

	<b>A</b>	<b>AA</b>	<b>AAA</b>
<b>GRADE (AGE)</b>	<b>3RD-4TH GRADE (10U)</b>	<b>5TH-6TH GRADE (12U)</b>	<b>7TH-8TH-9TH GRADE (15U)</b>
<b>Game Organizational Structure</b>			
<b>Arrival Time</b>	Players are to arrive 60 minutes sharp prior to first pitch. Games last for 6 innings and no new inning after 110 mins.	Players are to arrive for pre-game 45 mins sharp prior to first pitch. Games last for 6 innings no new inning after 110 mins.	Players are to arrive for pre-game 45 mins sharp prior to first pitch. Games last for 7 innings and no new inning after 120 minutes.
<b>Innings</b>	Single games will be 6 innings, double headers will be 4 innings.	Single games will be 6 innings, double headers will be 5 innings.	Single games will be 7 innings, double headers will be 5 innings.
<b>Mercy Rule</b>	The mercy rule is in effect if the home team is ahead by 12 or more runs after 3 1/2 innings.		The mercy rule is in effect if the home team is ahead by 12 or more runs after 4 1/2 innings.
<b>Batting Order/Line Up</b>	Each player will be in the batting order. Each must player must play at least 2 innings (unless there is a mercy rule), Players cannot sit out more than 2 consecutive innings.		
<b>#Players</b>	You must start the game with at least 8 players to have an official game. The 9th position in the batting order WILL be an automatic out. In the case of an injured player, his spot in the batting order will NOT be an automatic out.		
<b>Base Coaches</b>	A Koa coach will be coaching third base, a Parent Assistant Coach (PAC) will coach 1st base.		
<b>Diamond Size</b>	Home to first and base to base is 65 feet. Home to the pitching rubber is 46 feet. Home to Second is ~92 feet	Home to first and base to base is 70 feet. Home to the pitching rubber is 50 feet. Home to Second is ~99 feet	Home to first and base to base is 90 feet. Home to the pitching rubber is 60 feet 6 in. Home to Second is ~127 feet
<b>Inning Run Limit</b>	<b>Unlimited</b>		
<b>Umpires</b>	One Professional contracted umpire will assume control 5 minutes before the game.	Two Professional contracted umpires will assume control 5 minutes before the game.	
<b>Motion Guidelines</b>			
<b>Sliding</b>	Base runners must (if advancing to a base) slide feet first. If a player is retreating to a base he may slide head first.	Base runners may slide head or feet first into any base except for home. A foot first slide is required going into home plate and runner must avoid contact.	
<b>Stealing/Bunting</b>	Stealing of second and third is permitted after the ball crosses home plate. Stealing home will NOT be allowed. Bunting is allowed anytime.	Stealing and bunting are permitted at any time.	

<b>Bats</b>	Both USA and USSSA bats ONLY are permitted. Big barrel and small barrel bats will be allowed.		
<b>Pitching</b>	Players may pitch a maximum of 3 innings per day and 6 innings per week.	Players may pitch a maximum of 4 innings per day and 7 innings per week.	Players may pitch a maximum of 5 innings per day and 7 innings per week.
<b>Leading</b>	Leading is not allowed at any time.	Leading is allowed at any time.	
<b>Balks</b>	Not in effect.	During the regular season each pitcher will receive one warning before a balk is called. In the post season there will be no warnings.	
<b>Bat Throwing</b>	Each team will receive one warning on bat throwing. The second offense can result in ejection, this the umpire's authority.		
<b>Dropped Third Strike</b>	The batter is out immediately after a third strike is called.	The drop third strike rule is in effect.	
<b>Infield Fly</b>	Not in effect.	Will be in effect.	
<b>Speed up Play</b>	When a catcher is on base with two outs, the player who made the last batted out shall substitute in for the catcher to expedite play.		
<b>End of Play</b>	Is declared completed when the umpire calls time.		
<b>Malicious Play</b>	A player who intentionally institutes aggressive contact while sliding into a base or otherwise shall be ejected from the game.		
<b>Scorekeeping</b>	Both teams will keep score and provide a recap to Koa mgm. The home team's will keep the official book.		
<b>Overthrows</b>	When the ball is overthrown and out of play, the runner is awarded one extra base.		
<b>Required Equipment</b>			
<b>Batting Gear</b>	All batters must wear a two flap batting helmet.		
<b>Catcher's Gear</b>	All Catchers must be equipped with a protective cup, chest protector, shin guards, and face mask.		
<b>Game Balls</b>	Koa will provide a suitable game balls for play. AD Starr 300 is the standard game ball.		
<b>Uniforms</b>	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are recommended for all players. Only rubber cleats are permitted.	All players must be clothed with a Koa hat, Koa jersey, socks, and baseball pants every game. Protective cups are recommend for all players. Metal cleats are permitted.	
<b>Miscellaneous</b>			
<b>Weather</b>	If at any time there is thunder or lightening, the game is postponed for 30 mins from the last bolt. Fields will not be used when there is standing water. County government guidelines for field closures will be followed, NO exceptions.		