

2025 KYB 7/8 Fall Ball Rules

Batting Guidelines

- Each batter receives a maximum of six pitches per at-bat.
- A batter is out after three strikes.
- Hit by pitch (HBP) results in a dead ball; this does not count toward the six-pitch limit.
- If the sixth or subsequent pitch is fouled off, the batter will be granted an additional pitch.
- Batters must attempt to swing at the final pitch, regardless of quality; failure to do so results in an out.
- All individual signups are required to use the pitching machine.
- Other teams are encouraged to use the pitching machine but may opt for their preferred method (machine pitch or coach pitch).

Baserunning and Hits

- On balls hit to the outfield grass on the fly, all runners may advance up to two bases at their own risk.
- All other batted balls are considered singles unless the ball is hit over the fence, which will be ruled a home run.
- Maximum of five runs per inning, including cases where a home run could otherwise result in more than five runs.
- No advancing on an overthrow.
- Tagging up is permitted if the ball is caught in the outfield on the fly; tagging up is not allowed when an overthrow occurs.
- The entire lineup must bat.

Fielding Rules

- Ten players are allowed on the field.
- Infielders must position themselves no closer than one foot in front of the baseline; there is no restriction behind the baseline.
- Pitchers are required to play within three feet of the pitching rubber (use the middle horseshoe on Field #2). Playing significantly in front is not permitted.
- Each player must play both an infield and outfield position before the fourth inning. The catcher position does not count as either infield or outfield.
- No player should sit for more than one inning per game.

- If a batted ball strikes the coach who is pitching, the play is declared dead. The batter resumes their at-bat and the pitch does not count.
- Two positional coaches are permitted on defense: one in the outfield and one in the infield (the infield coach may also be stationed in the outfield if desired).

Catchers

- Players may assume the traditional catcher position with full gear; please ensure proper technique and safety equipment (throwing hand protected, appropriate distance from the plate, boys must wear a cup, etc.).
- Alternatively, catchers may play without gear against the fence, facing away from the batter. Once the ball is in play, they may move to the standard catcher position behind home plate.

Equipment and Game Duration

- Both USA and USSSA bats are permitted.
- Games are subject to a strict time limit of 75 minutes.