

KYSA

2025 Rule Book

Kalispell Youth Softball Association

Board Officers

President: Sue Allen 253-8295

Vice President: Jeremy Grady 439-0530

Secretary: Jen Rankosky 249-7381

Board Members

Tim Anderson 250-8978

Brittany Hayes 208-816-1541

Beau Perkins 212-8600

Patrick Gulick (Advisory) 250-1873

Kalispell Youth Softball Association (KYSA)

Revised 8/18/2024

KALISPELL YOUTH SOFTBALL ASSOCIATION

KYSA Local Rules

These policy statements shall be the basis from which the softball program shall be organized and conducted for regular season games for the coming year. Policy statements shall not conflict with the Articles, Bylaws or State Law. The current edition of the USA Softball Rulebook shall be used in all other instances.

SECTION 1 (General Rules for all age groups)

- 1.1 Teams must be ready to play at the appointed time (i.e., all lineups shall be complete and exchanged and teams shall be in the dugout). Games may be delayed up to ten (10) minutes before a forfeit is declared; however, the time limit shall apply as if the game had started on time.
- 1.2 No new innings shall begin after the time limit for the game has passed, as determined by the umpire. Tie games shall stand as tied except for tournament play, international tie-breaker rule shall apply.
- 1.3 There shall be a maximum of five (5) runs per $\frac{1}{2}$ inning for all fastpitch league age divisions 10U, 12U, and 14U. After the 5th run is scored, the offensive and defensive

teams shall switch. In age division 8U there shall be a maximum of four (4) runs per ½ inning. After the 4th run is scored, the offensive and defensive teams shall switch.

- 1.4 The home team will provide the scorekeeper. The home team's scorebook will be the official book. Visitor and Home scorekeepers should compare books at least once per inning. Coaches and Umpire will sign the official book at the conclusion of play for **all** tournament play.
- 1.5 The home teams are responsible for bringing the batting helmets to the field (Early Session) and returning them to the storage shed after the Late Session. Home teams will get the third base dugout. All teams are to assure that the dugouts are clean when they leave.
- 1.6 All offensive players shall have a helmet on at all times when on the field of play.
- 1.7 Batters will be called out for throwing the bat. **Coaches, please emphasize to your players that a thrown bat is very dangerous!**
- 1.8 A team must field at least eight (8) players. A team may pick up a maximum of four (4) players. Pickup players must be from another KYSA team of an equal or lower age group and must be placed at the bottom of the batting roster and be played in the outfield. When playing with nine (9) players with four (4) pickup players, a pickup player must play 3rd base. Five (5) original team players must be rostered to play. If a regular team player arrives late and the first batter has not batted twice, then she must play. If this player causes the roster to exceed nine (9) players, then a pickup player must be discarded, starting from the last rostered pickup player's position as regular players arrive. A team fielding eight (8) players will take an out every time the 9th batting order spot comes up to bat. After the first batter takes a pitch in the 2nd inning, the batting roster is frozen and no additions or deletions shall occur. Home team will take the 3rd base dugout and visitor team will take the 1st base dugout.
- 1.9 Every player will be in the batting lineup for the entire game (rocket batting). If a player is injured and the umpire determines the player is unable to play, that player shall not count as an out when they come up on the batting roster.
- 1.10 Each player must play a minimum of two innings on defense. There shall be free substitution.
- 1.11 League standings of tied teams shall be determined in the following order:
 - (1) Win-Loss record between those tied teams
 - (2) Fewest runs allowed between the tied teams in regular season conference games. (If an odd number of games was played in conference between the tied teams, then the team with the fewest games will dictate the number of games used to calculate both team's runs, omitting games from the end of the season back.)
 - (3) If a tie still exists, a single coin toss shall determine league standing.
- 1.12 Team sorting will be done by Coaches. The following considerations will be a part of team sorting:
 - (1) T-ball will be school based with the remainder of the team filled based on numbers
 - (2) 8U will be: 1. Pitchers and catchers first; 2. School based next; 3. Equitable teams in terms of numbers, age and competition will be determining factors
 - (3) 10U, 12U and 14U will be: 1. Pitchers and catchers first; 2. Equal number of Emeralds players per team next; 3. Equitable teams in terms of numbers, age and competition will be determining factors
 - (4) Board discretion will be exercised to make competitive play between teams.

- (5) KYSA will use the current USA Softball Age Chart on a yearly basis with girls playing their designated age division based on their age before September 1st. Exception: If a player chooses to try out for an Emeralds Team above their current age division and is selected, they will be allowed to play in that higher age division for the following Spring Ball Season.
- 1.13 A background check will be required for all coaches. This background check will be run through USA Softball pursuant to their rules. Coaches having not completed ACE Level 1 Test will go directly to USA Softball website and register themselves purchasing the ACE Level 1 Test. Every year after that, coaches will have the option of purchasing themselves the next ACE Level test or paying KYSA the current fee for a USA Softball background check.
- 1.14 At the time of the pitch, all outfielders must be positioned on the grass.
- 1.15 A face mask will be required for all players on defense. It must meet the USA Softball equipment standards. KYSA may also recommend a heart-guard for all pitchers.
- 1.16 Cancellation of games will be made no later than 5 pm and the decision will be made by the President or their designee. This decision will affect all games scheduled for that day.
- 1.17 Beginning the fall season of 2014, all ASA/USA Softball approved bats may be used.

SECTION 2 (6U and 8U Age Division)

- 2.1 6U will play Tee Ball and coach pitch at discretion of league rep and coaches.
- 2.2 8U Division will be player pitched until four balls are pitched by the player. The offensive coach will pitch after ball four (4) with a defensive player standing near the pitcher's mound. Batters will get three (3) strikes from the player pitcher. Batters will get five (5) strikes from the coach pitcher while maintaining their strike count from the player pitcher toward their five (5) strikes. The defensive player may charge in to field the ball only after it is hit. Coach must be on the pitcher's mound and pitcher must remain inside pitcher's circle. Coach must deliver a flat pitch. The batter cannot be walked or advance on a hit by pitch when the Coach pitches. There will be no bunting when the Coach pitches. There will be no stealing when the Coach pitches. The batter must hit or strike out.
- 2.3 All players on each team will bat each inning, regardless of the number of outs in 6U.
- 2.4 When a player is out, they must return to the dugout.
- 2.5 Infielders must stand on the outfield side of the base line until the ball is hit. Outfielders must be on the grass until the time of the pitch.
- 2.6 Infield fly rule will not be enforced.
- 2.7 In 8U base-runners will be allowed to leave at the time of the pitch. They may steal one base per pitch. There will be no stealing of home.
- 2.8 Catchers must be in the designated area outside of the batter's box before the batter

swings.

- 2.9 Catchers must wear a facemask and chest protector. Batters must wear a helmet and pitchers must wear a facemask or helmet.
- 2.10 The distance from home plate to the pitcher's mound shall be 32 feet.
- 2.11 If a team has only 10 players at a game, the coach may elect to play 10 defensive players using a 4th Outfielder.
- 2.12 Please observe the following 6U and 8U League goals:
 - (1) Do not keep score except for run rules in half inning
 - (2) Develop fundamental skills and knowledge of the game
 - (3) Rotate players to different positions
 - (4) Develop self-confidence
 - (5) Stress team effort
 - (6) Help players to handle their successes and failures
 - (7) Develop good sportsmanship
 - (8) Stress Safety
 - (9) HAVE FUN!
- 2.13 6U and 8U Divisions will have a 1 ½ hour game time limit. The first 20 minutes of 6U will be practice with the remaining portion of time limit being game time.
- 2.14 Pitching Rule: Pitchers may pitch only two (2) innings per game. One pitch thrown in an inning constitutes an inning pitched.
- 2.15 There will be no dropped third strike consequence or advancement.
- 2.16 An 11" softie outdoor will be used.
- 2.17 Hit by a pitch batter takes 1st base. A batter must make an effort to move when hit by pitch. If no effort is made, the batter will be awarded a ball, if ball crossed outside strike zone, and will remain for another pitch.
- 2.18 There will be only one base on an overthrow, live or dead ball.
- 2.19 A batted ball must hit the grass first before the batter is able to advance to 2nd base.

SECTION 3 (10U Age Division)

- 3.1 The 10U Age Division shall be played according to USA Softball rules with the following exceptions:
 - 3.1.1 Batters will advance when four (4) balls have been pitched.
 - 3.1.2 Runners may leave at the time the ball leaves the pitcher's hand. Runners may steal only one base per pitch. There will be stealing of home.
 - 3.1.3 Infield fly rule will not be enforced.

3.1.4 Pitching Rule: Pitchers may pitch only two (2) innings per game. Beginning the 5th inning, there shall be no pitching restrictions. One pitch thrown in an inning constitutes an inning pitched. No pitching restrictions shall apply at the mid-season or end-of-season tournaments.

3.1.5 Hit by pitch batter takes 1st base.

3.2 No new inning shall begin after 1 hour 20 minutes. This does not apply in tournament play.

3.3 Mid-Season and End of Season Tournament rules shall be as follows:

3.3.1 All rosters from Coach's envelope must be completed and turned in by the end of the first game to Tournament Headquarters. All teams will be age based.

3.3.2 Run rule: 15 run lead after 3 innings – game over; 8 run lead after 5 innings – game over

3.3.3 Each team will play 3 seeding games from their pool. Pool standing for seeding on Sunday will be determined by: a. overall record, b. head to head record, c. runs allowed, d. coin flip

3.3.4 One foot in the box rule will be enforced – keep girls aware of this while giving signals

3.3.5 Home team responsible for taking score card to umpire for recording

3.3.6 Team traveling the further distance will call coin flip for home field

3.3.7 End of Season tournament will be a blind seeding. All games will be a coin flip to determine home team.

3.3.8 For pool play: 1 hour 20 minute time limit. No new inning after that. If home team is ahead and batting at time limit, game over. +International tie-breaker if tied (last out is placed at 2nd base to start inning). +Game over at 1:40 tie stands (at 1:40 score as of last complete inning stands).

3.3.9 Championship round same as pool play. Championship games will be 5 innings. The 5 run limit will not apply in the final inning.

3.3.10 No soft toss hitting or pitching into the fences.

3.3.11 No infield except for the 1st game of the day. Please use foul territory for any infield warm-ups.

3.3.12 There are no pitching restrictions.

3.3.13 Every player will be in the batting lineup for the entire game (rocket batting). If a player is injured and the umpire determines the player is unable to play, that player shall not count as an out when they come up on the batting roster.

3.3.14 Play dropped 3rd strike, four (4) ball walks, and stealing of home will be in place.

3.3.15 Runners may leave at the time the ball leaves the pitcher's hand. Runners may steal only one base per pitch.

3.3.16 Infield fly rule will not be enforced.

3.3.17 A team must field at least eight (8) players. A team may pick up a maximum of four (4) players. Pickup players must be from another KYSA team of an equal or lower age group and must be placed at the bottom of the batting roster and be played in the outfield. When playing with nine (9) players with four (4) pickup players, a pickup player must play 3rd base. Five (5) original team players must be rostered to play. If a regular team player arrives late and the first batter has not batted twice, then she must play. If this player causes the roster to exceed nine (9) players, then a pickup player must be discarded, starting from the last rostered pickup player's position as regular players arrive. A team fielding eight (8) players will take an out every time the 9th batting order spot comes up to bat. After the first batter takes a pitch in the 2nd inning, the batting roster is frozen and no additions or deletions shall occur. Sunday's games of Championship play which begin at 7 am will not allow pickup players. A Team must field players from their submitted roster to Tournament Director.

3.3.18 There shall be a maximum of five (5) runs per ½ inning. After the 5th run is scored, the offensive and defensive teams shall switch.

3.3.19 Bats must be checked and approved by Equipment Manager prior to your first game.

SECTION 4 (12U Age Division)

- 4.1 No player may pitch more than (3) innings per game during the recreation season. There shall be no pitching restrictions in the 7th inning. No pitching restrictions shall apply in the mid-season or end-of-season tournaments.
- 4.2 No new inning shall begin after 1 hour 30 minutes. This does not apply in tournament play.
- 4.3 Mid-Season and End of Season Tournament rules shall be as follows:**
- 4.3.1 All rosters from Coach's envelope must be completed and turned in by the end of the first game to Tournament Headquarters. All teams will be age based.
- 4.3.2 Run rule: 15 run lead after 3 innings – game over; 8 run lead after 5 innings – game over
- 4.3.3 Each team will play 3 seeding games from their pool. Pool standing for seeding on Sunday will be determined by: a. overall record, b. head to head record, c. runs allowed, d. coin flip
- 4.3.4 One foot in the box rule will be enforced – keep girls aware of this while giving signals
- 4.3.5 Home team responsible for taking score card to umpire for recording
- 4.3.6 Team traveling the further distance will call coin flip for home field
- 4.3.7 End of Season tournament will be a blind seeding. All games will be a coin flip to determine home team.
- 4.3.8 For pool play: 1 hour 30 minute time limit. No new inning after that. If home team is ahead and batting at time limit, game over. +International tie-breaker if tied (last out is placed at 2nd base to start inning). +Game over at 1:40 tie stands (at 1:40 score as of last complete inning stands).
- 4.3.9 Championship round same as pool play. Championship games will be 7 innings. The 5 run limit will not apply in the final inning.
- 4.3.10 No soft toss hitting or pitching into the fences.
- 4.3.11 No infield except for the 1st game of the day. Please use foul territory for any infield warm-ups.
- 4.3.12 There are no pitching restrictions.
- 4.3.13 Every player will be in the batting lineup for the entire game (rocket batting). If a player is injured and the umpire determines the player is unable to play, that player shall not count as an out when they come up on the batting roster.
- 4.3.14 Play dropped 3rd strike, four (4) ball walks, and stealing of home will be in place.
- 4.3.15 Runners may leave at the time the ball leaves the pitcher's hand. Runners may steal only one base per pitch.
- 4.3.16 Infield fly rule will not be enforced.
- 4.3.17 A team must field at least eight (8) players. A team may pick up a maximum of four (4) players. Pickup players must be from another KYSA team of an equal or lower age group and must be placed at the bottom of the batting roster and be played in the outfield. When playing with nine (9) players with four (4) pickup players, a pickup player must play 3rd base. Five (5) original team players must be rostered to play. If a regular team player arrives late and the first batter has not batted twice, then she must play. If this player causes the roster to exceed nine (9) players, then a pickup player must be discarded, starting from the last rostered pickup player's position as regular players arrive. A team fielding eight (8) players will take an out every time the 9th batting order spot comes up to bat. After the first batter takes a pitch in the 2nd inning, the batting roster is frozen and no additions or deletions shall occur. Sunday's games of Championship play which begin at 7 am will not allow pickup players. A Team must field players from their submitted roster to Tournament Director.
- 4.3.18 There shall be a maximum of five (5) runs per ½ inning. After the 5th run is scored, the offensive and defensive teams shall switch.
- 4.3.19 Bats must be checked and approved by Equipment Manager prior to your first game.

SECTION 5 (14U Age Division)

- 5.1 No new inning shall begin after 1 hour 40 minutes. This does not apply in tournament play.
- 5.2 No player may pitch more than four (4) innings per game in the recreation season. In the 7th inning all pitching restrictions will cease. No pitching restrictions shall apply at the mid-season or end-of-season tournaments.

5.3 Mid-Season and End of Season Tournament rules shall be as follows:

- 5.3.1 All rosters from Coach's envelope must be completed and turned in by the end of the first game to Tournament Headquarters. All teams will be age based.
- 5.3.2 Run rule: 15 run lead after 3 innings – game over; 8 run lead after 5 innings – game over
Each team will play 3 seeding games from their pool. Pool standing for seeding on Sunday will be determined by: a. overall record, b. head to head record, c. runs allowed, d. coin flip
- 5.3.3 One foot in the box rule will be enforced – keep girls aware of this while giving signals
- 5.3.4 Home team responsible for taking score card to umpire for recording
- 5.3.5 Team traveling the further distance will call coin flip for home field
- 5.3.6 End of Season tournament will be a blind seeding. All games will be a coin flip to determine home team.
- 5.3.7 For pool play: 1 hour 30 minute time limit. No new inning after that. If home team is ahead and batting at time limit, game over. +International tie-breaker if tied (last out is placed at 2nd base to start inning). +Game over at 1:40 tie stands (at 1:40 score as of last complete inning stands).
- 5.3.8 Championship round same as pool play. Championship games will be 7 innings. The 5 run limit will not apply in the final inning.
- 5.3.9 No soft toss hitting or pitching into the fences.
- 5.3.10 No infield except for the 1st game of the day. Please use foul territory for any infield warm-ups.
- 5.3.11 There are no pitching restrictions.
- 5.3.12 Every player will be in the batting lineup for the entire game (rocket batting). If a player is injured and the umpire determines the player is unable to play, that player shall not count as an out when they come up on the batting roster.
- 5.3.13 Play dropped 3rd strike, four (4) ball walks, and stealing of home will be in place.
- 5.3.14 Runners may leave at the time the ball leaves the pitcher's hand. Runners may steal only one base per pitch.
- 5.3.15 The infield fly rule will not be enforced.
- 5.3.16 A team must field at least eight (8) players. A team may pick up a maximum of four (4) players. Pickup players must be from another KYSA team of an equal or lower age group and must be placed at the bottom of the batting roster and be played in the outfield. When playing with nine (9) players with four pickup players, a pickup player must play 3rd base. Five (5) original team players must be rostered to play. If a regular team player arrives late and the first batter has not batted twice, then she must play. If this player causes the roster to exceed nine (9) players, then a pickup player must be discarded, starting from the last rostered pickup player's position as regular players arrive. A team fielding eight (8) players will take an out every time the 9th batting order spot comes up to bat. After the first batter takes a pitch in the 2nd inning, the batting roster is frozen and no additions or deletions shall occur. Sunday's games of

Championship play which begin at 7 am will not allow pickup players. A Team must field players from their submitted roster to Tournament Director.

5.3.17 There shall be a maximum of five (5) runs per ½ inning. After the 5th run is scored, the offensive and defensive teams shall switch.

5.3.18 Bats must be checked and approved by Equipment Manager prior to your first game.