

9U Baseball - Rules and Regulations

Pre-Game Requirements

A mandatory pre-game introduction is required between umpire(s) and head coaches. This will ensure all rules are understood and any special circumstances are discussed prior to the game.

Equipment and Field Setup

- **Ball:** The ball that will be used is a softie baseball.
- **Base Path Distance:** 55 feet
- **Pitching Path Distance:** 30 feet. (Pitching distance can be adjusted within reason between each team's coaches with safety in mind.)

Team Composition

- Teams should have a minimum of 7 players.
- Players will be placed in the following defensive positions LF, CF, RF, 1st, 2nd, 3rd, SS, Catcher and Pitcher

Game Timing and Scoring

- Games are scheduled to start at **6:30 PM** and last approximately **1 hour and 30 minutes**.
- **Three (3) Out Rule:** Standard three-out innings apply.
- **Five (5) Run Maximum/Inning Rule:** A maximum of five runs can be scored per inning.
- The winner is determined by the team with the greatest number of runs.

Safety Requirements

- Helmets are mandatory for all hitters, on-deck batters and base runners.
- Catchers must wear full catcher's gear while in position.

- To ensure the on-deck batters and catchers remain a safe proximity to the batter, a hoola hoop or circle drawn in the shale can be used to represent the on-deck circle and the catcher's area.

Batting Rules

- Each batter will receive 5 quality pitches from their own coach. If the batter is unable to hit within the 5 pitches, they are out. If the coach doesn't deliver 5 quality pitches more can be delivered
- Any forward hit in fair territory, regardless of distance, is considered a fair ball.
 - If the ball lands fair but rolls foul, it will be considered foul.
 - Foul tips are not considered fair balls.

Bat Safety

For safety reasons, a player cannot throw their bat.

- A batter will be given one warning.
- If repeated, the batter may be ruled out at the discretion of the umpire.

Base Running

- Base running is allowed only when a hit takes place.
- No base stealing.
- Extra Base hits, if a player hits the ball far enough and can get a double, triple or homerun they are encouraged to with the base runners in front of them also advancing.
- When the ball crosses from the outfield to the infield, it becomes a **dead ball**. (infield is considered anything past the baselines; when the ball crosses the baseline it is considered a dead ball and the runners need to stop.)
 - Runners do not advance on an overthrow.
 - Runners that have left a base may only proceed to the next base or return to the one they left from. If they have not left a base, they cannot advance.
- Runners leading off may only leave the base when the ball has left the pitcher's hand.
 - If runners leave early, they will be warned.

Pitching

- Coaches pitch from being on one knee, essentially throwing darts, as an adult standing and throwing results in way too high of an arm angle that the ball comes from to home plate.
- Pitch can be underhand or overhand, we encourage by end of season all pitch's delivered are coming overhand to help advance the kids to the next level of play
- Coach will have all 5 balls with them to help with game speed, to encourage quick play during the game

Catchers

- Catchers need to wear full gear (Chest protector, shin guards, helmet and glove
- If they miss the ball don't worry about it just keep them set to get ready for the next pitch
- They don't need to throw the pitch back between every pitch, just toss it over to the coach helping at home plate

Coaches and Substitutions

- Offensive and defensive coaches are permitted on the playing field.
- Unlimited substitutions are allowed.