

## 9/10 Kid Pitch League Rules



### **Age**

All children ages 9 to 10 may play Minor League baseball. Baseball age is established as of May 1<sup>st</sup>. Exceptions can be made to the age restrictions by contacting the League Coordinator.

### **Purpose**

To provide a safe, fun, competitive environment for kids to learn about and enjoy the game of baseball. Hitting, fielding, running the bases, and baseball strategy are the primary coaching objectives of this league

### **Field Dimensions**

Bases set 60 feet apart; home to 2nd base 84 feet 10 inches. The front of the pitching rubber will be 46' from the back of the plate.

### **The Game**

Game length is 6 innings. The team with the most runs at the end of the game will be the winner. All games that end in a tie score at the end of six innings or official games that are ended prematurely due to inclement weather with the score tied shall be reported as a tie game. In the playoffs, International Tie Breaker Rules will be used to determine a winner.

International Tie Breaker Rules: The batter that precedes the leadoff batter in extra innings shall be placed on second base with no outs. The game will proceed as normal from that point. This will repeat each inning until there is a winner.

No inning shall start after 1 hour 45 minutes past the scheduled start time of a game. No play may be continued after 2 hours past the scheduled start time of the game. If a game has to be stopped between innings due to time limits, the score will revert back to the last full inning played.

A game is considered an official game if at least 4 full innings have been played with the home team trailing, or 3 ½ innings with the home team winning. If a game in progress is called due to inclement weather or nightfall and is not an official game as described above, the game must be rescheduled and played from the beginning (including playoff games).

During the playoffs, a full 6-inning game will be played, even if the game is suspended due to a weather or darkness.

A game may be played with as few as 8 players. Any less than 8 players and the game will be considered a forfeit. There is no penalty for playing with 8 players.

Any warm ups or infield practice should be complete before your scheduled game time so the game starts on time. **MAKE SURE YOUR PARENTS KNOW TO ARRIVE EARLY FOR WARMUPS.** If your game starts late, the end time does not change.

Each team should take about five to ten minutes of infield practice.

Game results are to be reported to the League Coordinator by the winning team. It is the responsibility of the League Coordinator to enter the results on the EYO baseball website.

Scorebooks **MUST** be maintained to allow player eligibility in any Cal Ripken tournament. Scorebooks should contain FULL NAME and UNIFORM NUMBER for each player.

### ***Pitcher/Catcher***

Pitching distance is 46 feet.

A calendar week for Ripken Baseball is Monday through, and including, Sunday. A pitcher may pitch seven (7) innings per calendar week.

Innings pitched in Sunday only travel league games do not count toward this total.

If a pitcher pitches one (1) pitch in an inning he shall be charged for one (1) inning pitched.

A pitcher cannot pitch more than four (4) innings in any game.

A pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than two innings in any one game. NOTE: This means if a pitcher pitches three (3) innings on Saturday he **IS NOT** eligible to pitch Monday.

A pitcher must be removed if he hits three (3) batters in one game. The pitcher cannot return to pitch later in the game.

Pitcher re-entry is not allowed. A pitcher that has been removed from the pitching position cannot re-enter in the pitching position.

No balks will be called. The coaches should work with the pitchers to ensure they do not stutter or otherwise stagger their motion in a manner that could confuse the batter.

The catching position is used in this league. All catchers must wear a protective cup.

### ***Balls***

Little League or Cal Ripken cushioned cork center balls will be used for game play.

### ***Batting***

Each player on the team will be placed in the batting order.

If the coaches agree, a game can be played where all batters will start with a 1-1 count.

There is no bunting allowed. If any batter squares to bunt at a ball, a dead ball will be called immediately and a strike will be called against the batter.

There is no infield fly rule.

There is no dropped third strike rule.

Batters may only use USSSA and USABat approved bats with a maximum barrel size of 2 3/4".

Any youth player on the field (batters, base runners, and coaches) must wear a helmet at all times.

### ***Base Running***

Baseball rules clearly spell out the meaning of dead ball. Coaches are strongly encouraged to teach their players how to stop the lead runner.

Runners may steal second and third base only. Runners cannot attempt a stolen base until the pitched ball crosses the plate. Any runner who is caught leaving early will be called out. There will be no warning. Runners may not advance on an overthrow on a stolen base attempt. Runners may not steal home.

A pitcher or catcher may be replaced on the base paths with 2 outs in order to “speed up” the game.

No leading off base is permitted.

### ***Scoring***

An inning is over when 5 runs have been scored in the inning or 3 outs have been made. There is a 5-run rule for each inning, with no continuation. If the 5<sup>th</sup> run scores during an at bat, the play will continue until an out is made or all the runners cross home plate (including the batter-runner). Any runs scored over the 5-run limit will not count.

There is unlimited batting/scoring in the last inning. In the case of an abbreviated game due to darkness, coaches should predetermine the last inning prior to its beginning. In the event of an extra inning playoff game, the 5-run rule does not apply to the extra inning(s).

### ***Fielding/Defense***

There will be a maximum of 10 players on defense. There can be as many as: 4 outfielders, 4 infielders, 1 pitcher, and 1 catcher. The League Commissioner will set this policy before the start of the season. If not formally communicated, there will be 9 players on defense.

There will be unlimited substitutions on defense (with the exception of pitchers as defined in the pitcher/catcher section).

It is strongly recommended that all players be given the opportunity to play both the infield (1st, 2nd, 3rd, or pitcher) and the outfield, unless a coach feels that the safety of a particular player could be an issue if he/she is placed in the infield. Each player must play a minimum of 3 innings on defense, unless the game ends early due to darkness, weather, etc. Failure to place a player on defense for 3 innings will result in a forfeit.

### ***Umpires***

Umpire(s) will be provided for each game.

Teams should wait no longer than 10 minutes following the scheduled game start time to play a game in the absence of an umpire. A team’s assistant coach or trusted member thoroughly familiar with the rules of baseball should act as the umpire.

ONLY COACHES SHOULD HAVE COMMUNICATION - RELATED TO THE GAME AND ON FIELD ACTIVITIES - WITH THE UMPIRES. PLEASE ADVISE YOUR PARENTS AND PLAYERS NOT TO GET INTO DISCUSSIONS ABOUT CALLS ON THE FIELD WITH THE UMPIRE.

***Post Season***

Post-season games will begin at such a time so that the championship game will be completed not later than the end of the school year.

End of season standings will determine post-seasons seeding. Tie breakers will be established as follows:

- 1) head-to-head games played
- 2) won/loss record within division
- 3) total runs given up
- 4) total run differential
- 5) coin flip

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