



10U KID PITCH LEVEL 1 RULES

The purpose of the NYS 9 - 10 year old Kid Pitch Level 1 Division is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best.

A. Code of Conduct: Coaches are responsible for their team's players, parents, and spectator conduct at all times. Players, parents, or spectators who are unruly will be warned by the coach and may be asked to leave the game area if necessary. Repeated offenses may result in player suspension.

B. Rosters: Each team will have a minimum of 9 players and a maximum of 14 players.

C. Game Day and Field Preparation:

1. The Field: Bases will be sixty (60) feet apart. The Pitching distance will be approximately forty (40) feet.
2. Games will have a time limit of one hour and forty minutes or 6 innings, whichever comes first. No new inning will be started after one hour and thirty minutes. No extra innings will be allowed in cases where the score is tied after the allotted time limit.
3. ALL players shall bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness, or any other legitimate reason. The managers will inform the umpire & each other prior to the game or new inning of such reasons. If a player is removed for any other reason, an out shall be recorded for his scheduled time at bat. This out shall be recorded only once per player, per game.
4. The home team will occupy the third base side of the field. The visiting team will occupy the first base side of the field.
5. NYS will provide one umpire for each game.
6. Managers and Coaches: First and Third base coaches can be utilized by the offensive team, but must be adults. In addition, an adult coach must remain in the bench area at all times when players are present.
7. Players may not wear any jewelry, rings, watches, pins, or other metallic objects for safety.
8. Player Equipment: Approved Little League bats with barrels 2 ¼ inch & approved USSSA bats with barrels 2 5/8 inch may be used. No metal or wood bats are permitted.
9. Regular baseballs are used for game play.
10. Batters/Runners must wear a protective helmet that meets NYS standards.
11. An absence of appearance or refusal to play a scheduled game will result in a automatic six to zero forfeit. Each run will represent the total innings.

D. Defensive Rules of Play (Fielding):

1. Ten players are allowed to play on defense. Teams may play with four (4) outfielders.
2. Fielders may not block the base paths without possession of the ball.
3. The infield fly rule will not be in effect for this division.
4. The catcher must be in a traditional catcher's position in the catcher's box & the catcher must wear full protective gear including a catcher's mask, chest protector, and leg guards.
5. As soon as an infielder has possession of the ball in the infield and elects not to make any further play, the umpire shall call "time"; the ball is then "dead" and no further "action" is to be permitted. All runners including the batter/runner, shall return to the last base earned in the judgment of the umpire that was legally touched when "time" was called, unless the runner (and any preceding runner that is therefore forced to be advanced) has advanced at least half-way to the next base, in which case the runner shall be

granted that base.

6. Coach may elect to intentionally walk 1 batter only (1x only) per game except to force a 5th run, final batter or to conclude an inning or game.

E. Pitching

1. Each team will pitch to the opposing players. Pitches must be thrown overhand from the mound area in the standing position.
2. No balks will be called in this division.
3. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game

F. Batting and Base Running

1. Outs will be recorded when they occur. Innings will either end with 3 outs or when the five (5) run rule as defined below comes into effect.
2. Stealing is allowed. A base runner cannot leave a base until the ball is put over the plate. If a runner does leave early, the runner will be warned and sent back to their original base. If it happens a second time, the runner will be declared out. Also, a base runner may advance on a wild pitch or passed ball.
A: Runners may not interfere with the player that has the ball.
It is interference when: the batter hinders the catcher in an attempt to field the ball; or the batter hinders a fielder in making a play at the ball. Result of interference is the batter/runner is out.
3. On a defensive overthrow, one base will be awarded to all runners if the ball is considered “dead” by the umpire.
4. All batters at the plate, on the bases, and in the on deck circle are required to wear a protective batting helmet.
5. The batter may not attempt to advance to 1st on a drop third strike. Drop 3rd strike, batter is out.
6. Sliding is allowed. It is the base runner’s responsibility to avoid contact with the fielder with the ball. Runners must slide when there is a play at a base, excluding first base.
7. A courtesy runner is allowed for the catcher in order to help with the flow of the game. The courtesy runner should be the last batted out.
8. Bunting is allowed at this age group.

G. Scoring and Innings

1. Teams may only bat through their lineup once per inning, except to equal the opposing team’s total batting lineup. For example, if team “A” has 12 players and team “B” has 10 players, then team “B” may bat 12 players in a row as long as they do not increase their lead by more than 5 runs or get 3 outs. See the five run rule clarification at the end of these rules.
2. In the first (1st) inning, the team may go through their batting order one time, scoring as many runs as possible.
3. After the first (1st) inning, once the batting team scores 5-runs, the inning will end with the next batter starting the next inning. The 5-runs may be exceeded **ONLY** on a live ball that has not been stopped by the fielding team on the infield (per Rule D. Defensive Rules of Play (Fielding) #4). Once the fielder is in possession of the ball in the infield and elects not to make any further play the umpire shall call “time” the ball is “dead” however any run that safely touches home plate shall count, and the batting team will switch. In Example; if the batting team has scored 4-runs and has bases loaded or the number of runners on base if scored will exceed 5 runs; if the batter hits the ball the batting team has potential to score 4 extra runs unless the fielding team has possession of the ball in the infield. All runners who cross home plate prior to the infielder possessing the ball will count.

H. Five Run Rule

After the first (1st) inning, once the batting team scores 5-runs, the inning will end with the next batter starting the next inning. The 5-runs may be exceeded **ONLY** on a live ball that has not been stopped by the fielding team on the infield (per Rule D. Defensive Rules of Play (Fielding) #5). Once the fielder is in possession of the ball in the infield and elects not to make any further play the umpire shall

call “time” the ball is then “dead” however any run(s) that safely touches home plate shall count, and the batting team will switch. In Example; if the batting team has scored 4-runs and has bases loaded or the number of runners on base if scored will exceed 5 runs; if the batter hits the ball the batting team has a potential to score 4 extra runs unless the fielding team has possession of the ball in the infield. All runners who cross home plate safely prior to the infielder possessing the ball will count.

I. Mercy Rule

A team winning by ten runs or more at the completion of the 4th inning will result in a mercy rule declaration thereby ending the game