



NATIONAL YOUTH SPORTS RULES

KID PITCH: 7-9, 10 - 12-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 required while batting.

FIELD

5. Bases are approximately 60 feet apart.
6. Pitchers must pitch from the pitcher mound.
7. Pitcher mound should be approximately 46 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. Pitcher can pitch a maximum of 2 innings per game
15. The home team is listed first on the schedule and will occupy the third base dugout.
16. Courtesy runners are allowed for pitcher or catcher positions at any time, but the runner must be the player that made the last out.

GAMEPLAY

17. Only Little League approved bats may be used.
18. Games are 1 hour and 40 minutes, or 5 innings, whichever is completed first.
19. A new inning will not be started after 1 hour and 25 minutes.
20. No team may intentionally delay the game.
21. No team may increase their lead by more than 5 runs after the first inning. **See 5-Run Rule***
22. *Balks* will not be called.
23. No extra innings in case of a tie.
24. For age divisions with playoffs incorporated, IF a team begins the match with less than 9 players, the score will be reported as a loss for the team with less players, but the match will be played as a scrimmage (with teams sharing players, if needed). Teams without playoffs incorporated, will share players to complete the scheduled match.



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GAMEPLAY: BATTING

- 25. The batting lineup must be followed in continuous order throughout the game.
- 26. Bunting and soft swings are allowed.
- 27. Dropped third strike: The batter may attempt to advance to first base on a dropped third strike or a wild pitch if first base is not occupied and there are less than two outs.

GAMEPLAY: BASE RUNNING

- 28. Stealing is allowed.
- 29. The base runner may steal only one base on a wild pitch or passed ball.
- 30. The base runner on third base can only steal home on a wild pitch or passed ball. If the catcher has caught the ball, you cannot steal. Therefore, no suicide squeeze or any attempt at stealing home when the catcher may have possession.
- 31. No leading off any base.
- 32. The base runner may not leave the base until the pitched ball crosses the home plate.
- 33. 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.
- 34. The second offense by the same player in the same inning will result in an automatic out.
- 35. 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.
- 36. Sliding is allowed.
- 37. It is the base runner's responsibility to avoid contact with the fielder with the ball.
- 38. Slide or avoid is always in effect when the fielder is in possession of the ball.
- 39. Intentionally running into a fielder, including the catcher, who has possession of the ball will result in ejection from the game.
- 40. A base runner may advance one base on a wild pitch or passed ball. This includes all runners.
- 41. 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.
- 42. 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.
- 43. If a play is not made on the advancing runner after the overthrow, the runner must stop after one base.
- 44. 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.



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GAMEPLAY: 5-RUN RULE

45. 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.
46. Three outs.

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