

SFBSA KID PITCH BASEBALL RULES (Ages 9 & 10)



1. The Playing Field:

1.01: The home team will prepare the field: lime the baselines and install bases. The home team will also supply game balls.

1.02: The infield should be a 60 ft. square (i.e. bases are placed 60 ft. from each other).

1.03: The pitching rubber should be 46 ft. from the back of home plate.

1.04: The home team is responsible for field clean-up after the game. This consists of returning equipment to the field shed and picking up any trash around the field. Both teams are responsible for clean-up around their bench area. Both teams should make a collaborative effort to clean and drag field regardless of who is the home team and make sure shed is locked and lights are turned off.

2. The Game:

2.01: The game consists of 6 innings or 2 hours unless extended by a tie score or shortened due to rain, darkness, mercy rule or time limit.

2.02: No inning may be started (i.e. visiting team batting) after 1 hour and 45 minutes, unless there is no game scheduled afterward.

2.03: If the game is tied after 6 innings, then 1 extra inning may be played if time permits (see rule 2.02). If the game is tied after 7 innings, then the game will be recorded as a TIE.

**NOTE: the run limit in an extra inning is 6 runs.*

2.04: Games that are shortened will be considered a regulation game if:

2.04A: Four or more innings have been completed and a new inning has not started.

2.04B: The visiting team has batted at least four complete innings and is losing the game.

2.04C: After four innings a game is called during an incomplete inning. In this case, the score of the game will revert back to the score of the last complete inning UNLESS the home team is currently leading, or the score is tied (in this case the current score is used).

2.05: If the score is TIED in a shortened regulation game (see rule 2.04) then the game is recorded as a tie.

2.06: Shortened games that are not considered regulation (see rule 2.04) will be replayed in their entirety.

2.07: A half-inning shall consist of three outs or when a team scores 4 runs in innings 1 through 5, whichever comes first. The run limit in the 6th inning shall be 12 runs. Any runs scored beyond the maximum shall be ignored (EXAMPLE: 3 runs have already scored, and a batter hits a 2-run homerun – only 2 runs will be recorded).

2.08: A game will end due to MERCY RULE if either team is behind by 13 or more runs after completing their turn at bat in the 5th inning.

2.09: All playoff games will be played entirely; they will only be shortened due to the MERCY RULE.

3. The Defense:

3.01: Each team fields a maximum of 10 players ONLY. If you do not have 10 players, then you may call-over players from other Kid Pitch teams. If at that point you do not have at least 8 players, you may pull up players from the Coach Pitch League. If you cannot field at least 8 players total, then the game should be re-scheduled. If you do not re-schedule the game, then it is considered a forfeit.

3.02: The defense should consist of six (6) infielders (catcher, pitcher, 1B, 2B, 3B, and SS), and ONLY four (4) outfielders (LF, LC, RC, and RF). No rovers are allowed.

3.03: Outfielders must play a minimum of 20 feet behind the infielders.

3.04: Outfielders may enter the infield to tag a runner or tag a base to record an out.

3.05: Catchers must wear a protective cup and use a catcher's mitt.

3.06: Infielders must not obstruct the runner's path to a base unless they have the ball. OBSTRUCTION is awarded one (1) base.

3.07: No fielder, other than the catcher, may use a catcher's mitt.

3.08: No fielder, other than the first baseman, may use a first baseman's mitt.

3.09: There is NO infield fly rule.

4. The Batter:

4.01: Each team bats the bench (i.e. all players appear in the batting order). Once the batting order is set it may not be altered unless a player arrives late or leaves the game early. If a player arrives late then the player will be placed at the end of the batting order. If a player leaves the game early, then all subsequent batters will move up 1 position in the batting order.

4.02: The standard baseball count is used: 3 strikes – 4 balls.

4.03: A batter that reaches base by a walk, hit by a pitch, or catcher's interference may NOT advance beyond first base.

4.04: A batter may NOT advance to first base on a dropped third strike.

4.05: Bunting IS permitted. Standard bunt rules apply (i.e. a foul bunt attempt on a two-strike count is considered a strikeout).

4.06: Batters that throw the bat will receive one warning. If the batter throws the bat again in the same game, he will be called out.

4.07: No "slash" bunting: A batter is out for illegal action when the player fakes a bunt and then takes a full swing. Penalty: Batter is out, the ball is dead, and no runners may advance.

5. The Runner:

5.01 STEALING: Stealing only third base is permitted. Base runners cannot steal second base or home at ANY time. Base runners may NOT advance home on an overthrow to third base attempting to throw out a runner stealing.

5.02: Base runners must earn home plate (i.e. batted in or walk forcing the base runner to home from third base).

5.03: Base runners may not leave the base until the ball crosses the plate. Base runners that leave the base early will be given ONLY one TEAM warnings per game. The next time base runners leave the base early they will be considered "OUT". Leading off is NOT allowed. All base runners must remain on their base until the ball crosses home plate.

5.04: Base runners may advance on overthrows that remain in play. Not in play is defined as:

5.04A: Overthrows that occur while the ball is considered DEAD (this includes a ball thrown back from the catcher to the pitcher).

5.04B: Overthrows from a catcher to the third baseman during a stolen base attempt.

5.04C: An attempt by the catcher to throw the ball to third base after a pitch with a runner on third base. The catcher should be encouraged to throw the ball back to the pitcher.

6. The Pitcher:

6.01: A pitcher may NOT pitch more than 2 innings in a game or 75 pitches in a day. A player may NOT pitch more than 6 innings in a calendar week (Sunday-Saturday). One pitch thrown is considered an inning pitched. EXCEPTION: If a pitcher reaches the pitch count limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- The batter reaches base; the batter is out; the third "OUT" is made to complete the half-inning.

6.02: Pitching rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41 – 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 – 40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar days of rest must be observed.

6.03: Innings pitched during a cancelled game shall count towards the total described in 6.01.

6.04: Only 4 walks maximum will be allowed per pitcher in a half-inning. After the fourth walk the pitcher must be replaced.

6.05: A pitcher must be relieved after they hit two batters in one game.

6.06: Each team must attempt to pitch a 9-year-old two (2) complete innings per game. The 9-year-old pitcher must start an inning but does not have to finish the inning to be considered complete.

6.07: Once a pitcher is relieved, he may not pitch again in that game.

6.08: Relief pitchers that are brought in during an inning-in-progress should get a minimum of six (6) warm-up pitches.

6.09: Any pitcher, who is in the opinion of the umpire, is intentionally trying to hit a batter will be removed from the game. The matter will then be reviewed by the SFBSA Board and that player may face additional disciplinary action, up to and including suspension for the remainder of the season.

6.10: There are no balks called.

7. Miscellaneous:

7.01: Umpires will be provided by the SFBSA. If a league umpire does not show up for a game, then contact the Boy's Commissioner for follow up instructions.

7.02: Judgment calls made by selected umpires are final. If an umpire decision is in conflict with these rules, then the managers must consult and agree to decision based on rules of the division.

7.03: Coaches, players, and parents are expected to follow the Code of Conduct as completed during registration prior to the season. Violation of this agreement will be subject to disciplinary action by the SFBSA

7.04: Any player that is bleeding must be removed from the field and may not return until the wound has stopped bleeding and has been bandaged. Any parts of the uniform with blood must be removed.

7.05: The maximum number of adults permitted to be in the dugout and/or dugout area during a game is four. This will consist of one manager, two base coaches, and one scorekeeper.

7.06: Games canceled at Morgan Park: Home team manager must contact Concessions Manager with field, time, and division of game canceled. Please attempt to make contact at least 45 minutes before the scheduled time of the game.

Approved bats:

USA stamped baseball bats only.

General Practice & Game Objectives:

Defense:

- The proper way to field ground and fly balls
- The proper way to catch a thrown ball and a line drive
- The proper way to pitch from the wind-up & stretch
- Basic understanding of game objectives (i.e. how to cover the bases, how to “tag” a base runner, pitchers responsibilities after the pitch, covering bases on a bunt depending on base runners)
- Turning double plays (when & how)
- How to properly play infield and outfield positions
- When to get the lead runner out or just make an out
- Cut-off throws (body position)
- Catchers responsibilities (covering home, base throws)

Offense:

- The proper way to hold and swing a baseball bat
- The proper way to bunt (body placement, body position)
- The proper way to run through 1st base
- The proper way to round all the bases (including 1st base)
- Understanding how to run the bases (ground balls, fly balls, line drives, tagging, drawing a throw, returning to the previous base on a hit fly ball, etc.)
- Generally how to advance on the bases
- The proper way to slide

Revisions:

REVISED June 18, 2020: REVISED: 3.01, 6.05 & 7.06

REVISED March 6, 2018: ADDED: Approved bats & 2.09 – Playoff games

REVISED March 30, 2017: REVISED: 2.07 – 6 runs to 4 runs

REVISED January 24, 2017: ADDED: Bat Restrictions

REVISED March 12, 2016: MODIFIED: Pitching Rules

REVISED March 7, 2012: REVISED: 5.01 – No stealing 2nd base

REVISED January 18, 2012: REVISED: 5.01 & 7.02

REVISED March 4, 2010: ADDED: 6.07