



KYB 9/10 League Rules (2026)

Note: Unless specified otherwise below, 2026 Little League rules should be assumed

- Infield Fly: No
- Dropped 3rd Strike: No
- Stealing Home: Yes
- Max Runs/Inning: 5
 - If a home run is hit, only runs up to 5 runs will count for the inning
- Sliding
 - Required: No
 - Cannot slide head first, unless retreating to a base
- Time Limit: No new inning after 1:30
- **Mercy Rule:**
 - A game is considered official when the score reaches:
 - 11-run lead after 4 innings
 - 6-run lead after 5 innings
- **End-of-Game Scenario (Away Team):**
 - If the away team takes a lead that triggers the mercy rule in what would be the final inning, the game is immediately considered complete. The score will revert to the last completed inning for official recordkeeping.
 - **Clarification on Continuation of Play:**
 - If both coaches agree, play may continue (no new inning) up to the time limit for development purposes only.
 - **Pitch Count Enforcement:**
 - All pitches thrown by any pitcher must be recorded and count toward pitch limits, regardless of game status.



- Bats: USA-approved bats only. All bats must meet current Little League standards.
 - **Bat Violations (9/10 – USA vs. Non-Approved Bats):**
If a non-approved bat (including USSSA) is used:
 - **Before a pitch is thrown:**
The bat is removed and replaced with a legal bat. No penalty.
 - **Ball in play:**
The defensive team must appeal before the next pitch.
If upheld, the batter is ruled out and all runners return to their original bases (dead ball).
Appeals made after the next pitch will not be considered.
 - **Enforcement:**
 - First offense: Team warning
 - Second offense: Coach-regulated discipline involving both the player and coaching staff (e.g., player sits out, corrective action by coach)
 - The goal is consistent enforcement and prevention of repeat violations.
- Weeknight Game Times: 5:15 PM, 7:00 PM
- Pitching:
 - Maximum Innings Pitched/Game: 3/pitcher
 - Rest Rules
 - 1-20 pitches thrown = no rest
 - 21-35 pitches thrown = 1 days rest
 - 36-50 pitches thrown = 2 days rest
 - 51-65 pitches thrown = 3 days rest
 - 66+ pitches thrown = 4 days rest
 - 40 pitches max/pitcher/outing, for first 2 weeks of the season
 - All coaches will receive communication when this is lifted
 - Player cannot catch after throwing 41 or more pitches
 - Player cannot pitch after catching 4 or more innings
 - All pitch counts should be recorded as of the start of the batter
 - If a pitcher throws his 50th pitch to a batter, he can complete the at-bat and record 50 on the pitch card, even if more pitches were thrown to complete the at-bat
 - In this scenario, the pitcher is only required 2 days rest
 - A player cannot pitch in games on 3 consecutive days
- Batter must have 1 foot in the batters box at all times
- Runners may only advance during a passed ball, overthrow of a base/pitcher, or straight steals.
- Injured players
 - Courtesy runners can be used for injured players
 - First missed at bat by injured player is an out, subsequent at-bats are not considered outs



- Kids may re-enter the game, even if at-bats are missed
- Home Team is determined by coin toss
- Dugouts are first-come, first-served
- No on-deck batters allowed
- Coaches may warm-up pitchers as needed when catchers are getting ready in-between innings
- Courtesy Runners for Catchers: Used for catcher of previous inning. Optional with 1 out, Mandatory with 2 outs (player that made the last out must be used)
- Players must remain in the dugout when not playing
- Home team keeps track of pitch cards
 - Coaches must agree on pitch counts between innings
 - Upon game completion, both coaches must sign cards and send to league coordinator

- Second game of the evening could start up to 20 minutes early
- Any rule violations, when escalated, will be reviewed by members of the KYB Board to determine actions required
- Tournament-higher seeds will be considered the home team, except in scenarios where one team has lost and battled back to play a team with no losses
- Player Rotation: Every player must play at least one full inning in both an infield and outfield position by the end of the 4th inning.
 - **Clarification:** To count toward the outfield requirement, a player must play the entire inning in the outfield. Mid-inning substitutions do not count toward fulfilling this requirement.
 - Violations should be addressed during the game and reported to the league coordinator. Repeated violations may result in review by the KYB Board of Directors.
- Playing Time (as stated in our bylaws): Every player must play at least two complete innings by the end of the 4th inning. Infractions will result in forfeiture of the game that the infraction took place.