

2024 Kids Pitch Baseball League

Rules

The development and display of Christian character is a major focus of this program. Therefore, good sportsmanship is expected from all players, coaches, parents and spectators. It will be the responsibility of all coaches and umpires to assure that this attitude is maintained at all games and practices. This is, first and foremost, the greatest attribute of our program and "must" be adhered to.

1)

Games

a. Each game will begin with a prayer led by one of the coaches or the umpire. b. A game will be forfeited if a team cannot field **eight (8)** of their team's players

within 10 minutes of the scheduled game time. c. Each player should play no more than one more inning than all others on the team; conversely, every player should not sit on the bench more than one more inning than all others on the team. No player, nor position is exempt from this rule. d. Players should be given the opportunity to play different positions.

e. Please consider the child's safety when placing them in the infield. f.

Games will be a maximum of **six (6) innings** or **1 hour and 40 minutes** in length. **No new inning will start after 1 hour and 30 minutes.**

i. A game will be official after three **(3) innings**. ii. Any inning started before the time limit has expired will be played to the

conclusion of that inning. Keep this in mind before starting each inning in order to allow the next scheduled game to start in a timely fashion. f. An inning consists of three **(3) outs** or until the seventh **(7) run scores**.

i. The inning is officially over after the 7th run scores, thus no additional runs

will count towards the final score (except for the final inning*). Play should be allowed to finish and may be used for team and/or individual statistics. ii. Run limit does NOT include the final inning (if a team is

down by seven (7)

or more runs, the team has the chance to score additional runs). g.

The bases will be sixty (60) feet apart. h. The pitcher's mound will be forty-four (44) feet from home plate. i. Decisions of the umpire are final!! No protests will be allowed. However, Head

Coaches may get explanations of the call from the umpire. j. The SOAR Columbia Executive Director or other staff present will determine if the game should be suspended due to safety of the players (weather, etc.).

2) Defense

a. Fielding

- i. A team may only use up to ten (10) players in the field. ***The 4th Outfielder CANNOT BE A ROVER.*** Rovers are when you have 3 outfielders and then a 4th person would play shallower. We choose to allow teams to play 10 to allow more playing time for players, not to give defenses an advantage. ii. No more than two coaches may be outside their team's dugout, while

their team is playing defense, and must remain within 6 feet of their dugout. iii. All other coaches must be outside the field of play. **There IS an infield fly rule.**

b. Pitching Coaches are not allowed to pitch. c. A pitcher may not throw more than seventy-five (75) pitches in one game.

i. Pitchers may finish the current batter once the pitch limit is reached. d. A pitcher may not pitch within 36 hours if pitching more than 40 pitches. e. A pitcher may catch, but he cannot exceed 100 total pitches, by adding number of

pitches thrown + number of pitches caught.

f. Catchers

- i. ***Players have no limit to the amount of innings that they can play catcher in a game.*** ii. If a bat hits the catcher's mitt, the batter will be advanced to first base.

3) Offense

a. Batting

- i. **A batter must wear a batting helmet (no chin strap or facemask required).** ii. A team shall place all available players in the batting lineup. iii. A batter will take first base when the ball count reaches four (4). iv. A batter will be out when the strike count reaches three (3).

v. A batter cannot strike out with a foul ball. vi. A batter may bunt.

vii. A player is given one (1) warning for "slinging" a bat. The next time a player on the same team slings a bat, the player will be called out.

4) Base
Running

- a. Base runners may steal once the ball crosses home plate.
- b. A runner forcing contact with a defensive player with no effort to avoid contact with that player may be called out.
- c. A runner sliding head first into first base or home plate may be called out.
- d. Base runners don't have to slide at home plate, unless there is a possible play at the plate so as to avoid a collision.
 - i. One warning, on the second offense the player may be called out.
- e. Any overthrown ball that goes out of the field of play shall result in a one (1) base advancement by all base runners.
- f. All offensive players must wear baseball helmets when they are on the field of play (running bases, on-deck, batting, etc.).
- g. Only two runners per inning can steal home. This is to encourage sportsmanship when a pitcher is struggling with wild pitches.

5)
General

- a. All players that are bleeding or have an open wound must be removed from the game until the bleeding stops and the wound is properly bandaged.
- b. Profanity will not be allowed.
- c. Coaches, players, and spectators alike should be encouraged to applaud the efforts of the opposing players.
- d. As a display of good sportsmanship, teams shall shake hands with opposing teammates, coaches and umpires following each game.
- e. Each game is required to have a score keeper. The home team's score is the official score.
- f. The Umpire has the freedom to stop the game at any time on his/her preference to have teams huddle and pray and may include parents (stay in stands), to refocus why they are out there and to calm a situation down before it escalates.

6) Sportsmanship/Fair Play. As a Christian league we have extra rules to promote Christlikeness in our attitudes and games.

- a. Each player should play no more than one more inning than all others on the team; conversely, every player should not sit on the bench more than one more inning than all others on the team. No player, nor position is exempt from this rule.
- b. Coaches are strongly encouraged to rotate players between positions, both infield and outfield. Please consider the child's safety when placing them at certain positions.
- c. After a player has hit two home runs in the same game, they must stop for a max of a double for all future at bats.
- d. After a team gets up by 10 runs, no aggressive base-running is allowed. At this point, we want the offense to earn their runs by hits rather than taking advantage of the other team's lack of throwing and catching skill. While it is exhaustive to cover what constitutes aggressive base running, a common-sense approach is to be used. Any head coach who feels the other team is violating this rule shall call timeout and have a meeting with the umpire and the opposing team's head coach. If the umpire agrees the rule has been violated, then a warning will be given to the violating team. If the rule is violated a second time, the coach will be asked to leave the field of play. If the rule is violated a third time, the team will forfeit the game.

7) Equipment

- a. All bats must not exceed **2 5/8"** in diameter.

8) Practices

ONE NIGHT A WEEK for 90 minutes
(60 on the field, 30 in the cage)