

Kentucky Classic Tournaments

2026 Baseball Rules

Our Park Rules	Gameplay Rules
<ol style="list-style-type: none">1. No alcoholic beverages allowed. Disputes will be handled by the local police department.2. Smokers need to use designated areas only.3. Please keep your area neat and clean up after yourselves please.4. Keep dugouts clean and leave them as you found them.5. Throw all trash away. Please supervise younger children.6. DO NOT park on the grass. Each park has plenty of spaces	<ol style="list-style-type: none">1. Each team must submit a waiver before playing their first game. It can be found on our website and turned into the umpire.2. Each team must be able to prove player's age if a dispute arises. It will not be mandated for entry, but proof must be available.3. Teams will use their own balls.4. Each team is guaranteed 3 games.5. Visiting team is responsible for scoreboard. Home team is responsible for the Score Book.

A Note on Conduct:

It is expected that all participants, whether they be athletes, coaches, or fans, behave respectfully and with good sportsmanship. Please keep in mind that these tournaments are to promote and develop the athletes not just as athletes, but as citizens. We understand that there will be instances where a call is made or something happens that people will be upset over, but we will not allow foul language or unsportsmanlike behavior. **The tournament director reserves the right to eject a fan or parent that is not adhering to this policy. Coaches can be restricted to their dugout for the game or ejected for the game (and the one following). If a coach is too unruly, the tournament director may end their game and eliminate them from the tournament, with no refund.**

Gameplay Rules

5U 6U TBall	<ul style="list-style-type: none">• Innings: 5• Time Limit: Cannot start a new inning after 50 minutes• Mercy: 6 runs per inning, game over after mathematically impossible to tie• Defensive Players: 10 (4 outfielders)• Batting: Can bat entire roster or just those on defense• Bats: Big Barrel Bats allowed• Cleats: Only plastic
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	<ul style="list-style-type: none"> ● No infield fly ● Infielder must possess ball before umpire will call time; runners not halfway must return to base ● Runner leaves base early equals team warning; next occasion is an out
7U 8U Coach Pitch	<ul style="list-style-type: none"> ● Innings: 5 ● Time Limit: Cannot start a new inning after 50 minutes ● Mercy: 6 runs per inning, game over after mathematically impossible to tie ● Defensive Players: 10 (4 outfielders) ● Batting: Can bat entire roster or just those on defense ● Pitching: 5, 5th foul equals another pitch ● Bats: Any Big Barrel Bat or HS rule tournament must have a USSSA stamp; For any Cal Ripkin tournament USSSA bats are allowed but must be stamped. ● Cleats: Only plastic ● No infield fly ● Infielder must possess ball and stop lead runner before umpire will call time; runners not halfway must return to base ● Runner leaves base early equals team warning; next occasion is an out
8U Kid Pitch, 9U 10U 11U 12U 46/60	<ul style="list-style-type: none"> ● Innings: 5 ● Time Limit: Cannot start a new inning after 1 hr 20 min ● Mercy: 10 runs after 3 innings; 8 runs after 4 innings ● Defensive Players: 9 ● Batting: Can bat entire roster or just those on defense ● Pitching: 9 innings for the weekend ● Bats: Any Big Barrel Bat or HS rule tournament must have a USSSA stamp; For any Cal Ripken tournament USSSA bats are allowed but must be stamped. ● Cleats: Only plastic ● Courtesy runner for the catcher ● Cal Ripken rules ● Showing fake bunt not permitted ● No leading off ● Runner leaves base, 1 warning, next time is an out
9U 10U 46/65, 11U 12U 50/70	<ul style="list-style-type: none"> ● Innings: 6 ● Time Limit: Cannot start a new inning after 1 hr 20 min ● Mercy: 10 runs after 3 innings, 8 runs after 4 innings, 8 runs after 5 innings ● Defensive Players: 9 ● Batting: Can bat entire roster or just those on defense

	<ul style="list-style-type: none"> ● Pitching: 9 innings for the weekend ● Bats: Any Big Barrel Bat or HS rule tournament must have a USSSA stamp; For any Cal Ripkin tournament USSSA bats are allowed but must be stamped. ● Cleats: Metal is not permitted on portable mounds ● Courtesy runner for pitcher and catcher ● KHSAA Rules
13U 54/80, 13U and <u>Up</u> 60/90	<ul style="list-style-type: none"> ● Innings: 6 ● Time Limit: Cannot start a new inning after 1 hr 35 min ● Mercy: 10 runs after 3 innings, 8 runs after 4 innings, 8 runs after 5 innings ● Defensive Players: 9 ● Batting: Can bat entire roster or just those on defense ● Pitching: 9 innings for the weekend ● Bats: 13U= USSSA Stamp 14U= USSSA Stamped -5 or BBCORE 15U= BBCORE only! ● Cleats: Metal is not permitted on portable mounds ● Courtesy runner for pitcher and catcher ● KHSAA Rules