

City of Kannapolis Parks and Recreation
2024 YOUTH BASEBALL RULES & REGULATIONS
7-8, 9-10, 11-12, 13-15

Eligibility

- Section 1. The date of May 1, 2024 will be the age cutoff date for the Spring 2024 season. The players' age on that day will determine what age group they participate in.
- Section 2. A younger player may participate in an upper age division if they are within 6 months of the age cut-off date. They can only move up one division (EX: a 7-8 player who is 8 on May 1st of the current year can move up to 9-10). However, after one game in the upper age division, the player is ruled to be ineligible to participate in his or her respective age group for that season. Player may move back down to the lower age group for the following season if necessary.
- Section 3. A player cannot participate in more than one division in our baseball/softball league
- Section 4. We will approve each player's age by use of birth certificates at the start of each season. Each player must be on the team roster before they play their first game to be eligible to play.
- Section 5. A new player may be added to a team roster after the cutoff date with the approval of the athletic staff.

Team Composition

- Section 1. Each league/association that plays with Kannapolis Parks and Recreation is responsible for their participants and volunteers. They must follow at minimum the draft policy set forth.
- Section 2. It is the responsibility of the league coordinators to conduct drafts, registration, and for placing players on the teams.

Duties of the Coach

- Section 1. Must wear photo ID badge at all practices and games or be subject to dismissal from duties.
- Section 2. All head coaches must be at least 18 years of age.
- Section 3. The coach is responsible for exchanging lineups before each game with the other team and to meet with the umpires before the game starts.
- Section 4. Head coach is to maintain proper conduct among his team and fans.

Game and Weather Postponements

- Section 1. Kannapolis Rain-Out Hotline 704-920-4344 should be called if a practice or game is in question.
- Section 2. In case of inclement weather on practice days, the coach should contact the players on the team. A coach should use reasonable judgment during threatening weather and remove his team from the field if necessary.
- Section 3. For game day cancellations, it is the duty of the home field/association to cancel games when playing conditions are not adequate. The home field coordinator is responsible to contact the coordinators of the teams playing at their site and the officials booking agent. Each coordinator should then contact their respective coaches who are responsible for contacting their players.

Jurisdiction of Rules

- Section 1. The City of Kannapolis League Rules are under the jurisdiction of the City of Kannapolis Parks and Recreation Athletic Staff. They have the authority to make amendments to the rules in order to obtain the program objectives.

Officials

- Section 1. After a game has begun, assigned league coordinators and league officials will be responsible for discontinuing the game for any reason.
- Section 2. All officials should report ejections of a player or coach to the home site coordinator. Each site should then contact the league coordinator of the ejected party with information about the ejection who is in return responsible for the disciplinary action as outlined.
- Section 3. In the event that only one official is present for a game, that official must start the game on time. The game cannot be protested when only one official is present.

Code of Conduct

Section 1. Coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Constant yelling and abusive behavior toward players on either team is strictly prohibited.

Section 2. Any coach not carrying out the duties and responsibilities and policies as established by the league will be subject to dismissal from the league.

Section 3. A coach will be suspended indefinitely for playing ineligible players.

Practice Guidelines

Section 1. Practice sessions are made and scheduled by the athletic staff.

Section 2. Coaches violating practice schedule will be subject to dismissal from coaching indefinitely. All practices and games must take place on approved playing facilities by the City of Kannapolis. No practices are to be held prior to 6:00 PM on school days.

Section 3. Players must attend practices to be eligible for games. Any player not attending practice and shows up for the game that week is subject to the coach's option to play or not. A coach must announce to the home plate umpire before the game which players are being held out for missing practices. The coach must also notify their coordinator of the situation prior to the game and state that the player did not attend practices during the week.

Unsportsmanlike Conduct

Section 1. If a player, coach, or spectator is removed from a game/facility by an official or site supervisor for unsportsmanlike conduct (which includes profanity, disruptive behavior, violence, threats, etc.), said person automatically suspends self from the next two (2) consecutive games for which that team is scheduled to play and from attending all practices before then. A coach/player/spectator who is suspended may not coach or practice with any team that they are affiliated with during that time, regardless of age group. If the removal is on the last game of the season, said person shall be suspended from coaching/playing the next consecutive season. The ejection of a coach or assistant coach results in the forfeit of the head coach's credit at the end of the season.

Section 2. Any time a player or coach is suspended twice during the season, this will result in an indefinite suspension.

Section 3. Any player, coach, or spectator that pushes, strikes, shoves, or threatens an official, gym supervisor, staff member, opposing player or coach, or fan with bodily harm, verbal abuse, or other inappropriate conduct before, during, or after a game will receive an indefinite suspension from all Kannapolis Parks and Recreation sponsored youth leagues. This includes being involved in a fight before, during, or after a department sponsored practice or game.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all City of Kannapolis Athletic Leagues.

Section 6. Any player or coach who refuses to abide by any officials' decision could result in suspension from the game or game forfeiture.

Playing Rules

NC High School Federation Rules apply with following local rule exceptions.

Team Composition

- 7-8**
- A team must field 6 players from its own roster to avoid a forfeit.
 - A team can play 10 players on defense (6 infielders and 4 outfielders).
 - An outfielder cannot freeze a play, acquire a timeout, or make the first play on a base runner.
 - The ball must be thrown to an infielder to make a play at a base or on a base runner.
 - Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

9-10

- A team must field 6 players from its own roster to avoid a forfeit.
- A team can play 10 players on defense (6 infielders and 4 outfielders).
- Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

11-12, 13-15

- A team must field 7 players from its own roster to avoid a forfeit.
- A team can play 9 players on defense (6 infielders and 3 outfielders).
- Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

Pickup Players

7-8, 9-10, 11-12, 13-15

- A team must have 6 of its own players before being allowed to pick up players.
- There is a maximum of 3 players allowed to be picked up. Pickup players are required to play outfield only and must bat in the last 3 positions of the lineup.
- **If players are picked up a team is limited to playing with no more than 10 players.**
- Pickup players must be from the same age group as the teams **AND** be on a team in the league **AND** must be replaced by eligible team members if they arrive after the start of the game.
- Players removed from the game because of sickness, leaving early, injury, etc. are skipped in the lineup with no penalty. First time the player bats after being removed from the lineup is not an out. Player can re-enter on their next at bat after being removed but if they do not return at that time then they are out for the remainder of the game. They are not charged with an out.

Grace Period

7-8, 9-10, 11-12, 13-15

10-minute grace period from the games scheduled start time for a team that does not have 6 eligible players. A team with less than 6 players after the grace period will forfeit the game. Grace period time begins from the **scheduled start time**.

Length of Game

7-8, 9-10, 11-12, 13-15

The length of the game is 6 innings or time limit is reached. See Section 8.

Regulation Game

7-8, 9-10, 11-12, 13-15

It is a regulation game if 4 or more innings of playing time has been played is called because of darkness, curfew, etc. If the game is called before 4 innings or 1 hour is complete then the game will be restarted if rescheduled.

Tie Games

7-8, 9-10, 11-12, 13-15

Any game that is tied at the end of regulation will not continue pass the time limit.

Run Lead

7-8, 9-10, 11-12, 13-15

Run lead is in effect as follow: 15-run lead after 3 or 10-run lead after 4 (providing the losing team has had equal number of bats).

Time Limits

7-8: Time limit - 1 hr. and 30 minutes from the start of the first pitch of the game.

9-10, 11-12: Time limit - 1 hr. and 30 minutes from the start of the first pitch of the game.

13-15: Time limit - 1 hr. and 45 minutes from the start of the first pitch of the game.

***NO new inning will begin with-in ten minutes left in the ball game (All age groups)**

Curfew Times

7-8, 9-10, 11-12

Weekday & weekend curfew times for all practices/games are 9:30 pm.

13-15

Weekday & weekend curfew times for all practices/games are 10:00 pm.

Participation Rule

7-8, 9-10, 11-12, 13-15

- The entire roster shall bat.
- Each player must play defense in every other inning.
 - First offense: Failure to abide will result in head coach being suspended for one game.
 - Second offense: Failure to abide will result in head coach being suspended for remainder of season.
- Each player must sit out at least one inning on defense in every game.
- Each player must sit once during the game and cannot sit a second time until all players have had to sit out.
EXAMPLE: A player cannot be the same one setting out every other inning.

Shoes

7-8, 9-10, 11-12

Players are not allowed to wear metal cleats.

13-15

Metal cleats are allowed except for pitchers when pitching on a portable mound.

Jewelry

7-8, 9-10, 11-12, 13-15

- Jewelry is not allowed to be worn during games.
- Jewelry is not allowed to be taped over.
 - a. (Penalty) When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

Base Paths & Pitching Distances

7-8 Base path is 60 ft.

Pitching distance is a safe distance from the plate, roughly 20-30 ft.

9-10 Base path is 60 ft.

Pitching distance is 46 ft.

11-12 Base path is 70 ft.

Pitching distance is 50 ft.

13-15 Base path is 90 ft.

Pitching distance is 60 ft. 6 inches.

Playing Equipment

Batters Helmets

7-8, 9-10, 11-12, 13-15

- Batting helmets must be worn by all batters and base runners at all times.
- Failure to wear a helmet results in player being removed from the game.

Catchers Gear

7-8, 9-10, 11-12, 13-15

Catchers must wear mask/helmet, shin/leg guards, throat guard, chest protector, and protective male cup during all practices and games.

Game Balls

7-8, 9-10, 11-12, 13-15

Game balls are the responsibility of the home team on the schedule. They must be Little League or other National Organization approved (PONY, Federation, Dixie, USSSA, NFHS, etc.).

Bats

7-8 Small barrel bats with 2 ¼ barrel and USA Baseball Bat standards are legal. No big barrel bats allowed for this age group.

9-10, 11-12 Bat must meet USA Baseball Bat standards.

13-15 There is a maximum drop of -5.

Players & Coaches Positions

Defensive Players Position

7-8 Defensive player must play even with the pitcher or behind the pitcher on either side.

9-10, 11-12, 13-15 No defensive restrictions.

Offensive Field Coaches

7-8

- Base coaches and coach pitcher are allowed on the playing field.
- Base runners' coach may only instruct the base runners.
- Coach (Pitcher) is not allowed to instruct runners.
- A coach may be positioned behind the catcher to assist with passed balls but they are not allowed to give instructions.

9-10, 11-12, 13-15

One first base and one third base coach allowed.

Defensive Field Coaches

7-8

- A coach may be positioned on each foul line in the outfield and must remain in dead ball territory at all times in an area (coaching area) that is halfway from outfield fence to first and/or third base.
- The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rules will be confined to the dugout (can be replaced by another coach).
- At no time may a coach step onto the playing field except in the case of an injury.

9-10, 11-12, 13-15

No coaches allowed on field.

Batter/Run Limit

7-8, 9-10, 11-12

- Each team may score a maximum of 5 runs in the first inning.

- In the 2nd – 5th innings, the team leading may always score 5 runs, even though their lead could be greater than 5 runs.
- The team behind when batting after the first inning may always be able to score as many runs as possible to even the score and then 5 additional runs in those innings as well.
- The 6th inning is unlimited scoring. NOTE: Unlimited scoring is not in effect if the umpire deems any inning other than the 6th inning as the last.

13-15

- In the 1st and 2nd innings, teams are allowed to score a maximum of 5 runs or score more than 5 runs to go ahead by no more than 5 runs if they are trailing.
- In the 3rd – 6th innings, scoring is unlimited.

On Deck Batters

7-8, 9-10, 11-12, 13-15

On deck batters are allowed to go to the opposite circle to be behind batter.

Speed Up Rules

7-8, 9-10, 11-12, 13-15

- Speed up rules will be used for the catcher only.
- The last batter that is not on base may run for the catcher at any time but it is not mandatory.

Bunting

7-8

- Bunting is allowed.
- Player (pitcher) can charge once the batter squares to bunt.
- No fake bunts allowed. Once a player squares to bunt he must bunt (or take the pitch). **PENALTY:** Batter is out and ball becomes dead and no runners advance.

9-10, 11-12, 13-15

National Federation Rules apply for bunting.

Dropped Third Strike

7-8

- A batter is declared out and cannot advance on dropped third strikes.
- The ball is dead and runners cannot advance.

9-10

- A batter is declared out and cannot advance on dropped third strike.
- Runners may advance at their own risk.

11-12, 13-15

High School Federation Rules apply to dropped third strike.

Base Stealing/ Overthrows

7-8

- Base stealing is not allowed at any time. Batted balls, unless called foul by the umpire, are live and in play until the defense stops the progress of all runners and the umpire calls time. Ball remains dead until next batter.
- Runner must stay in contact with the base until the batter has hit the ball. If a runner leaves the base before the ball is hit, the umpire shall indicate the infraction immediately by removing the runner from the base. The ball/pitch becomes dead immediately and NO PITCH is declared.
- The first overthrow at a base on a batted ball will result in the batter and base runners being only able to advance one extra base and they do so at their own risk. **NOTE:** Overthrow is considered any ball **not caught** by the defensive player at any base.

9-10

Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be warned on the first offense and made to return to the base and on the second offense shall be called out and the pitch shall be considered as a dead ball.

11-12, 13-15

High School Federation Rules apply

Appeal Play

7-8, 9-10

- The appeal play is not in effect.
- The umpire will call the infraction when play becomes dead.

11-12, 13-15

High School Federation Rules are in effect for appeal plays.

Infield Fly Rule

7-8, 9-10 There is no infield fly rule for this age division.

11-12, 13-15 High School Federation Infield Fly Rules apply.

Any ball that hits off a portable mound will be played live. If the ball goes foul after hitting the mound without coming in contact with a player will be ruled as foul.

Head First Sliding

7-8, 9-10, 11-12, 13-15

Head first sliding is not allowed at home plate.

- a. (Penalty) - Runner is out and ball remains live.
- b. Dive backs to the bases (head first) are not considered head first sliding.

Pitching Limits/Rules

7-8

- There will be no use of the Tee in 7-8 division this year.
- There are no bases on balls or hit by pitch advancements to first base.
- Player (pitcher) must stand besides, even with, or behind the pitcher/coach until the ball is batted. **PENALTY:** Batter is awarded first base and other runners advance only if forced to do so.
- Baseball coaches pitch overhand.
- Any batted ball that hits a pitcher/coach is dead. The pitch will not count and the pitch will be done over.

9-10

- A total of 4 innings max per game / 8 innings max per week is in effect. A week is defined as 7 days from when the pitcher threw their first pitch.
- Once a pitcher throws at least 4 innings or more in a game, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
- A pitcher can reenter a game at any time as long as they have not met the maximum limit for the game or week.
- If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
- A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.

11-12

- A total of 5 innings max per game / 10 innings max per week is in effect. A week is defined as 7 days from when the pitcher threw their first pitch.
- Once a pitcher throws at least 4 innings or more in a game, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
- A pitcher can reenter a game at any time as long as they have not met the maximum limit for the game or week.
- If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
- A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.

13-15

- A total of 6 innings max per game / 12 innings max per week is in effect. A week is defined as 7 days from when the pitcher threw their first pitch.
- Once a pitcher throws 4 innings, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
- A pitcher can reenter a game at any time as long as they have not met the maximum limit for the game or week.
- If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
- A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.