



13U Kid Pitch II Rules

Ball: Regular Baseball

Field Dimension: Bases are approximately 60 feet apart. Pitching distance will be approximately 40 feet.

Rosters:

- Each team will have a minimum of 9 and a maximum of 14 players.
- All players will bat in a continuous batting order. The batting order cannot change after the game has begun except to add a late arriving player or to remove a player due to injury or like reasoning.
 - 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.
- 9 defensive players will be allowed to play in the field at a time. Any players not in the field for a ½ inning must play in the field the next ½ inning.
- A rotation of even play is required in the field for each game.

Uniforms:

- Teams will wear their NYS administered uniform but do have the option of obtaining custom uniforms at their own cost. All players must be wearing matching jerseys.
- Teams utilizing **NYS jerseys** must follow the following:
 - Home team wears **blue**, away team wears **white**.
- Players may NOT wear any jewelry, rings, watches, pins, or other metallic objects for safety.
- Baseball cleats are required for. (No steel cleats allowed).

Equipment and Safety:

- Approved Little League bats with a barrel size of 2 1/4" and 2 5/8" will be allowed for play. Wood and metal bats are permitted.
- Batters/Runners must wear a protective helmet when on the field. These are to be provided by each parent for sanitary reasons.
- We strongly encourage all male athletes wear athletic supporters.
- Players not batting are required to stay in the dugout or behind the fenced field.
- No swinging or bat play in the dugout.

- Catchers must wear full catching gear including catcher's mask, chest protector, and leg guards.
- Safety Bag Rule:
 - All baseball fields must utilize a **double first base (safety bag)** when available.
 - The **runner must use the outside bag**, and the **defensive player must use the inside bag** when making a play at first base.
 - Runners must run through the **outside bag** when advancing to first base on a ground ball.
 - On balls hit to the outfield or any situation where the runner may attempt to advance to second, the runner is allowed to use either side of the base when rounding first.
 - This rule is in place to reduce collisions and injuries at first base.

Field Assignments:

- The home team listed on the schedule will occupy the first base dugout and be in the field first. The away team will occupy the third base dugout and bat first.

Umpires/Officials:

- NYS will provide one umpire for each game.
- All Coaches and spectators, who are watching a game, are prohibited from commenting or questioning a call of the Umpire officiating the game. A disruption of this nature may result in disciplinary action upon review by the League Director.
- ***FOR COMMENTS ON HOW AN UMPIRE IS OFFICIATING, TAKE YOUR ISSUES TO THE LEAGUE DIRECTOR.***

Game Time Limits:

- All games in this division will have a time limit of 110 minutes or 7 innings, whichever comes first. No new inning will start after 100 minutes.

Managers/Coaches:

- First and Third base coaches can be utilized by the offensive team but must be adults.
- An adult coach **MUST** be always in the bench area when players are present.

Fielding:

- 9 players will be allowed to play on defense.
- The catcher must be in traditional catchers' position in the catcher's box and the catcher must wear full protective gear.
- Fielders may not block the base path or impede a runner at any time.
- The infield fly rule **will be** in effect for this division.
- Outs are recorded and will be indicated by the umpire.
- 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.
- Coaches may elect to intentionally walk 1 batter only (1x only) per game except to force a 7th run, final batter or to conclude an inning or game.

Pitching:

- Each team will pitch to the opposing players. Pitches must be thrown overhand from the mound area in the standing position.
- Balks: Pitchers will receive one warning and then it will be enforced.

- 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.

Batting and Baserunning:

- 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.
- Once the batter puts the ball in play. The batter/runner must use the outside base on their initial attempt to reach first, while the fielder must use the inside. After the batter/runner reaches first base, both the runner and the fielder can use inside base.
- Stealing and leading off is allowed.
 - 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.
- On a defensive overthrow, one base will be awarded to all runners if the ball is considered "dead" by the umpire.
- All batters at the plate, on the bases, and in the on-deck circle are required to wear a protective batting helmet.
- The batter may not attempt to advance to 1st on a drop third strike. Drop 3rd strike, batter is out.
- 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. Intentionally running into a fielder, including the catcher, which has possession of the ball, will result in an ejection from the game.
- 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.
- Bunting is allowed in this age group
- After a hit ball or at any other time, throwing of the bat is **NEVER** allowed.

Scoring and Innings:

- Each inning is capped at 7 runs or 3 outs, except in the first inning where teams may bat through their entire line up once.
- The first inning will be open and not have a 7 run cap. Teams can bat through their entire line up once, except equal to the opposing team's total lineup or until 3 outs occur.
 - **Example:** if team "A" has 12 players and team "B" has 10 players, then team "B" may bat 12 players. (Only during the first inning)

Seven-Run Rule:

- After the first inning, once the batting team scores 7-runs, the inning will end with the next batter starting the next inning. The 7-runs may be exceeded **ONLY** on a live ball that has not been stopped by the fielding team. 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.
 - **Example:** if the batting team has scored 6-runs and has bases loaded if the batter hits the ball the batting team has the 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.

Scores and Standings:

- This is intended to be an instructional program, not a competitive league. Scores and standings will not be recorded.

Coaches and Spectator Conduct/Responsibilities

- Family members, parents, and spectators are required to observe the contest from designated areas.
- Participants, coaches, parents, and family members must conduct themselves appropriately during gameplay.
- Participants, coaches, parents, and family members will refrain from the use of drugs, tobacco, and alcohol at all NYS facilities. Any use of these items will result in immediate removal from the field.
- Inappropriate, rude, or confrontational behavior by a coach, player, or spectator may lead to disqualification from the game and possible suspension. These decisions are made at the sole discretion of the NYS League Officials.

RULES SUBJECT TO CHANGE WITHOUT NOTICE