



13-15 Year Old Kid Pitch Rules

Team Composition:

A total of 9 players play defense in the field: 6 infielders (including a catcher) and 3 outfielders. The catcher must be properly equipped. Protective cups are mandatory for catchers and strongly recommended for everyone else. Maximum Roster size is 14 players.

Game Length:

The length of the game will be 2 hours or a maximum 6 innings – whichever comes first. The game clock starts when the official announces the start time. The official is the time keeper. Both teams should record and agree on the start time provided by the official. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. If 3 innings have been completed and the game is not tied, no new inning shall be started when there is less than 10 minutes remaining in the time limit. If after the extra inning the game is still tied, the game will be declared a tie and an official game.

Run Limit:

None

Batting:

Only one batter allowed in the on deck circle. All other players must remain in the dugout. All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. PENALTY: Batting out of order will result in that batter being out.

3rd strike drop rule is in effect. “The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.”

If a player is injured and unable to bat at his batting spot, the coach has the option of taking an out (so the player may return to the game in his same batting order) or not taking the out (the player then may not return to the game at all, offensively or defensively.) If by removing this player the team is reduced to less than 8 players, the team has the choice to continue the game or forfeit the game. If the game is forfeited, the forfeiting team can get players from the other team and continue playing for fun and experience.

Bunting, as well as fake bunting, is permitted. If the batter has 2 strikes and attempts a bunt that results in a foul ball, the batter will be called out.

Pitching:

The pitching mound will be set at 60 feet 6 inches.

Each pitcher is limited to 4 innings per game.

Second trip to the mound for the same pitcher will result in pulling that pitcher.

Standing next to your pitcher while they warm up between innings will not count as a visit to the mound. You may reenter your starting pitcher.

Balks – A pitcher will be issued 1 warning per balk. If the pitcher repeats a balk that they have received a warning for, the runners will be allowed to advance 1 base.

Base Paths:

All base paths are 90 feet.

Participation Rule:

The entire roster of players will be listed in the batting line-up and no player will be benched for more than 1 consecutive inning.

Infield Fly Rule:

The infield fly rule is in effect for this division.

Base Advancement:

Open bases. The runners may lead as much as desired and can steal at anytime.

The base runner is out if he or she leaves the baseline to avoid a tag. This is a judgment call by the umpire and cannot be appealed. The base line is 3 feet and is established by the base runner.

The base runner is allowed to 'tag-up' if a fly ball is caught.

Runners must slide feet first at home plate if the catcher is making a tag on the runner.

Coaches are encouraged to have their catchers move off the plate if there is not a play to be made at home plate. No head first sliding is allowed at any base. PENALTY: runner is out. A dive back is not considered a head first slide.

Runners must avoid 'hard' contact with any defensive player making a tag on that runner. If this occurs, the runner will be called out. This is at the umpire's judgment.

Play is stopped if a player is injured. Time will be called and the advancement of the runners is at the judgment of the umpire.

If a "forced out" is made on the last batter, no runs will be scored. If the final out is not a forced out, all runs scored prior to the out will count.

Substitution Rule:

Does not apply since all players bat and are rotated into the field of play.

Speed up rules will be used for the catcher only. The last batter that made an out may run for the catcher at any time. This is not mandatory, but it is encouraged to keep the game moving.

Equipment:

All batters, runners, and on deck batters must wear helmets at all times. Catchers should wear protective equipment: mask, shin guards, chest protector, cup and catcher's helmet during all practices and games.

Baseball – regular approved hard baseball.

Bat – Effective with Fall 2018, NYS has adopted the USABat standard. Solid, one piece wood bats are approved for use under USABat with or without the USA Baseball Certification Mark. Multi-piece and composite wood bats must feature the USA Baseball Certification Mark to be approved for play. All new bats that bear the USABat licensing mark will be permissible for play. To check on eligibility of older model bats, an approved list can be found at <https://usabat.com/>

Rubber Cleats are allowed. NO METAL CLEATS ALLOWED IN THIS DIVISION!

Coaches positions:

Offensively, only base coaches will take positions on the playing field during a game. The base coaches can not touch the runners when the ball is in play. PENALTY: The base runner will be called out. Once the umpire has called time, feel free to congratulate the runners all you want!