



NATIONAL YOUTH SPORTS RULES KID PITCH: 7 & 9-YEAR-OLDS

Applies to both practices and games.

ATTIRE

1. NYS jersey or approved uniform and hat must be worn during the game. No exceptions!
2. The catcher position is required to wear a cup.
3. No metal cleats, open-toed shoes, or jewelry allowed.
4. Helmets are required while batting.

FIELD

5. Bases are approximately 60 feet apart.
6. Pitchers must pitch from the pitcher mound.
7. Pitcher mound / machine should be approximately 40 feet, depending on field size, from the home plate.
8. On deck batter must stay in the on deck area.
9. All players on the batting team must stay in the dugout.
10. Adults must be the first and third base coaches.
11. All team members must be on the batting lineup.

TEAM

12. Ten players are allowed to play on defense.
13. Team may play with four outfielders.
14. The home team is listed first on the schedule and will occupy the third base dugout.
15. Courtesy runners are allowed for pitcher or catcher positions at any time, but the runner must be the player that made the last out.

PITCHING

- The first two innings will be kid pitch. The remaining innings will be machine pitch. The machine will be treated like a live pitcher. Balls and strikes still called.

GAMEPLAY

16. Only Little League approved bats may be used.
17. Games are 1 hour and 40 minutes, or 5 innings, whichever is completed first.
18. A new inning will not be started after 1 hour and 25 minutes.
19. No team may intentionally delay the game.
20. No team may increase their lead by more than 5 runs after the first inning. **See 5-Run Rule***
21. *Balks* will not be called.
22. No extra innings in case of a tie.
23. No forfeits!

GAMEPLAY: BATTING

24. The batting lineup must be followed in continuous order throughout the game.
25. The batter may not attempt to advance to first base on a dropped third strike.
26. Every inning except the top of the first inning will go by the "5-Run Rule." The top of the first inning, the visiting team can score up to ten runs or three outs. Whichever happens first. After the first at bat, the increase your lead by five rule is in effect. line-up. Meaning the home team could then score 15 if visitors were up 10-0. **See 5-Run Rule***



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GAMEPLAY: BASE RUNNING

27. Stealing is allowed.
28. The base runner may not steal home on any play between the pitcher and the catcher, including a passed ball or wild pitch. Home plate is dead.
29. No leading off of any base.
30. The base runner may not leave the base until the pitched ball crosses the home plate.
31. If a player leaves the base early and is thrown out, he is out. If he is safe, he must return to the previous base.
32. The second offense by the same player in the same inning will result in an automatic out.
33. If the ball is hit, the defensive team has the option of the result of the play or a dead ball and the runner returns to the base and the hitter hits again.
34. Sliding is allowed.
35. It is the base runner's responsibility to avoid contact with the fielder with the ball.
36. Slide or avoid is in effect at all times when the fielder is in possession of the ball.
37. Intentionally running into a fielder, including the catcher, who has possession of the ball will result in ejection from the game.
38. A base runner may advance one base on a wild pitch or passed ball. This applies to all runners except 3rd base.
39. Runner on third base must be forced home by a walk, hit by pitch, or advance on a hit ball.
40. Runners may advance only one base on an overthrow.
For example, the runner gets the base they are advancing to, plus they can try for the next base at their own risk.
41. If a play is made on an advancing runner after the overthrow and another overthrow occurs, the runner may again try to advance to the next base at his own risk.
42. If a play is not made on the advancing runner after the overthrow, the runner must stop after one base.
43. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to the next base.

GAMEPLAY: 5-RUN RULE

When participating in an NYS Baseball or Softball event, there are 2 ways to end an "at bat":

44. Increase a lead by five runs. This does not apply in the top of the first inning. **The visiting team can score up to ten runs in the first at bat. The bottom of the 1st inning would then go by the 5-run rule. Meaning the home team could score 15 runs.**
45. Three outs.

Whichever of the above events happens first in a given half inning concludes that half inning immediately.