

2019 FSA 9U and 10U Kid Pitch Baseball Rules

Revision 2 May 5, 2019

FSA Baseball is not currently affiliated with any organization (i.e. Little League Nations, etc.). However, Nations rules will serve as the primary set of rules for FSA Baseball except as modified herein. If no modification to the applicable rule is incorporated, the Nations Rules will prevail.

ELIGIBILITY: The AAA division is restricted to players 10 years of age and younger. Players wishing to play up may do so one age level only.

RUN LIMITS: There will be a run limit of 5 runs per half inning.

GAME TIME: A regulation game will be 1 hr and 30 minutes or 6 innings. At the end of regulation time should an inning be in progress – if the HOME team is ahead and time has expired the game is over; however, if the home team is behind when regulation time has expired, the home team will get to bat. If a tie exists after 6 innings or the time limit, the result of the game will be a tie. There are no extra innings during regular season play

PLAYING FIELD:

9U and 10U – Rubber to home: 46 feet, Base to base: 65 feet

PLAYING RULES:

- a) There are two types of appeals, a live ball appeal and a dead ball appeal.
- b) The defense may appeal during a live ball immediately following the play and before the next pitch (legal or illegal), granting an intentional base on balls, or before the next play or attempted play. If the offensive team initiates a play before the next pitch (legal or illegal), the defensive team does not lose the right to appeal. A defensive player may make a live ball appeal with the ball in his possession by tagging the runner or touching the base that was missed or left too early.
- c) A coach or any defensive player with or without the ball may make a dead ball appeal by verbally stating that the runner missed the base or left the base too early.
- d) All appeals must be made 1) before the next pitch (legal or illegal), 2) at the end of an inning, before the pitcher and all infielders have left fair territory; 3) before an intentional base on balls is granted; or 4) on the last play of the game, before the umpires leave the fenced area of the playing field.

Sportsmanship

- a) The umpires will handle UNSPORTSMANLIKE CONDUCT if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent outside of the field, the umpire should go to the manager of the team that the problem is with and have the manager handle the situation. If the manager fails to handle the situation then the umpire will eject the manager from the game. The umpire then has the option of handling the situation himself or getting a facility director to handle the situation.
- b) If a Manager or Coach is ejected from a game, he/she is suspended from any coaching responsibility for the remainder of that game AND his/her next game. Immediately following an ejection, the manager or coach will proceed to the parking lot for the remainder of that game. The FSA Baseball Committee will decide if further disciplinary action is needed and will communicate their decision prior to the coach's next game.

PITCHING

- a) One trip to the mound is permitted per pitcher in any half inning. A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal from the mound.
- b) When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch eight (8) preparatory pitches to his catcher during which play shall be suspended.
- c) Balks will not be in effect. If a pitcher balks, play will be called dead and the umpire will warn the pitcher and explain the balk. A runner cannot be picked off as the result of a balk.
- d) For 9U and 10U kid pitch divisions, a pitcher may not pitch more than 65 pitches in a game. If a pitcher is in the middle of a batter, they may complete the batter. A new batter should not be started with 60 or more pitches on record. Pitch counts will need to be reconciled at the end of each half inning.
- e) Once a pitcher begins, there are rest requirements that will need to be met in determining a pitcher's eligibility in the next game. If a pitcher throws 35 pitches or less, they will require one night of rest. That night counts, and effectively the pitcher can pitch the next day. If a pitcher throws 36-50 pitches, they will require two nights rest. 51+ pitches will require three nights rest before that pitcher is eligible again. If teams play two games in a day, the cumulative pitch counts for that day apply to the rules above. For example, they can pitch 35 pitches in the two games combined but then have rest one night.

STARTING A GAME

- a) Teams can start a game with eight (8) players provided they take an out for the 9th player. If a team has not taken the field ten (10) minutes after the scheduled start time of a game, the game will be declared a forfeit. Teams must have a minimum of eight (8) players to start a game. Anything less than eight, the game will be declared a suspended game and will not be rescheduled. The suspended game will then be ruled a forfeit by the division rep. Score will be recorded as 1-0
- b) If a team's ninth player will be arriving late to the game, the manager of that team must make an announcement at the plate conference before the game begins and advise both the plate umpire and the opposing team that he has a player that will be arriving late. When the player arrives, he will be announced to both the plate umpire and the opposing team and be placed in the ninth spot in the batting order. The game will resume as if he was there at the start of the game.
- c) If batting nine players a team drops below nine eligible players due to an ejection, an automatic out shall be declared in that batting order position, providing there is no eligible substitute.

Please see General rules for pick up players.

SUBSTITUTIONS- ALL TEAMS WILL ROSTER BAT

- a) FSA does not require a mandatory courtesy runner at any time during the game. Courtesy runners are for the pitcher and catcher only. The courtesy runner must be the player that recorded the last out for his team.
- b) With roster batting rules, there is free substitution on defense, except for the pitcher. Once a pitcher is removed from the mound, they are no longer eligible to pitch in that game.
- c) Substitute players must participate (play defense) at the least every other inning.
- d) No player should sit twice before all players have sat once.
- e) If a player is unable to continue due to injury or illness, the team will not be penalized when it is the missing players turn to bat. His batting spot will be skipped over without penalty.
- f) If a team is roster batting (nine or more players) and a player on the original lineup card arrives before the entire lineup has been batted, he may be added to the end of the batting order provided he is announced to both the plate umpire and the opposing team when he arrives to the field. Once announced, he will be placed at the end of the batting order.
- g) Players who arrive late for the start of the game shall be added to the team batting order at the end of the lineup and bat when this position comes up. Players who must leave before the end of the game may do so. Their position in the batting order will be ignored for the rest of the game and no out will be charged unless the batting order fall below nine players. Once a player leaves a game, for reason other than illness or injury, they will not be permitted to return.
- h) Any time the batting order is reduced by an ejection, an automatic out shall be declared in that batting order position.

SAFETY

- a) A bat boy/girl may leave the dugout to retrieve a bat after all playing action is completed provided they wear a helmet while on the field. The bat boy/girl must be at least 9 years of age.
- b) All bat boys/girls must have a helmet with two earflaps when not in the dugout.
- c) While on defense, there shall be no equipment outside the dugout; this includes the on deck circle.
- d) The use of cell phones is prohibited on the playing field by players, coaches or umpires.
- e) If the runner from third base is running toward home plate attempting to steal or is participating in a squeeze play, the following apply: 1) The batter has two options take the pitch or attempt to bunt the pitch. **NO SLASH BUNTING** - PENALTY – Failure to do so will result in the following: 1) The batter is called out 2) All runners return to the base occupied at the time of the pitch 3) The third base coach may be ejected if there is a repeat offense. NOTE: With the bases loaded, three balls and two strikes on the batter, coaches please have your runner on third start running towards the third base dugout and not sprinting towards home plate. UMPIRES: In this situation, please be aware that this is not a steal play or squeeze play if the batter swings the bat. Do not enforce the penalty with this circumstance.

SLIDE RULES

- a) A legal slide must be feet first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a player slides head first, the team shall be given a warning. The following occurrence will result in the runner being called out.
- b) If a runner slides he must slide within the reach of the base with either a hand or a foot without going past the base. No "Break up" plays
- c) On a force play if the runner slides, it must be on the ground in a direct line between the two bases, stopping at the base. The runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. PENALTY – An illegal slide causes both the runner and the batter-runner to be called out and all other runners to return to the base occupied at the time of the pitch.
- d) No player shall initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact shall be removed from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent", umpires need to ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If your answer is yes, then you have malicious contact, if your answer is no, then it is a clean play and you have nothing. **Umpire's need to be careful when making this call as to not eject a player if the intent is not there.** Keep in mind that the younger ages are just learning the game and sometimes there will be contact by the runner not sliding and running into the catcher. Remember the key word is "INTENT".
- e) Runners are not required to slide, but if a runner elects to slide the slide must be legal.
- f) To prevent contact, if the fielder has the ball or his receiving of the ball is imminent the runner has the following choices: 1) Slide 2) Give Up 3) Go Around or 4) Go Back If contact results due to the runner failing to do one of the above, the runner shall be declared out.
- g) If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless malicious.

SPEED UP RULES

- a) The defensive team may give an intentional base on balls by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter on any ball and strike count. It is a dead ball when an intentional base on balls is being awarded, no runners can be put out or advance. An intentional base on balls is only in effect for ages nine (9) and above. There will be no intentional base on balls for coach pitch or tee ball games.
- b) The batter must keep at least one foot in the batter's box throughout his time at bat with the following exceptions: 1) The batter swings at the pitch 2) The batter is forced out of the box by the pitch 3) The batter attempts a drag bunt 4) The pitcher or catcher makes a play or attempted play at any base 5) The pitcher leaves the dirt area of the pitching mound 6) The plate umpire calls time 7) The catcher does not catch a pitched ball. If the batter leaves the batter's box and one of the above exceptions does not apply, the umpire may call an automatic strike if he determines leaving the batter's box delayed the game. The batter's box is defined in the rulebook even if it is not marked on the field and all batter's box restrictions still apply.

- c) TOURNAMENT BRACKET (ELIMINATION) RULES FOR TIE BREAKER
- a. During the bracket play of tournament (not pool play), if at the end of a game (innings) there is a tied score, the game will continue with California Rules; First extra inning, the last 2 batters from the previous inning will occupy 2nd base and 3rd base respectively, The batter of record for that inning will be at bat with 1 out. After both visitor and home have batted, if no winner has been determined, the last 3 batters of previous inning (last 3 players in batting order) will be placed on base, batter of record will be at bat and 2 outs will be issued. Last scenario will continue until a winner has been determined.

Base Stealing

The entire season will be played with a modified steal rule.

- a) There is a 10-foot mark placed off first, second, and third base.
- b) The runner can take a lead, but cannot cross the 10 foot mark until the ball crosses the plate.
- c) The runner is allowed to steal when the ball crosses the plate.
- d) The runner can take the next base at his own risk on an attempted pick off.
- e) If runner leaves early in an attempt to steal before the ball crosses the plate the runner will be called out.
- f) A base runner / runners MAY advance if the pitcher overthrows a base while attempting a pickoff move.

Pitching/Catching

- a) Balks will result in a warning with no penalty throughout the season and the FSA end of season tournament
- b) The Dropped Third Strike rule will be in effect. Batters are allowed to run if the catcher does not clearly field the third strike.