

KANKAKEE VALLEY ASSOCIATION MINORS BASEBALL (10-12) 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 twelve (12) on or before April 30th of the year in question to be 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. All players must play two (2) innings on defense and one (1) at bat or forfeit the game.
5. There is a 6 run limit for innings 1-5 any inning after that 3 outs will end the inning.
6. The blowout rule does apply twelve (12) runs after four (4) innings; ten (10) runs after five (5) innings.
7. Drop third strike will be in effect
8. Infield fly will be in effect.
9. 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 two (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. There will be a continuous batting order.
3. You can lead off from the release of the ball in pitchers hand.
4. One warning per team will be given for throwing the bat.
 - a) All subsequent batters throwing the bat will be called out.
5. For plays at home, the runner MUST slide or avoid using excessive force. Umpire's discretion.
6. An extra hitter (EH) may be used.
 - a) EH must play at least two (2) innings on defense and have one (1) at bat
7. 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.
8. 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.

9. The barrel of all baseball bats will be limited to 2 3/4" less.
10. Only one base allowed on an overthrow; an overthrow is a throw that goes beyond 10 feet of the first-base line in foul territory.
11. Play becomes dead when the pitcher controls the ball inside the circle. Runners may not advance unless they have already passed the 15-foot line; otherwise, they must return to their last base.

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 fifty (50) feet.
2. Pitchers must declare at the beginning of a new batter what hand orientation they will use. Left or right handed pitch.
3. Pitching Limits:
 - a) Pitching limits outlined in the Pitch Smart Guidelines will be followed or game will be forfeited.



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

- b) One pitch will constitute an inning. Violation of the inning limitation will result in forfeiture of the game.
4. Pitchers will be allowed five (5) initial warm up pitches and three (3) each inning after.
5. Trips to the mound by managers or coaches are limited to one (1) per inning per pitcher.
 - 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. Straight pitches only
 - a) NO breaking pitches
 - b) NO spitball (hand to mouth rule)