1 warning and any subsequent infraction will result in him being removed as the pitcher for the remainder of the game.
 19. Courtesy runners are allowed for the catcher only and is mandatory with 2 outs.
 20. Bats marked for T-Ball use are not legal for use in any coach pitch game. Penalty – the bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing for the remainder of the game
 21. The coach pitcher must immediately leave the playing field was the ball is batted into fair territory. The coach pitcher must leave in the opposite direction of which the ball was batted. Failure of the coach pitcher to leave the field of play may result in a call of interference in the judgement of the umpire.

G. 4U, 5U, & 6U T-BALL RULES & REGULATIONS

1. There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder (pitcher's position in most games). The middle infielder must be inside the pitching circle, no closer to home plate than the pitching rubber. There are four outfielders who must stay in the outfield area. The pitchers circle shall be at least 12' feet in diameter and no more than 18' in diameter. Infielders must be stationed in the generally accepted starting point for their position. A line shall be drawn perpendicular to the foul line from 1st and 3rd base beginning 5 feet from the front of the base and intersecting at a point in front of 2nd base 63 feet, 7 inches from the tip of home plate. No infielder shall begin the play in front of this line.
2. Teams are not required to play with a catcher, however teams choosing to not field a catcher may only play with 9 defensive players as stated above. They may not field a 10th player in a different position. The catcher must be positioned behind home plate, but may play any distance away from the plate, including behind a coach.

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3. All teams must have nine players to start a game. A team can finish with eight players due to injuries.
4. A ball must be hit to the grass area in front of the home plate cutout to be considered fair. Any ball that does not leave the dirt circle is a foul ball.
5. There is a 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line.
6. All teams must roster bat for all games and may use 10 defensive players as defined in F.2. Teams can begin a game with nine players, but one player must be a pitcher.
7. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
8. There are a maximum of five runs per inning or three outs.
9. There are no
 - ❖ Infield fly rule
 - ❖ Base stealing
 - ❖ Bunting (players must take a full swing)
 - ❖ Intentional walks
10. A base runner is out for leaving the base before the ball is hit. This does not need to be an appeal play. If the umpire determines that the base runner left early, they shall be called out. Stealing is not allowed, and there are no lead offs.
11. One defensive coach is allowed in the outfield and must coach from that area (2 outfield coaches will be allowed in 4U and 5U). Defensive coaches cannot enter the infield at any time unless approved by the umpire or for an injury.
12. If a player bunts or takes a half-swing, it is a foul ball. If a batter accidentally knocks the ball off the tee he will be warned. An additional offense will be recorded as a swing.
13. Umpires call time after each play. Players can ask for time, which should be called as soon as the lead runner stops attempting to advance or all runners have stopped. Time does not have to be called by the participants. Players in control of the baseball can ask for time. In 4U and 5U, a ball thrown to the pitcher's circle shall be considered to be controlled by the pitcher and the umpire should call time as soon as the ball reaches the pitching circle. Any runner more than half way to the next base, shall be awarded that base, any runner not advancing at least half way, shall be returned to the previous base. If there is more than 1 base runner, the preceding runner shall have priority. A preceding runner that has not yet reached half way, cannot be forced to advance to the next base by the trailing runner, even if the trailing is more than half. In this case, the trailing runner shall be returned to his previous base.
14. On an overthrow, a batter or runner can try to advance only one base. The defense can try to record an out against the runner or batter trying to advance on the overthrow. In the event of a double overthrow, the ball is declared dead by the umpire, and one base is awarded to the runner or batter. A Batter-Runner may not advance to home on an overthrow, he/she must stop at 3rd base. Preceding runners may be forced to advance by the base award to the runner on which the defensive play was attempted.

15. The center of the pitching area is 40 feet from the back point of home plate. The defensive player listed as pitcher cannot leave the pitching area until the ball is hit. It is recommended to draw a 10-foot diagonal line from first to third for the player pitcher to assume his or her defensive position.
16. A batter is awarded three swings to hit the ball fair or put it in play, or the batter is declared out.
17. Courtesy runners are allowed for the catcher of record only. A courtesy runner is mandatory with 2 outs.
18. If a thrown ball hits a defensive coach, play continues.
19. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown (it may not be "handed off") to a defensive player. The pitcher may not make an unassisted out at 1st base on the batter-runner, including a tag play. The pitcher must throw the ball to another defensive player.
20. In 4U and 5U, the outfielders may run into the infield to make a play. In 6U, the outfielders must throw the ball to an infielder to make a play.
21. In tournament play, if the game is tied at the end of 5 innings with time left in regulation, the game shall continue for two additional innings under normal playing rules. If the game remains tied after 7 innings, the last recorded out shall be placed as a runner on 2nd base and play will begin with two outs and will continue until time expires or a winner has been declared.

H. 6U MODIFIED COACH PITCH REGULATIONS [OPTIONAL]

1. 6U Modified Coach Pitch plays using the 6U, 7U & 8U Coach Pitch rules with the following modifications.
2. A pitching rubber shall be placed 36 feet from the point of home plate
3. The coach pitcher MUST be in contact with the pitching rubber at the time of release of the pitch. The coach must deliver the pitch overhand while standing.
4. Outfielders must throw the ball into the infield to make a play. Outfielders may not run into the infield to record a force or tag out.
5. The batter will receive 4 pitches from the Coach Pitcher to bat the ball into play. After 4 pitches, the player will have the option to receive 1 additional pitched ball or 1 swing from a "T". If the batter fails to put the ball legally into play, he shall be declared out. If hitting from the "T", the ball must pass the 15' arc around home plate. If the batter elects to hit from the "T" any ball not legally batted into fair territory will result in the batter being declared out. If the batter fouls off the 1 additional pitch from the coach pitcher, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. Once electing to receive an additional pitch from the coach pitcher, the batter may not then choose to take 1 swing from a "T", even if they have fouled off additional pitches.
6. In tournament play, if the game is tied at the end of 6 innings with time left in regulation, the game shall continue for two additional innings under normal playing rules. If the game remains tied after 8 innings, the last recorded out shall be placed as a runner on 2nd base and play will begin with two outs and will continue until time expires or a winner has been declared.

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7. A base runner is out for leaving the base before the ball is hit. This does not need to be an appeal play. If the umpire determines that the base runner left early, they shall be called out. Stealing is not allowed, and there are no lead offs.
8. One defensive coach is allowed in the outfield and must coach from that area. Defensive coaches cannot enter the infield at any time unless approved by the umpire or for an injury.
9. On an overthrow, a batter or runner can try to advance only one base. The defense can try to record an out against the runner or batter trying to advance on the overthrow. In the event of a double overthrow, the ball is declared dead by the umpire, and one base is awarded to the runner or batter. A Batter-Runner may not advance to home on an overthrow, he/she must stop at 3rd base. Preceding runners may be forced to advance by the base award to the runner on which the defensive play was attempted.
10. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player. The pitcher may not make an unassisted out at 1st base on the batter-runner, including a tag play. The pitcher must throw the ball to another defensive player.

I. 9U MODIFIED STEALING RULES AND REGULATIONS [OPTIONAL]

States and tournaments can adopt the following regulations if they so choose.

1. Follow all Spring Klein Baseball rules apply **except** for base stealing.
2. Bases remain at 65 feet.
3. There is a 10-foot mark placed off first, second, and third base.
4. The runner can take a lead, but cannot cross the 10 foot mark until the ball crosses the plate.
5. The runner is allowed to steal when the ball crosses the plate.
6. If runner gets a **running start** in an attempt to steal **before** the ball crosses the plate:
 - a. The runner is placed back on the base,
 - b. If the runner is put out on the play, the runner is out.
 - c. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.
 - d. If it is a passed ball or wild pitch, the runner does not have to return.
7. If the pitcher attempts a pick-off, the runner can advance to the next base on the play.

The purpose of modified stealing is to

- ❖ *Help the young pitcher gain confidence in attempting to learn how to hold runners on base.*
- ❖ *Help the catcher gain confidence in being able to throw the runner out. The runner still has to go 65 feet to get to the next base.*
- ❖ *Help the base runner learn how to take a lead.*
- ❖ *Keeps the game from becoming a track meet while teaching young players the basics of stealing and pitching.*

J. METRO LEAGUE RULES AND REGULATIONS

1. The Metro league represents the entry-level, neighborhood, traditional league-based program.
2. Metro league participants must be registered with Spring Klein Baseball.
3. Leagues must have an approved assigning system for players to be placed on teams for league play.
4. A league schedule must consist of at least eight games.
5. There can be a Metro League State Championship. The Metro League State Championship consists of local metro teams selected by your local representative. For this Metro League State Championship, you can add up to three players from other local metro teams in the same league.
6. All teams are eligible to play in the Metro League Regional Championship.
7. There is a five run maximum per half inning.
8. Mathematical elimination applies. Mathematical elimination is when one team can no longer score enough runs in their remaining at bats to tie the game. The game shall end immediately, even if the team has not completed their at bat. The score shall be recorded at the time the game ends and will not revert to a previous inning.
9. 5 inning games – Home team leading by 11 in bottom of 3rd or 6 in bottom of 4th inning; visiting team leading by 11 in top of 4th inning or 6 in top of 5th
10. 6 inning games – Home team leading by 11 in bottom of 4th or 6 in bottom of 5th; Visiting team leading by 16 in top of 4th, 11 in top of 5th or 6 in top of 6th
11. When time expires, there will be no additional innings played, this may reduce the number of at bats available to a team and may cause the game to end immediately if one team can no longer tie the game
12. If a half inning ends with five runs before three outs are recorded, the pitcher of record is charged with the remaining outs so that the total outs recorded for the inning equals three. (This rule will be eliminated when PitchSmart is enforced)
13. All divisions must roster bat.
14. 8U and below divisions play closed bases, a runner may not steal if the ball has not been batted into play. 9U will play tight bases, runner may steal once the ball

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crosses the plate. Runners may not “steal” home, a runner that is at 3rd base at the time of the pitch may not advance to home unless a) the ball is batted in play, b) the defensive team makes an attempt to retire the runner at 3rd, or c) the runner is forced to score due to a base award that forces the runner to advance. Runners may lead off 3rd after the ball crosses the plate, however, if in the umpires judgement, the runner’s action replicate a steal or fake steal, the runner will be called out and the 3rd base coach will receive a warning. Subsequent violations will cause the 3rd base coach to be removed for the remainder of the game. Batters may not advance on a dropped 3rd strike, they are out.

15. 10U and above divisions play open bases.
16. Balks are not enforced in the 9U division.
17. In the 10U division, one balk warning is given to each pitcher. Subsequent balks are enforced.
18. In the 11U and above divisions, balks are enforced with no warnings.
19. A courtesy runner is allowed for the pitcher and/or catcher of record using the last recorded out. It is mandatory to use a courtesy runner for the catcher with two outs
20. A catcher’s mitt is mandatory equipment in 9U and above.
21. Any manager ejected from a game will receive a suspension equal to the remainder of that game and the next immediate game. Any manager that is ejected after the end of the game, will receive a suspension equal to the following three (3) games.

K. METRO LEAGUE ALL STAR RULES AND REGULATIONS

1. Metro League All Star participants must have their All Star teams registered with Spring Klein Baseball.
2. Each league must have an approved assigning system for players to be placed on a Metro League All Star team.
3. All Star teams must come from Metro leagues.
4. Players who play on Division 3, Division 2, and Division 1 Teams are eligible to play on a Metro League All Star team provided they play in the league with approval by the league director and comply with rule K.
5. Players in the American League All Star division must be registered in a Metro league but can be players of any class.
6. Players in the National League All Star division must be registered in a Metro league and be classed as Metro players. There can be a Metro League All Star State Championship. This State Championship consists of local All Star metro teams selected by your local representative.
7. Teams are eligible to advance to the Metro League All Star National Championship.

V. OFFICIALS

All officials must be registered with Spring Klein Baseball.

VI. GUIDELINES FOR PARTICIPANTS

The umpires handle unsportsmanlike conduct if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent, the umpire should see the manager of the offending team and have the manager handle the situation. If the manager fails to handle the situation, the umpire may remove the manager from the remainder of game and may require the manager to remove the offending fan and parent at the same time.

Use of tobacco, alcohol, “vaping” may not be used within the confines of any baseball field or with 15 feet of any playing field. Offending individuals will be asked to stop and subsequent offenses may cause removal from the park. Any individual found to be consuming or under the influence of alcohol or any illegal substance will be removed immediately from the playing field. If SKSA suspects that a child may be put in danger if they are traveling with the individual, SKSA may require the individual to have someone drive them home and the individual will not be allowed to leave the premises behind the wheel of a vehicle. SKSA may use public law enforcement if necessary to prevent any child from being put in danger.

Spring Klein Baseball expresses the need for sportsmanship before, during, and after all events.

VII. GUIDELINES FOR PROTEST

Only calls that involve a misapplication of a rule may be protested. Calls involving the judgment of the umpire are not subject to protest.

Only the Head Coach may submit a protest. If the Head Coach feels that there has been a misapplication of a rule a protest must be filed in writing within 24 hours of the end of the game. The Head Coach should submit a detailed explanation of what happened, what play and rule he is protesting, how he feels that the rule was misapplied along with any supporting documentation such as video. The protest must include the names of the teams playing, field location, date and time.

Protests must be submitted to the following by email President – Baseball (baseball@sksa.com), Age Group (vp.58@sksa.com or vp.914@sksa.com); Executive Director (executive.director@sksa.com); Umpire in Chief (umpires@sksa.com). There is a \$100 fee that must be paid prior to the protest being ruled on. The fee may be paid to the main concession stand at Rothwood or in the Board Room. If the protest is upheld, the fee will be returned to the Head Coach.

The Protest committee will review all information submitted, and at their sole discretion may interview other participants, bystanders, umpires or other board members. The ruling of the Protest Committee is final.

VIII. GUIDELINES FOR EJECTIONS

A. When a manager, player, coach, or trainer is ejected from the game, he or she can take no further part of that game.

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- B. Depending on the conduct of the manager, player, or coach, additional penalties can occur. The Executive Director in consultation with the President – Baseball will assesses the length of the suspension following the ejection based upon the incidents of the ejection.

Spring Klein Baseball expresses good sportsmanship first and foremost.

IX. GUIDELINES FOR SUSPENSION AND DISMISSAL

- A. Any member of Spring Klein Baseball behaving in an unsportsmanlike manner can be subject to dismissal or suspension.
- B. Any verbal or physical attack on any Spring Klein Baseball participant or member during a Spring Klein Baseball event or following a Spring Klein Baseball event can result in suspension or dismissal.
- C. Any player of Spring Klein Baseball receiving compensation for playing in any Spring Klein Baseball event is subject to suspension or dismissal.
- D. Any player competing under an assumed name or illegal birth certificate or ID card could result in suspension or permanent dismissal. This rule also applies to coaches and managers who have previous knowledge of such infraction.
- E. Submitting an insufficient check to an event director or league official can result in suspension or dismissal of the team if payment cannot be settled within a reasonable time frame.
- F. Any suspended member of Spring Klein Baseball is not allowed to participate in any Spring Klein Baseball event until such suspension is lifted. This rule applies to players, umpires, coaches, and directors.
- G. All records of suspension must be submitted to all parties involved including Spring Klein Baseball in a timely manner.
- H. All suspended or dismissed parties have the right to present evidence and information on the reported infraction on their behalf within 7 days of notification of the suspension or dismissal. This evidence must be reviewed within thirty days by Spring Klein Baseball.