

## I. 9U/10U Rules (46/65)

### Game Play

- a) Games consist of six (6) innings, or the 1hr 45 min time limit, whichever occurs first.
- a) A minimum of eight (8) players must be present to begin a game – no out will be enforced for the 9<sup>th</sup> spot.
- b) Run limit is four (4) runs thru first 5 innings. Unlimited runs allowed in the final (6<sup>th</sup>) inning.
- c) Mercy Rule: 15 runs after 4 innings; 10 runs after 5 innings.

### Pitching

- a) Kid-pitch all six (6) innings. Restrictions as follows:
  - a. Pitchers are **limited to three (3) total innings (9 outs) per Sunday**
    - i. One (1) inning shall equal 3 outs.
  - b. No pitcher may throw more than **75 pitches in a game**
    - i. If a pitcher reaches the pitch count threshold while facing a batter, the pitcher may continue to pitch until either (a) the at-bat ends or (b) the third out is made to complete the half-inning.
- b) **Balks will not be enforced** – however, play will be stopped and an explanation will be given for major infractions
- c) Pitching rubber will be located 46-feet from home plate
- d) One (1) coach trips to the mound allowed per inning.
- e) Pitcher must be removed if they hit three (3) batters in a single inning, or four (4) batters over the course of two innings.

### Defense

- a) At least eight (8) players must play at the same time defensively
- b) The defensive team shall not use more than four (4) infielders, excluding pitcher and catcher
- c) Outfielders must be positioned halfway between the outfield grass and the fence (on a regulation diamond) or approximately 40 feet behind the infield on larger diamonds. Under no circumstance can the OF be placed on or near the edge of the infield dirt.
- d) **Infield Fly Rule is NOT in effect.**

### Batting

- a) All players will bat. A batting order will be established prior to the game and followed throughout, regardless of whether the player is in the game defensively.
- b) **Batters cannot advance on a dropped third strike.**
- c) No fake bunts or slash bunts allowed.

### Base Running

- a) **No lead-offs allowed.**
- b) Runners **MAY** steal, but **CANNOT** leave the base until the ball crosses the plate.
- c) Runners **MAY** take home on a wild pitch, passed ball, or errant return throw

- d) Once a **runners progression has stopped**, whether on the base or in the base path, "TIME" shall be declared
  - a. i.e. no "hanging out" or "dancing" in the base paths to induce a throw.
- e) Runners must slide if close play is imminent at base other than 1<sup>st</sup>
- f) Courtesy runner in play for catcher and pitcher – the batter who made the last out must replace the runner.