

# **LEAGUE RULES**

## **KID-PITCH (AGES 9-10)**

1. All games will be played under United States Specialty Sports Association (USSSA) 10 & Under Fastpitch Softball Rules, which can be found at [www.ussa.com/sports](http://www.ussa.com/sports), subject to the exceptions or modifications provided in this document.
2. No new inning will begin after 1 hour and 10 minutes of play. Innings in progress will be completed, with the exception of the bottom half of the inning if the home team is ahead. Teams can play as many innings as possible within the allotted time. (As the game time is limited, please attempt to have lineups for fielding and hitting made in advance of the game and assign an adult to assist with having the kids ready to bat and dressed in the catcher's equipment in advance of taking the field.)
3. Official records will be maintained for all games played. The official league scorebook will be the responsibility of the home team and the scoreboard is the responsibility of the visiting team.
4. All players for each team are required to be in the batting lineup. Any player arriving late for a game will be immediately inserted into the game and will be placed in the final spot in the batting order.
5. Defensively, each team will field a maximum of ten players (four outfielders). No player may sit the bench consecutive innings or for more than two total innings per game. During the course of the season all players should have the opportunity to play an infield position.
6. A minimum of 8 players is required to begin a game. Less than 8 players will result in a forfeit. In the case of a forfeit, an effort will be made to play the game for those in attendance by picking up available players.

7. Once a game has started, should a player leave the game due to injury or other circumstance, both coaches and the umpires must be notified immediately. If proper notification is given, an automatic out will not be recorded during their designated time at bat.
8. Teams will be limited to a maximum of five runs per inning; no exceptions.
9. Base stealing is allowed under the following conditions:
  - a. Runners starting at first or second base are entitled to steal only one base per pitch with the liability to be put out.
  - b. Runners are not entitled to advance more than one base per pitch even in the event of an over-throw.
  - c. Runners on third base are not permitted to steal home but are liable to be put out if they are off the base.
  - d. Runners attempting to advance beyond the base they are entitled to steal may be put out while between bases or in contact with a base to which they were not entitled.
  - e. When play stops and the ball becomes dead; a runner who occupies a base beyond the one she is entitled to steal will be returned to the correct base without liability to be put out.
  - f. A batter who has received a base on balls may attempt to steal second base.
10. A speed-up rule will permit a pinch runner for the catchers and pitchers. The pinch runner will be the last recorded out. If the player is the games leadoff hitter, the last batter in the lineup will be designated as the pinch runner.
11. Outfielders should be positioned no shallower than on the grass edge. Infielders may not be positioned within 30 feet of the batter.

12. Negative cheering or chatter is not permitted. Positive cheering for teammates is accepted. However, chants or cheers that are intended to intimidate or demean their opponents are not acceptable.

## **PITCHING RULES**

- P1. During regular season games, all pitchers are limited to a maximum of six (6) recorded outs during the first four (4) innings of play. The only exception is a double or triple play following five recorded outs. Following the completion of the fourth inning, there are no pitching restrictions.
- P2. During playoff games, there are no limits on the number of innings a pitcher can pitch.