

13U RULES / GUIDELINES

These are the basics: there will always be things that are missed or unclear.

Please speak to any Board member for clarity.

HOME TEAM is to set up and/or clear the field, and ensure the shed is locked. Please plan to come early enough to get the bases out for start time. Home team is to take the third base dugout.

- PITCH COUNT: Full pitch count rules are listed at the end of this document and on the front page of the [pitch count book](#). We will list a few reminders here, but you are expected to understand these rules.
 - Rules are to be strictly adhered to – this is a safety issue, and we will not risk injury to any player for any reason.
 - Pitch counters from each team are also encouraged to check in with each other throughout the game, to avoid miscounts. If there is a discrepancy, the home team count is official.
 - There are no restrictions on the number of pitchers that can be used in any game.
 - Every pitch thrown in a game is counted, including balk balls. Warm up throws are NOT included.
 - A pitcher who is removed from the mound during the game is not permitted to return to pitch in the same game.
 - Once a player has assumed the role of pitcher (thrown 1 pitch or more), they cannot catch for the remainder of the DAY. This is important during tournaments especially. Players may catch and THEN pitch in the same day or game.
 - If a pitcher reaches their daily max (85 pitches) they are allowed to finish the batter.
- 5 RUN LIMIT rule
- Everybody bats. Regardless of whether players were on the field in a particular inning, they will still bat in the rotation.
- At Provincials, the starting 9 players must be the first 9 batters. KBL doesn't follow this rule during regular season play – choose your batting order however you wish.
- Unlimited substitutions are permitted (with the exception of pitching limitations). Feel free to move players around as much as you like during the game. Batting order does not change with substitutions.
- Teams must have a minimum of 7 players to field a team in 13U. Umpires give 15-minute grace period from the posted start time; after that time, the team short will forfeit. From that point, we

encourage teams to share players if one team is short, so that all the kids don't lose their game time, and so that we don't waste the time of our umpires.

- Lead offs are permitted in 13U.
- **New for 2024 Rule Change**- Players are limited to a maximum 6 foot lead off at all times. This is a developmental rule change to support the improvement of base running skills.
- **New for 2024 Rule Change** - Players can only steal a base once the pitcher has lifted their leg and has started their delivery towards home. This is a developmental rule change to teach the importance of timing, anticipating and reading the pitcher's movement.
- MOUNDS may be used this year.
- Field dimensions: base distance = 70ft, home to 2nd base = 99ft, pitching distance = 48ft.
- Bats: metal bats only. Max length = 42", max diameter = 2 ¾ ". Bat weight to length ratio maximum of -10. Players may bring bats from home, but please inspect them to make sure they meet these criteria.
- Rubber cleats are allowed ONLY. No metal cleats.
 - Games length is 7 innings or time. 13U games are allotted 2hrs. Last inning (whether or not it's 7th) will start with 15mins or more remaining. If LESS than 15 mins remain, the game is over.
 - If time is up and there hasn't been even bats, the score reverts back to the score at the end of the last complete inning.
 - Second-year 11U players may be picked up to play with the 13U, with permission of their parents and coaches. Players may NOT miss their regular team game to be picked up. If picked up, 11U players **may NOT pitch and MUST bat at the bottom of the order**. The convenor can provide a list of eligible call ups.
- **Playoffs:** All teams make the playoffs. The playoff schedule and structure will be determined by the Scheduling Manager based on the number of teams in the division. If teams are tied in the standing, ties will be broken based on these comparisons, applied in this order: **(1)** Head-to-head wins with tied teams; **(2)** Most wins in the season; **(3)** Head to head run differential (runs for minus runs against); **(4)** Season run differential, all games; **(5)** Coin flip. Work through the list until the tie is broken. Playoff games are 5 innings with no time limit. If tied after 5 innings, the game will go into extra innings with the home team always getting a last chance to bat.