



## **Player Pitch Rules**

### **Ages 9-12**

1. Game length shall be six (6) innings or one (1) hour and fifteen (15) minutes whichever occurs first. One extra inning will be played in case of a tie if time permits. If the game is ended because of time or the result of the extra inning being a tie it shall be recorded as such. During playoffs the game will continue until a winning team is decided.
2. Batting order must be completed before the start of the first inning. Anyone that is not present at the start of the game must be added to the bottom of the lineup. There shall be no moving players in the lineup once the first inning has started. If a player bats out of turn this will result in an automatic out.
3. Distance between bases is 60 feet, and the distance from home plate to the pitcher's mound is 46 feet.
4. Each player must play a defensive position for a minimum of three (3) innings. Free defensive substitutions are allowed.
5. Any players on the bench who has been sitting the entire game must enter the game at the top of the 4<sup>th</sup> inning. Any players not playing in a game because of time limitations, must start the next game, and make up any innings from the last game.
6. Base coaches are prohibited from touching base runner in an effort to encourage or impede their progress.
7. Bunting is allowed.
8. Players are NOT permitted to "lead off" or "steal" a base. A runner shall be declared out if he/she leaves the base before the ball is hit by the batter.
9. A batter is declared out if he/she throws their bat after they hit the ball.
10. Any player intentionally throwing a bat or a batting helmet will be ejected from the game.

11. There will be NO INFIELD PRACTICE before game time. Teams may practice/warm up in the outfield on their dugout side.
12. The "MERCY RULE" is in effect. At the completion of 4 innings, a winner shall be declared if one team is outscoring the other by 10 or more runs. However, play may continue until 6 innings are completed or regulation time (1 hr, 15 min.) has expired.
13. Should a game be halted for rain or dangerous conditions, it will be replayed in its entirety unless four (4) innings have been completed, (3 ½ innings if the home team is ahead).
14. The catcher will be required to wear protective equipment including appropriate catchers gear and cup.
15. Batters must wear a batting helmet.
16. The minimum to start or finish game is 8 players. Teams can field up to 10 players including up to 4 outfielders.
17. The umpire will keep score during the game. Remember at this age the main focus is to teach the players the fundamentals and to have fun.
18. The defensive team will field a pitcher who will pitch to the opposing team.
  - a. Each pitcher will be limited to 4 innings per game, and a total of 5 innings per day if the team has a double header.
  - b. Each pitcher will be limited to 8 warm up pitches in between innings.
19. Batters will be called out if they get 3 strikes called against them.
20. **Maximum number of runs per inning is 6.**
21. If a batter is hit by a pitch thrown by a player the batter is awarded first base.
22. If a batter gets 4 balls called for them they will be awarded first base.
23. In the case of an overthrow at any base a base runner will only be allowed one base.
  - a. This does not include a passed ball thrown by the pitch to the catcher.
  - b. **Sliding feet first is allowed, and all players are strongly encouraged to wear pants. Players cannot slide head first.**
24. An umpire will be present at all games. All umpire's decisions/calls as they relate to the game are final. There are no protests.
25. **There is a 15 second rule for pitcher to deliver ball once he has received the ball.**

26. Warm up pitches between innings can be up to 5 pitches; new pitcher gets 8 warm up pitches.
27. The "In-field-fly rule" is in effect.
28. Wooden bats will not be utilized. The maximum bat size for player pitch is 33" in length with a barrel diameter no greater than 2 5/8 inches.
29. Coaches are responsible for actions of parents during game. Coaches are expected to adhere to the YMCA's policies and can be ejected from game for poor behavior/language. If coach is ejected there must be an assistant coach/parent to continue the game in absence of coach to avoid forfeit. Game will be halted by either site supervisor or umpire until unruly parent/coach leaves premises.