



Player Pitch Rules

1. Game Length: Games are 7 innings or no more than 1 hour and 45 minutes.
2. Each team must bat its roster. Minimum number of players to start game:8
3. For safety reasons, batters on deck must warm up behind the dugout.
4. Pitching: Pitchers may pitch a maximum of 3 innings per game and 6 innings per week (a week is considered a calendar week- Sunday- Saturday). A pitcher may stop pitching, move to another position and return to pitch only once. Any party of an inning pitched will be charged as one inning pitched. Distance- 46 ft
5. Warm up pitcher: Pitchers are allowed preparatory pitches at the beginning of each inning or when relieving another pitcher (subject to 3 minute limit); a pitcher that hits 3 batters in a game must be taken out.
6. Pitching rubber: The pitcher must touch or stand on the pitching rubber before starting his delivery and his pivot foot must remain in contact with the rubber until his natural throwing forces the pivot foot from the rubber.
7. Batting- Strike Zone: There will be a liberal strike zone (knees to shoulders). The objective is to get the kids swinging the bat.
8. Throwing bat: the first offense is a warning; the second offense is an automatic out.
9. Batter or runner: is out if any of the following occurs:
 - A. A caught fly ball, fair or foul
 - B. Force out on base
 - C. Batter strikes out, is out even if the catcher drops the ball
 - D. Bunts foul on 3rd strike
 - E. Attempts to hit third strike and the ball touches him
 - F. Batter and/or runner runs into a far hit ball before a fielder has touched it.
 - G. After a hit or bunt and the bat hits the ball a second time
 - H. Running out of the baseline to avoid being tagged
 - I. Deliberate throwing of the bat, one (1) warning
 - J. If a coach assists a base runner or hinders the opposing runner, the runner will be called out.
 - K. Infield fly rule does not apply.
 - L. When runner intentionally knocks off his helmet while running the bases.
10. Fair Ball: A batted ball which hits home plate and bounces into the field of play is a fair ball. If the batted ball hits the batter then goes into the field of play it shall be a dead ball. If a ball hits in foul territory behind home plate and goes into fair territory it shall be termed a foul ball.
11. Base Play:
 - A. Steals are allowed only after the catcher catches the ball. Leadoff and steals allowed for 4th and up.
 - B. When a ball is hit fair and fielder throws ball past first base out of bounds all runners may advance to next base after the overthrow. A ball is considered out of bounds when it goes into the dugouts.
 - C. All overthrows is a live ball even at first base.If the ball goes under the fence, beyond the fence line or into the dugout it will be a dead ball and all base runners will be awarded one base. An overthrow from the catcher to the pitcher is a dead ball and advancing is not allowed. Also, a passed ball on a pitch is a dead ball and advancing is not allowed.

- D. A warning will be given to a base runner not on a base if the pitched ball is not hit into play. If the pitched ball is hit into play the base runner is called out, the pitch is called a dead ball and if other runners are on base they must return to their base.
- E. If a runner leaves a base before the catch it's a free play to try a throw out. If safe, the runner goes back to the base.
- F. Pitchers are allowed to try pick-offs.

- 12. Pitchers will be charged one inning pitched throwing an official pitch.
- 13. Intentional walks are allowed.
- 14. The pitcher, once removed, cannot return to the mound for the duration of the game.
- 15. A conference call is allowed once per inning per pitcher. The second visit to the mound in a single inning shall cause the removal of the current pitcher from that position. Time granted for an injured player shall not constitute a charged conference.