



# Canton Travel Rules 2024

	8U	9U	10U	11U	12U	13U	14U	15U-18U
<b>Governing Rules</b>	USSSA Governed by Major League Baseball Rules							NFHS
<b>Game:</b>								
<b>Minimum # of Players</b>	All KVBSA games must begin and end with nine (9) defensive players regardless of reason for absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player.							
<b># of Innings</b>	6 innings				7 innings			
<b>Complete Game</b>	4 innings (3-1/2 innings if home team is winning) Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game - suspended games are not allowed</u> . If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the home team tied the game in their half of the current inning.							
<b>Game Time Limit</b>	1 Hr - 45 Minutes A new inning may not start after 90 minutes from the actual game start time. A new inning begins immediately after the third out of the previous inning. If the time limit is reached during an inning, that inning is treated as the last inning. During weather delays, the clock is suspended until play restarts.							None
<b>Weather</b>	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, the NFHS rules are in effect. NFHS rules call for a 30 minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.							
<b>Mercy Rule</b>	7 runs after 5 innings				12 runs after 4 innings 10 runs after 5 innings			
	If a mercy is reached at the top of an inning, the league encourages teams to allow the home team a final at bat if both coaches and the umpires agree.							
<b>Maximum Runs/Inning</b>	6 This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well.				Unlimited			
<b>Tie games allowed</b>	Yes Extra innings <b>must</b> be played if time limit allows. Complete games ending in a tie prior to time limit due to inclement weather or darkness may reschedule for completion if both coaches agree.							Refer to NFHS Rules section 4-3
<b>Reporting of Game Results</b>	Please email score to <a href="mailto:gcvbsascores@yahoo.com">gcvbsascores@yahoo.com</a>							
<b>Pitching:</b>								
<b>Balk Warnings</b>	Unlimited - Educational per umpire discretion.	Unlimited - Educational per umpire discretion.	Unlimited - Educational per umpire discretion.	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	None
	Note: When a balk is called (warning or otherwise), the ball is dead. However if the batter reaches first base and all other runners safely advance one base, runners should not be returned to their previous base.							
<b>Fake to 3B – Throw to 1B</b>	Balk							
<b>Hit Batter Limitation</b>	For all KVBSA games a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.							
<b>Maximum # Outs Pitched</b>	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	Unlimited
	Exceeding the maximum outs allowed in the case of a double or triple play shall not be counted against the pitcher. Once a pitcher is removed from pitching, he/she can not pitch again in current game regardless of number of outs pitched. If it is determined that a pitcher has exceeded the maximum # of outs pitched, the pitcher shall be immediately removed from the pitching position.							
<b>Base Running:</b>								
<b>Sliding</b>	For all KVBSA games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b which is published at the end of these rules. NOTE: A runner is NOT required to slide. If the runner does slide, it must be a legal slide (see rule below). If the runner doesn't slide, he must avoid interfering with the play. Ejection of the runner is the umpire's discretion if malicious intent is determined.							
<b>Lead-off</b>	Runners are not allowed to lead off or steal bases until the pitched ball crosses the plate. Penalty: Each team is allowed one warning per game. Afterward, a runner leading off before the ball crosses the plate will be called out.	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Stealing</b>	Yes. One base per pitch. Runner may not leave the base until the pitched ball crosses the plate.	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	No	Limited						



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<b>Stealing Home</b>	Runner can only advance home on a batted ball or force walk.	A maximum of 1 successful steal per inning as a result of a steal or pitcher-catcher exchange (wild pitch, passed ball, catcher to pitcher toss)	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation
	9U Clarifications: 1) If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty. 2) If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning and the runner is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt.							
<b>Roster/Player:</b>								
<b>Minimum/Maximum Roster Count</b>	9/20							
<b>Minimum/Maximum # of Hitters in Line-up</b>	All Uniformed Players Hit							
	Continuous batting order for 14U and younger							U15-U18 may bat entire roster if identified prior to the game. Once it is initiated it can not be changed.
<b>Minimum Defensive</b>	Players should be rotated between infield, outfield and bench.							
	Player/Game							None
<b>Playing Time</b>	This rule applies to all KVBSA games including those ending in a tie, by mercy or time limit. Coaches must manage this to insure that all players play a minimum of six (6) defensive outs regardless of the length of the game							
<b>4<sup>th</sup> Outfielder</b>	For U8 only: If both managers agree prior to the game, a 4 <sup>th</sup> outfielder may be used. If used, this additional player may only be positioned in the outfield.	Not Applicable						
<b>Late Players</b>	Late players may be added at the end of the lineup.							
<b>Absent Without Injury or Illness</b>	For all KVBSA games, if a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. A team must play with a minimum of nine (9) defensive players to complete the game.							
<b>Absent with Injury or Illness</b>	For All KVBSA games, if a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped without penalty. The injured or ill player may not re-enter the game once their position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the line-up has not occurred. A team must play with a minimum of nine (9) defensive players to complete the game. In the U8-U18 continuous batting order, if a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.							
<b>Ejected Players, Coaches and Managers</b>	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next game. An ejected player's position in the batting order will be declared an 'out' for the game from which he/she is ejected. Additional suspensions and/or disciplinary actions may be enforced pending the KVBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. A team must play with a minimum of nine (9) defensive players to complete the game. Failure to report a suspended player, coach or manager will be grounds for additional suspensions							
<b>Equipment:</b>								
<b>Bat Restrictions:</b>	<b>USSSA Rules Apply.</b> The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards.  Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF mark. Older big barrel bats will not be allowed. Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF mark as well.  Also, BBCOR-certified and solid (one-piece) wood bats are legal.							NFHS Rules Apply. Any solid (one-piece) wood baseball bat will be legal. The only legal non-wood bats will be BBCOR-certified baseball bats. The bat may not exceed minus three (-3) in differential between length and weight.
	Team managers will be responsible for enforcing bat rules. Prior to the start of play, the manager from each team should identify which bats are legal and remove from the dugout any bat identified as illegal. If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue. If that bat is used again during the game, the manager or head coach of the team will be ejected and the bat removed from play.							
<b>Spikes/Shoes</b>	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed
<b>Speed-up:</b>	Penalty: If a player is found in violation, they will be ejected. See Ejected Players rule.							



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<b>Courtesy Runner for Pitcher and/or Catcher</b>	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Optional w/2 outs	Refer to NFHS rules under section titles "Speed-Up Rules"
<b>Pitch Clock</b>	The MLB pitch clock is <u>not</u> used by KVBSA							
<b>Field Dimensions:</b>								
<b>Pitching Distance</b>	40' 0"	46' 0"	46' 0"	50' 0"	50' 0"	54' 0"	*	60' 6"
<b>Base Distance</b>	If an elevated pitching mound is used, it must meet the guidelines set forth by AABC or MLB.							
	60' 0"	65' 0"	65' 0"	70' 0"	70' 0"	80' 0"	*	90' 0"
	If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning. * 14U Dimensions: Expectation is that games will be played at 60' 6" / 90' however due to limited field availability for those dimensions, games may be played at 54' / 80'. Home teams should notify visiting teams of the field dimensions prior to the day of the game.							
<b>Batter:</b>								
<b>3rd Strike Rule Applies?</b>	No. On a dropped 3rd strike, the batter is out and the ball is live.			Yes				
<b>Infield Fly Rule</b>	Yes							

## NFHS RULE 2 - PLAYING TERMS AND DEFINITIONS

### SECTION 32: SLIDE

Article 1 . . . A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot.

Article 2 . . . A slide is illegal if:

- the runner uses a rolling, cross-body or pop-up slide into the fielder, or
  - the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
  - the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
  - the runner slashes or kicks the fielder with either leg, or
  - the runner tries to injure the fielder, or
  - the runner, on a force play, does not slide on the ground and in a direct line between the two bases.
- Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b).

## NFHS RULE 8 - BASERUNNING

### SECTION 4: RUNNER IS OUT

Article 2 . . . Any runner is out when he:

- does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases
- Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b).

Note: Runners are never required to slide, but if a runner elects to slide, the slide must be legal. (2-32-1, 2)

Penalty: The runner is out, the ball is dead immediately, and interference is called. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runner shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out. The batter is credited with a fielder's choice.