

# Central Vermont Little League

## Minor Modified Kid Pitch

### Baseball & Softball Guidelines

#### General Notes

- A. The Central Vermont Little League (CVTLL) baseball modified kid pitch (Minor) Division is governed by rules to meet the following goals:
  - 1. All players will be given an opportunity to play each game.
  - 2. Sportsmanship will be promoted at all times.
  - 3. Player's health and safety shall be promoted at all times.
  - 4. All teams will be evenly matched.
- B. Equipment
  - 1. Metal cleats of any type shall not be worn by any player participating in the baseball program.
  - 2. In the interest of safety, the following equipment rules shall be enforced:
    - i. Catchers will wear all protective gear, including catcher's helmet and neck guard, at all times while catching.
    - ii. A protective batting helmet covering the ears must be worn by any player who is on deck, at bat, or on the bases.
    - iii. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains cannot be worn during the game. Coaches should stop the game and ask for exposed jewelry to be removed.
  - 3. Shirts must be tucked in, if possible.
  - 4. During games, all equipment must be kept either inside the dugout or behind protective fencing.
  - 5. Catchers (male) must wear the metal, fiber or plastic cup type and a long-model chest protector. Female catchers must wear long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmets, all of which must meet Little League specifications and standards. Catcher's helmets must meet NOCSAE specifications and standards. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during practice, pitcher warm-up and games. Note: Skull caps are not permitted.
- C. Coaches and Officials
  - 1. Only coaches (3 maximum), players and an adult scorekeeper will be allowed to sit on the bench.
  - 2. Smoking and chewing tobacco are prohibited in the dugouts and on the field.
  - 3. Coaches will meet at home plate prior to the start of each game.
- D. PLAYER AND COACH CONDUCT
  - 1. Harassment of officials and/or umpires by players, parents, and/or coaches will result in ejection from the game.
  - 2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player will result in ejection from the game.

## Rules of the Game

- A. In all Minor games, a half-inning will end when one of the following occurs:
1. The defensive team records three outs.
  2. The batting team scores 5 runs, except for the final inning IF a team is losing.
- B. A complete game in the Minor Division shall consist of five innings, unless any of the following occur:
1. TIME LIMIT: The time shall be one hour and thirty minutes (90 minutes). Once this time limit has expired, no new innings will be started.
  2. RUN RULE: If the game reaches a point where a team is down by 15 runs AFTER the third inning, the game is over.
- C. Number of players in the line-up:
1. A team will be allowed up to nine fielders on the defense.
  2. A team is limited to a maximum of five infield players, including the pitcher.
  3. The catcher will assume the normal catching position behind the plate.
  4. At least eight team members must be present at game time to play, or a forfeit will result.
- D. BATTING
1. All team members who are eligible and able to participate will be included in the batting order. This batting order will stay the same for the entire game. All players must have at least one at-bat.
  2. Child will pitch to the batter until 4 balls (or 3 strikes) are called by the umpire.
  3. If, after 3 previous walks in any single inning, the 4<sup>th</sup> ball is thrown by the child pitcher, the offensive coach, or their designated pitcher, will continue the pitch count.
    - i. If the count is 4-0 the coach will throw up to three hittable pitches\*.
    - ii. If the count is 4-1 the coach will throw up to two hittable pitches\*.
    - iii. If the count is 4-2 the coach will throw one hittable pitch\*.
- \*Extra pitches may be thrown by the coach pitcher (or their designate) in order to provide the batter with the required number of hittable pitches. At no time should a player be encouraged to swing at a pitch that is outside of their strike zone. However, if a player purposely chooses to swing at a pitch that is outside of their strike zone, the pitch shall be called a strike.**
4. The team may be allowed **three** walks per inning and per team. After this walk has been awarded each subsequent player must put the ball in play or strikeout.
  5. Batter hit by pitch from either the kid or coach pitcher is awarded 1<sup>st</sup> base.
  6. All team members of the team at bat must remain behind the dugout screen or fence.
  7. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws his bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.
  8. Bunting is not allowed in this league. Kids should work on hitting at this age.
  9. There is no dropped third strike rule in this league. After the batter has a 3 strike count, they are out with no option to progress to first base.

## E. BASE RUNNING

1. Leading off and stealing are not allowed in the Minor Division. Base runners must remain on the base until the ball is batted into play by the batter.
2. Passed balls
  - i. There are unlimited steals with passed balls or overthrows within any given inning, but base runners cannot advance home with a passed ball to the catcher or overthrow back to the pitcher. (This rule is meant to keep a track meet from breaking out during a baseball game.)
  - ii. A team can only advance as far as third base. Runners cannot advance to home on a passed ball. If a runner is on first base and a pitched ball goes past the catcher the runner may advance to second. If the subsequent throw from the catcher results in a defensive overthrow the runner who advanced to second may continue to advance to third and even home, if the ball is still in play.
3. Overthrows
  - i. If a defensive overthrow goes out of play, the “one plus one” rule applies. Each base runner is entitled to advance one base beyond the base they were going to at the time of the release of the throw.
4. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
5. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
6. Base runners can only advance past third on a batted ball or continuation of a play, such as an overthrow.

#### F. DEFENSIVE PLAY

1. A coach, or designated adult, is responsible for “pitching” to his/her own batters. This person is referred to as the “coach pitcher”.
2. The coach pitcher must not make any deliberate attempt to field or interfere with a batted ball.
3. A batted ball that strikes the coach pitcher, or an official will be considered live and in play, and should be played as any other batted ball.
4. When the defensive team is playing the ball, the “coaching pitcher” must not intentionally interfere with any live ball.
5. Once a pitcher is pulled, they cannot re-enter the game at the pitching position. Any player can be pulled from the game and re-enter the game at any position, provided they did not pitch and are trying to re-enter the game as a pitcher.
6. The “Infield Fly Rule” will not apply at the Minors Level.
7. Every player must play 3 consecutive defensive outs (and have at least 1 at-bat).

#### G. PITCH COUNT (Baseball)

1. It is the responsibility of each team to keep track of their player’s pitches.
2. For Minor Division pitchers, the maximum pitch count will be 75 pitches per game for 9 & 10 year-olds and 50 pitches per game for 8 year-olds.
3. Minor Division pitchers must adhere to the following rest requirements:
  - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

- ii. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- iv. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- v. If a player pitches 1-20 pitches in a day, no calendar days of rest is required before pitching again.
- vi. A pitcher that delivers 31 or more pitches cannot play the position of catcher for the remainder of the day.
- vii. EXCEPTION – If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the player is out, reaches base, or the inning ends. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat.

H. PITCH COUNT (Softball)

- 1. It is the responsibility of each team to keep track of the innings their players have pitched.
- 2. If a Minor Division player pitches more than one (1) inning, one calendar day of rest is mandatory.
- 3. A player may pitch in a maximum of six (6) innings in a game.
- 4. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday.

I. Delivery of a single pitch constitutes having pitched in an inning.

J. BATTING

- a. If a team has <11 players who are eligible and able to participate, all players will be included in the batting order. This batting order will stay the same for the entire game. If a team has >11 players, each player must get at least 1 at bat or play in 3 consecutive outs.

K. BASE RUNNING

a. Passed Balls & Overthrows

- i. There are unlimited steals with passed balls or overthrows within any given inning, but base runners cannot advance home with a passed ball to the catcher or overthrow back to the pitcher.
- ii. Runners will no longer be limited to just one base due to a passed pitched ball and/or defensive overthrow between batters.