



Minneapolis Youth Baseball Association – House League

2026 Killebrew League (Kid Pitch) Rules

I. EQUIPMENT AND SPECIFICATIONS

- a. **Field Dimensions** – All games will be played with base lengths of 60 feet and pitching distances of 46 feet
- b. **Shoes** – Molded cleats and cleat-less shoes such as tennis shoes are legal. Metal cleats are not allowed
- c. **Bats** - Metal or wood bats permitted. All bats must possess either the USSSA BPF stamp or the USA Baseball stamp.
- d. **Baseballs** – 1 new ball will be used per game, provided by the home team. Teams are expected to retrieve foul balls hit into their respective foul territory. Should extra balls be needed, teams will provide previously used baseballs in good condition.
- e. **Batting Helmets** – All players must wear a batting helmet while batting. The batting helmet may be of any color but may not have a reflective coating. The helmet must protect both ears but otherwise may be of any design.
- f. **Other Mandatory Equipment** – All players for whom a protective cup is anatomically appropriate must wear one.

II. PREGAME

- a. **Warm-ups** – Teams are not permitted on the infield until 25 minutes before game time. At this point, each team, beginning with the visiting team, will have 10 minutes to take infield warm-ups. Both teams will clear the infield 5 minutes prior to game time. If field conditions are even remotely wet, please conduct warm up in grass area or outside of the baselines.
- b. **Umpires Meeting** – 5 minutes before game time, the umpire will conduct a brief pre-game meeting with both head coaches to discuss ground rules and any special points of emphasis. Home teams are listed on schedule and will have last at bat.

III. PLAYING RULES

- a. **Minimum Roster Size** – Each team must have 8 players to start and play the game. Rather than forfeiting, teams are encouraged to reschedule prior to the game if they believe they will not have 8 players. If a team's roster is reduced to less than 8 after the game begins, the game may continue using borrowed players from the opposing team in the outfield. When the departed player(s)' spot comes up in the batting order, it will be recorded as an out.
- b. **Continuous Batting** – All teams will use continuous batting (all players hit regardless of whether they play the field in any given inning) and free substitution.
- c. **Walks/Use of Tee** – If a batter is issued 4 balls, the umpire will bring a tee out, and the batter will hit the ball off the tee. Any hit off the tee is limited to a single, with all baserunners advancing no more than one base on the hit. Any further advancement is limited to that allowable under Rule III.m, Advancing on Throwing Errors. The defense plays the ball batted off the tee the same as any other live ball in play and may attempt to throw out any runner to record an out as with any live ball.
- d. **Fielding Rule:** Each player plays once in the infield/outfield minimum per game. If a

coach believes a player should not be in the infield due to safety concerns, the coach must discuss the concern with the player's parent(s) and receive approval from the House League Co-Commissioners to not use the player in the infield. Defensive positions are Pitcher, Catcher, First Base, Second Base, Shortstop, Third Base, Left Field, Center Field, and Right Field.

- e. **Outfielders** – Teams will use a maximum of 3 outfielders.
- f. **Pitching Limits** – Players may pitch a maximum of 2 Innings per game and 3 Innings per week. A week is defined as running Sunday to Saturday. One pitch in an inning counts as one inning pitched. For example, a player who throws 1 pitch to complete the 1st inning and subsequently pitches the entire 2nd inning is credited with 2 Innings pitched and is ineligible to pitch the remainder of the game.
- g. **Pitching Limit Violations** – Coaches are expected to track innings pitched during the game and report them after the game. Violations will be handled as follows:
 - i. **Sportsmanship Principles** – MYBA assumes coaches operate under a code of sportsmanship. If a coach is aware the opposing team is about to use an ineligible pitcher, the right thing to do is notify the opposing coach they are about to commit a violation. However, this does not absolve coaches from monitoring their own Innings Pitched and, should a violation occur, that pitcher's coach is ultimately accountable.
 - ii. **If the violation is discovered during the game** – Once it is determined a player has exceeded their maximum Innings Pitched for the game or the week, they will be immediately removed from the game. The umpire will eject the coach for the remainder of the game and report the violation to the League Commissioner. Please see rules III.f.iv through III.f.vi for additional protocols for disciplining the offending coach.
 - iii. **If the violation is discovered after the game** – If a violation is identified after the game, the pitcher in question will be ineligible to pitch for the remainder of the week AND for the entire next week. The game will be forfeited with a score of 5-0.
 - iv. **Coach Discipline, First Offense** – The first offense, whether reported during or after the game, will be assumed to be an honest mistake. The League Office will discuss the matter with the offending coach, but no other action will be taken.
 - v. **Coach Discipline, Second Offense** – We expect no coach will commit two pitching limit violations but, should it happen, the offending coach will be suspended for the next game.
 - vi. **Coach Discipline, Third Offense** – Pitching limits are fairly straightforward and reasonable. Any coach who commits 3 violations of these limits does not align with MYBA's philosophy for the Mini-Millers program and will be relieved of their coaching duties for the remainder of the season.
- h. **Other Pitching Restrictions**
 - i. **Mandatory Removals** – Any pitcher who hits 3 batters must be removed as pitcher for the remainder of the game for safety purposes. Likewise, any player who puts 6 batters on base through any combination of walks and hit batsmen must be removed for the remainder of the game.
 - ii. **Legal and Illegal Pitches** – Fastballs, change-ups, and knuckleballs are all legal pitches. All other pitches are illegal. Umpires are expected to understand that young players' pitches may naturally tail or inadvertently curve. However, if the umpire feels certain the player threw an illegal pitch, upon the first infraction,

the pitch will be called a ball and the pitcher will be warned. Upon the second infraction, the pitch will be called a ball and the pitcher will be removed for the remainder of the game.

- i. **Leading Off**– Players may only lead off and steal when the ball crosses home plate. If a player leaves base early, the first violation will result in a dead ball, the runner returning to the previous base, and a warning to the bench. All subsequent violations will result in an out.
- j. **Stealing** – Pursuant to Rule 3h, players may lead off and steal only once the ball has crossed home plate. Stealing of 2nd and/or 3rd is therefore not limited to wild pitches and passed balls. Pursuant to Rule 3m, however, runners may not advance on the return throw from the catcher to the pitcher. If a runner has not yet begun a steal attempt by the time the catcher is in the process of getting up from the squat to throw back to the pitcher or in the motion of throwing the ball back to the pitcher, therefore, the runner cannot initiate a steal attempt at that time. Please also keep in mind that, per Rule 3j, home may only be taken on a ball batted in play, a throwing error, or a HBP. A runner attempting to steal 3rd may not attempt to score on an overthrow from the catcher during the steal attempt, and a runner may not advance to home on a wild pitch or passed ball.
- k. **Advancing on Wild Pitches** – Players may advance to any base EXCEPT home, on a wild pitch or passed ball. Players must “earn” the run on a hit.
- l. **Advancing on Batted Balls** – Runners may continue to advance on the basepaths after a batted ball until the ball is back to the pitcher. The ball is not deemed dead simply by being returned to the infield.
- m. **Advancing on Throwing Errors** – Should the ball be thrown out of bounds (not just into foul territory) by the fielding team when attempting to make an out, all baserunners will advance one base.
- n. **Other Base running Restrictions** – Players may not advance on the return throw from the catcher to the pitcher but may advance on errant pickoff throws. This does NOT apply to home.
- o. Home may only be taken on a ball batted in play, a throwing error, or a HBP.
*Example: Torii is the baserunner at 2B and attempts to steal 3B. The throw from the catcher sails into the outfield. **Torii must remain at 3B and may not attempt to score on the overthrow.***
- p. **Courtesy Runners** – At any time, a courtesy runner may run for the catcher. The courtesy runner must be the last player to make an out.

IV. SAFETY NETS

- a. Portable net barriers have been purchased and are stored in the Armatage storage shed. Dibs opportunities are available for retrieving and setting up the safety nets in advance of games. However, coaches are responsible for making sure their team’s barrier is in place prior to gameplay if playing on a field without dugout fencing. Use of the net barriers is mandatory. Any team failing to use the safety barrier while playing a game on a field without dugout fencing will forfeit that game. All players not in the field or batter’s box should be instructed to remain behind these barriers at all times with their helmets on.

V. SCORE KEEPING AND TIME LIMITS

- a. **Innings** – Games are scheduled for 5 innings
- b. **Run Limits** – Teams may score a maximum of 5 runs for the first 4 innings. There is no run limit for the 5th inning and beyond
- c. **10 Run Rule** – A 10 run rule will take effect in the 4th inning and beyond. If the home

team leads by 10 or more after the visitors are retired in the 4th inning, the game ends immediately. If the visiting team leads by 10 or more after the home team is retired in the 4th inning, the game ends.

- d. **Time Limits** – No new inning will begin after 1 hour and 50 minutes have elapsed.
- e. **Extra Innings**– If a game is tied at the end of 5 innings and conditions allow for continued play, an extra inning maybe played. Agreement between both coaches and umpire is needed. If conditions are such that the game can't be continued, it will be recorded as a tie game.
- f. **Suspended Games** - Games stopped by weather before 4 innings have been played are considered suspended and will be completed at a later date.
- g. **Official Book** - Home team will keep the official book used for any questions.

VI. **STANDINGS**

- a. **Points**
 - i. **Wins** – 3 points
 - ii. **Ties** – 2 points
 - iii. **Losses** – 1 point
- b. **Order of Finish** – Order of finish will be determined in the following manner
 - i. **Points Earned**
 - ii. **Run Differential (Maximum of +/- 10 per game)**
 - iii. **Runs Allowed**
 - iv. **Head-to-Head**
 - v. **Coin Flip**

