



## **PJL 9UB and 10UB Kid Pitch PJL Baseball Park Rules**

### **Equipment and Attire:**

- Bats permitted are USSSA or USA stamped bats that are not on the banned bat list with Perfect Game.
- Cleats should be rubber spikes only.
- All batters need a batting helmet. Face masks on batting helmets and chin straps are not required.
- Catchers must be in full catching gear, including a cup.

### **General Rules:**

- Home team chalks the field prior to the game and is responsible for keeping up with the official paper scorebook located in the field house.
- Away team drags the field at the conclusion of the game and is responsible for getting someone to run SingleScore for the Scoreboard. Instructions are located in the field house.
- Coaches are responsible for ensuring the lights are turned on when needed for your game.
- Coaches are responsible for adhering to the coaches code of conduct.
- Coaches are responsible for ensuring that parents are adhering to the parental code of conduct.
- The umpire on the field has the final say in all calls on the field.
- Rainouts will be rescheduled to the next available date and time.

### **Game length:**

- Games will be booked on a 1.5 hour time slot in the scheduling system. Games will be 1 hour and 20 minutes long, with the start time that is announced by the umpire.
- The game will end after 6 innings total or if time has expired at 1 hour and 20 minutes, then the game will end once the inning is complete.
- Run rule: 11 after 4, 6 after 5
- Both home and visitor coaches must verify and sign the scorecard after the game before leaving the field.
- Both teams must also agree on pitch counts for players before leaving the field.

### **Game Play:**

- A team may start and finish a game with 8 players
  - The 9<sup>th</sup> batter's slot will result in an out
- If a team only has 7 players, this will result in a forfeit for that team. There will be a 10 minute grace period to allow the 8th player to show but the time will count as game time. If the player doesn't show, the score will go down as 7-0.
  - Forfeits must be told to the Kid Pitch Baseball Director by 4:00pm of the day of the game.
- An inning is over when either
  - the offense scores 5 runs
  - the defense records 3 outs
- Batting line-up is continuous, all players will bat.
  - Late arrivals must be added to the bottom of the lineup.
  - Batting order must remain the same for the duration of the game.

**Pitchers:**

- Coaches and Pitchers will follow the Pitch Smart Rules (see chart below).
- Coaches are responsible for keeping up with pitch counts or designating someone to do so.
- Pitchers may not return to the game as a pitcher once removed from pitching.
- Coaches must follow the pitch count software required by the league.
- Umpires will report pitch counts to the director at the end of the game, who will enter it into the pitch count software.
- Once the pitcher is anywhere on the mound, the play is over.



| AGE   | DAILY MAX PITCHES | REQUIRED REST (PITCHES) |       |        |        |        |
|-------|-------------------|-------------------------|-------|--------|--------|--------|
|       |                   | 0 Days                  | 1 Day | 2 Days | 3 Days | 4 Days |
| 7-8   | 50                | 1-20                    | 21-35 | 36-50  | N/A    | N/A    |
| 9-10  | 75                | 1-20                    | 21-35 | 36-50  | 51-65  | 66+    |
| 11-12 | 85                | 1-20                    | 21-35 | 36-50  | 51-65  | 66+    |
| 13-14 | 95                | 1-20                    | 21-35 | 36-50  | 51-65  | 66+    |
| 15-16 | 95                | 1-20                    | 31-45 | 46-60  | 61-75  | 76+    |
| 17-18 | 105               | 1-20                    | 31-45 | 46-60  | 61-75  |        |

**Batting:**

- Infield fly rule is in effect.
- There is no advancement on a dropped 3<sup>rd</sup> strike, but it is a live ball for base runners.
- Ball 4 is also a live ball for base runners.
- No slashing (fake bunt, pull back, full swing)
- Bunting is allowed.
- Head first sliding allowed.
- No intentional walks
- No slinging of the bat (1 warning per team)

**Courtesy runner:**

- May only be used for the catcher or pitcher..
- Must be the batter who made the previous out

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- Stealing is allowed after the ball crosses the plate. Leaving early will result in 1 team warning and afterwards the runners will be out.
- A runner must return to the base once the pitcher is on the portable mound to pitch, unless they are ½ way to the other base.
- Baserunner's must slide or attempt to go around the base/plate if a defensive player is present attempting to make a play. Runners must slide or surrender at home plate to avoid a collision.
- Head first sliding is permitted.
- The orange safety bag attached to 1st base is for runners only. The runner is only out if defense touches 1st base (the white base).

**Catchers:**

- Must wear full catchers gear and a cup
- Catcher must squat behind the batter's box
- Catchers can not block home plate unless a play is being made. If no play is being made, the catcher must give way to the runner.

**Any questions on the rules should be relayed to the Head Umpire in Charge prior to games starting. During games, the umpire on the field has the final call on all rules. If escalation is needed, the umpire can reach out to the Head Umpire in Charge. Coaches should not call the director or head umpire during any games.**

**Head Umpire in Charge: James Plaxico 478-808-1899**