



Victory Lane Sports Park – K4 Sports Baseball League

Kid Pitch Baseball League Rules & Policies (updated 1/1/20)

Like our other park baseball programs (tee ball & coach pitch) this park kid pitch league is designed to teach age 7 to 9 boy & girl players the fundamentals of baseball while learning how to be a teammate on a sports team. We may open this KP league up to 10 year olds on a case by case basis. The league will provide a transition for the kids from coach pitch to hitting & pitching against an opponent. The KP league will play on park ball field # 6 and possibly the Field 7 area on occasion.

Games – The field will be set up for game play by the park. KP players will be required to have their own glove, shoes-cleats (no metal), batting helmet and LL approved bat but there will be some game equipment out at each dugout area when you arrive (catchers gear etc.). Home Team will be designated on the league schedule ... choice of dugouts are first come. The park will have a league coordinator at each game to monitor things and umpire parts of the game on safe & out calls from the infield area. Some umpiring will be handled by the coaches (balls & strikes).

Coaches ... all teams need to follow the game rules and procedures ! If a team or coach is not following the rules or procedures please contact me directly. With full rosters we have some speed up rules and positioning rules that need to be followed. Please review the KP rules for league details.

All three uniformed coaches per team are allowed on the field during defensive play if needed. On offense a coach will need to be near the backstop to help the hitters and get balls that the catcher misses. Another coach on offense can be behind the pitcher area. Your 3rd coach and another adult can be at 1B and 3B to help base runners. Home team needs to keep the official score !

At the end of a game both teams should line up and do a hand slap with the other team to show good sportsmanship. There are no treats provided by the park for KP so your teams can decide what to do after each game.

Practices – You will have an 80 minute weeknight practice slot here at the park. Looks like only MON or TUE nights will be available for the weekly KP practice slots. The field will be set up for KP play with bases at 60'. There will be a set of practice equipment at the field (hitting tee, some helmets, bats & balls) Please pack this up after your practice and our staff will take it away later.

If you have any questions contact Mike at 602-625-4932 or mikekrue@aol.com.

The league is playing under high school rules except for the following exceptions :

FIELD AND EQUIPMENT

1. The playing field shall have 60 foot baselines and a pitching area 40' from the plate.
2. League provided R/F Level 5 balls shall be used for game play. This ball only !
3. Bats must be approved for little league play and can be no longer than 32" in length (no big barrel bats). All KP players should have their own bat and batting helmet.
4. Players can only wear rubber cleats or tennis shoes.
5. Players must supply their own ball glove, bat & helmet.
6. KP uniform shall be a shirt and ball cap provided by the league. The individual teams can decide on wearing baseball pants and socks.
7. Catcher's position is not optional. The catchers must wear a protective helmet, facemask, shin guards and chest protector when playing. Catchers must wear a protective cup.
8. Batters and base runners must wear helmets at all times when on the field.

PLAYERS

1. 10 players max. are allowed on the field for defense (3-4 outfielders). These are the only positions you can place players on defense :

Pitcher Catcher 1B 2B SS 3B (1 only at each) **Outfield** (optional 3 or 4 players)

2. Catcher position should be utilized the entire game. Only one defensive player should be positioned in the pitchers area. It is optional to play either 3 or 4 outfielders ... this rule is more for helping coaches with participation of their roster.
3. If there are more than 10 players present for a game ... each player should get to play at least half the game on defense.
4. All players shall be listed in the batting line up (bat the roster ... all kids hit).
5. Teams can play with a minimum of 7 players. If a team is short of players, one or more may be borrowed from the other team. No forfeits ... we want the kids to play.

PITCHING / HITTING

1. Pitchers can strike out a batter (3 strikes ... taking or swinging).
2. The pitchers will pitch to the opposing batters under regular baseball rules. Strikeouts, Walks, Hit By Pitch etc. unless modified. The on field umpire will make calls and be located in the middle of the infield (this may be a coach).
3. A batter will be allowed to foul off as many pitches as they can until the ball is put into play or strikes out. A fouled ball will not count as a 3rd strike.

4. No base stealing is allowed including on wild pitches or overthrows back to the pitcher.
5. No bunting will be allowed in this league at first. As the teams develop over the first few weeks of play this rule may be modified.
6. On deck batters can be at the designated area outside of the dugout on the outfield side.
7. Pinch runners only if a player is injured.
8. Pitchers are limited to 50 actual game pitches per day and should have at least 2 days rest before practicing to pitch again.

GAME

1. A game shall consist of 6 innings or 80 minutes, whichever comes first. Games should start on time. Official time will be kept by the VLSP coordinator.
2. Once all players have taken their positions and pitching warm ups are completed the pitching coach will give the pitcher the game ball to start play each inning.
3. For the first 5 innings an inning will be 3 outs or once your team has scored 5 runs. On the last inning teams will be allowed to score 8 runs in that frame.
4. When your team is on defense the 3 coaches can be located on the infield / outfield. Please keep infielders in their defensive areas each pitch and do not block base paths.
5. Base runners cannot leave the base until the ball is hit. First violation by a base runner is a warning and second violation is an out. No lead offs, base stealing or advancing on passed balls.
6. No bunting or infield fly rule.
7. On defense, the outfielders must remain at the back of the large infield area until the ball is hit.
8. Batting out of order - the skipped batter shall bat next with no penalty.
9. An offensive coach shall be positioned near the backstop behind the catcher to retrieve balls missed by the catcher to help speed up the game.
10. Courtesy runners for catchers must be used w/ 2 outs and is optional if less than 2 outs.
11. An over-thrown ball by the defense into foul territory will result in the base runners advancing one base at their own risk (plays at 1B or 3B). Overthrown balls in fair territory are live and runners can advance at their risk until the ball is back into the 4 base infield area.
12. Runners shall halt their advance when a batted ball to the outfield has been thrown back into the 4 base infield area. Runners may advance to the base they are already headed for. Runners may only advance one base on an infield hit. The umpire will rule on these if needed.
13. A ball hitting the coach/pitcher shall be considered a single. Never stop a batted ball !
14. The home scorekeeper shall be the official scorekeeper.

These Kid Pitch rules are subject change or modification as we play out this initial league.