

KANKAKEE VALLEY ASSOCIATION

MAJORS BASEBALL (13-14) 2026

I. OBJECTIVES OF THE LEAGUE

1. Allow the participants a chance to play baseball.
2. To provide a positive learning experience where each player can experience some degree of success.
3. To teach the fundamentals of defensive and offensive baseball.
 - a) If it's found by the KVA that a coach is not teaching the fundamentals a warning will be issued.
 - b) The second offense, the coach will be terminated.
4. To demonstrate and teach the meaning and value of true sportsmanship.

II. AGE LIMITATIONS

A. DATES

1. A player must be no older than fourteen (14) on or before April 30th of the year in question to be eligible to play.
2. A player that participates on a high school team will not be permitted to play, until their school season is done.
3. A player that is fifteen (15), for the remainder of the season, and still in the 8th grade is eligible to play.

III. RULES OF THE GAME

A. BASIC RULES

1. NFHS rules will apply on things not covered here.
2. Baseballs must be stamped with the Little League, Pony, Babe Ruth or High School approval for game or tournament play.
3. Seven (7) innings will be played.
4. Each team shall consist of 9 players on the field with 3 outfielders.
5. All players must play two (2) innings on defense and one (1) at bat or forfeit the game.
6. The blowout rule is twelve (12) runs after four (4) innings; ten (10) runs after five (5) innings.
7. **NO Jewelry will be allowed.** *Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types), barrettes or other cosmetic or decorative items that are hard. Religious & medical alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical alert medal must be taped & may be visible.*
8. **SHORT HAND RULE:**
 - a) A team may play with eight (8) players.
 - b) The vacant spot of the batting order, will be an "automatic out"
 - c) The opposing team may not with 2 outs, intentionally or unintentionally walk the previous batter to get the "automatic out". The vacant spot in the batting order is skipped, the "auto out" is waived, and the next batter is the player whose name follows the vacant spot in the batting order. A game or inning cannot end on an automatic out.

B. BATTING & BASE RUNNING

1. Batters and runners must wear a well-fit NOCSAE approved helmet.
 - a) The umpire shall declare any batter "out" who enters the batter's box without a protective helmet.
2. One warning per team will be given for throwing the bat.
3. There is a continuous batting order.
 - a) All subsequent batters throwing the bat will be called out.
4. For plays at home, the runner **MUST** slide or avoid using excessive force. Umpire's discretion.
5. Courtesy runners can be used for the pitcher and catcher **ONLY**.
 - a) The player who made the last out becomes the runner.
 - b) The same person cannot be used twice in the same ½ inning.
6. The barrel of all baseball bats will be limited to 2 3/4" or less.

C. PITCHING

1. All towns are required to have a portable or permanent pitching mound that are 6 inches high and at a distance of 55'.
2. Pitching Limits:
 - a) 14U pitchers are limited to ten (10) innings in seventy-two (72) hours regardless of where they pitched. This includes non-KVA league games.
 - b) One pitch will constitute an inning. Violation of the inning limitation will result in forfeiture of the game.
3. Pitchers are allowed five (5) initial warm up pitches and three (3) each inning after.
4. Trips to the mound by managers or coaches are limited to one (1) per inning per pitchers.
 - a) On the second visit, the pitcher must be removed.
 - b) Once a pitcher is removed from an inning, he may not re-enter the same inning as a pitcher. He may enter in another defensive position.
5. NO spitball (hand to mouth rule)
6. Each team will be issued one (1) warning for a balk.