

BOYS 9-10 KID PITCH RULES

FIELD DIMENSIONS

- Bases are set at 65 feet apart.
- Pitching rubber is at 42 feet.

EQUIPMENT

- Any official youth baseball may be used.
- The official ball will be a 9" leather baseball.
- All batters and base runners must wear helmets the entire time they are on the field of play. A base runner that becomes out must keep his helmet on until he has reached the inside of the dugout.
- All players must wear a protective cup. Should it be determined that he is not wearing a protective cup; he will not be allowed to participate in the game. SAFETY, SAFETY, SAFETY.
- The catcher must wear shin guards, a chest protector, and a catcher's helmet with mask protective cup, and throat guard.

UNIFORMS

- All players must wear matching jerseys with a number on the back, matching hats, matching socks, and matching (color only) baseball pants.
- No watches or jewelry may be worn.
- **Players must keep shirt tails tucked in (with belt) at all times.** Hats must be worn, when on defense.
- There will be NO METAL cleats allowed.

GAME PRELIMINARIES

- There will be no infield/outfield practice prior to the game.
- All warm-ups must take place in the outfield. Warm ups will not be allowed on the infield. Please go over this with your players.
- 5-10 minutes before the game devotions will take place. Please have your team ready.
- Any questions should be asked at this time.
- ****There will be no reschedules** for any canceled/forfeited games. This does not include games rescheduled by HP Athletics, i.e. rainouts.

DEFENSIVE PLAYER POSITIONS

- Each baseball team shall have 9 defensive players on the field.
- There is free defensive substitution. Each player shall learn at least one position in the infield and one in the outfield. This rule is intended to avoid having the same players in the outfield every game. It is expected that no player will play an entire game in the outfield.
- **NO PLAYER SHALL SIT MORE THAN 2 TOTAL INNINGS PER GAME. THOSE INNINGS MUST NOT BE 2 CONSECUTIVE INNINGS.**
- A game is considered a forfeit, if a team does not have at least 8 players ready to play within ten minutes, after the scheduled starting time; however, a game can be played using other teams' players to meet the 9 player minimum only. It will be considered an official game, and will **not** be rescheduled. Players that are picked up from other teams, must play an outfield position.

GAME RULES

- All players from each team will bat according to the lineup card given to the umpire, before the start of the game. Only one on-deck batter will be allowed and he must be on-deck behind the batter. Each player should be placed on the official lineup card. Should a player show up after the start of the game, he should be added to the end of the lineup and bat accordingly. Players from another HPC team can be picked up to complete a line up of 9 total players.
- Only one defensive coach, other than the pitching coach is allowed outside the dugout and **must** remain along the dugout fence
- **Absolutely no children other than the players are allowed in the dugout, unless he/she is a bat boy/girl. He/she must wear a helmet outside the dugout.**
- A regulation game is 6 innings. Game will **drop dead** at 1 hour 20 minutes, regardless of what team is at bat. Player “at bat” at the 1 hour 20 minute mark, shall complete his “at bat”. Game start time will begin at first pitch to batter.
- If a game is tied at the end of 6 innings or end of time, the game will result in a tie.
- We do not keep league standings.
- The maximum number of runs a team can score in an inning is 6 runs per inning. At the 40 minute mark, the max run limit will be lifted, upon the start of the following inning. Example: If the 40-minute mark is reached during the visiting team’s at bat in the 3rd inning, the 6-run max limit will be lifted at the start of the 4th inning. *The inning will start at first pitch to batter. Should a team be ahead by 15 runs or more after the 3rd inning or 10 runs or more after the 5th inning, the game is over.
- Bunting is permitted.
- **The Infield Fly Rule** will be implemented. You are in an infield fly situation when two conditions are met: **First**, you have fewer than two outs. **Second**, you have runners on first and second, or bases loaded. (Make sure you are clear on this rule)
- Runners are not allowed to leave the base until the ball has been hit.
- The runner is out when he leaves the base before the ball is hit by the batter. This is a dead ball situation (much like a balk in baseball). If the runner comes off the base, player will be warned about leaving the base before the ball is hit. (Player will only get 1 warning) The umpire will make the call as soon as he sees the runner leave early. This cannot be appealed. The umpire has to see the violation.
- **There will be NO stealing home on pass balls.**
- **Delayed steals from 3rd base are not allowed. A runner cannot steal home on a thrown ball back to a pitcher, unless the ball is overthrown. If the throw is not caught cleanly, the runner may advance at his own discretion.**
- **In order for the defensive team to stop play, an infielder must be in possession of the ball in the infield before time is called. The umpire will use the halfway marks to determine where to place the runners once time is called.**
- **Any runner who fails to return or advance once the pitcher has the ball on the pitching mound, may be called out upon the umpire's discretion.**
- **If the catcher misses the 3rd strike, the batter is out and may not advance to first base. All runners on base may not attempt to advance.**
- The coach may visit the pitcher at the mound during an inning. A second trip to the same pitcher, in the same inning, will cause the pitcher’s automatic removal. If the umpire, due to possible injury, deems the visit necessary, the visit will not count against the team. In this case, the umpire should ask for the coach to come out to the mound. Coaches should not assume that the visit is related to an injury. When in doubt, ask the umpire first.
- Offensive teams are limited to one time out per inning, except in the case of an injured player

- **PITCH LIMIT:** A player may legally pitch a maximum of three innings in one day and still legally pitch the next day. The total number of innings any pitcher can pitch in a 24-hour period is 6 innings. If a pitcher pitches more than 3 innings in one day, the player cannot pitch the next day. Once 1 out is recorded, a pitcher is charged with an inning.
- A courtesy runner may be used for the pitcher or catcher who reaches base (this is to help speed up the game). **If there are 2 outs when the catcher reaches base or while he is on base, a courtesy runner must be used.** The courtesy runner must be the player who made the last out prior to the pitcher or catcher reaching base. The courtesy runner cannot run for both the pitcher and the catcher in the same inning.
- **All other standard baseball rules apply.**