

U9 LOCAL LEAGUE RULES

- Pitching distance is 30'. Base distance is 45'. Double first base will be used.
- The 11" regulation ball will be used.
- **Time Limit:** Game is 7 innings. No inning may begin after 75 minutes of play. An inning may begin if the last out of an inning is called at 74 minutes, but not if it is called at 75 minutes. There is no mercy rule based on run differential.
- A full last inning shall be played regardless of score unless mutually agreed upon by both coaches.
- **Coaches:** Offensive coaches should position themselves in the coach boxes near 1st and 3rd base. An offensive coach may also come out to assist the batter if necessary. All on field coaches must wear appropriate fully enclosed footwear.
- Players must wear long pants and proper running shoes or baseball cleats.
- **Playing time:** All players are given equal playing time and opportunity to fully develop by playing a variety of positions. Players should rotate to a new position every inning in some systematic order. Coaches may opt to have a pitcher and catcher play two innings in a row (but only 2 innings per game). No player shall sit out 2 consecutive innings. No pitcher can pitch more than 2 consecutive innings
- Pitchers are required to wear a fielding mask while pitching. Batters must wear a helmet with a face mask.
- Anyone warming up a pitcher must wear a mask, even adults.
- All players are placed in the batting order. Late players will be added to the end of the batting order. All players should get the opportunity to bat lead-off during the year.
- 10 defensive players may be on the field (including 4 outfielders). Game shall be played even when teams are short of players and it will not be considered a forfeit for any team that is short players. Opponents are encouraged (but not required) to share players to make even teams.
- A courtesy runner for the catcher (the last available player in the batting order) is allowed and recommended when there's two out.
- If playing with less than 9 players, there will be no automatic outs at the end of the batting order.
- Fill in players must be from one age group below. Unlimited fill in players are allowed but only to make a maximum team of 10 players. U7 fill in players will receive 5 pitches from the coach (more if last pitch fouled off).
- **Maximum Number of Runs:** There is a 6 run limit per inning per team for all innings.
- **NO Walk Rule:** There are no walks allowed.
- **Player pitching:** Pitchers will pitch until the batter strikes out or hits the ball or the count on the batter is 3 balls.
- **Coach pitching:** After a player receives 3 balls from the pitcher, the batter's coach will pitch, continuing the strike count.
 - All pitches by the coach will be called strikes regardless of the location of the pitch unless the ball is hit fair. Foul balls thrown by the coach are counted as strikes except if it would have been the third strike. Then the batter will receive one more pitch and if it is not put into play or it is fouled, the play will be called out.
 - Batter is out when 3 strikes are counted as normal.
 - If the pitcher had managed to get 2 (two) strikes on the batter, then the batter will receive 1 (one) pitch which must be put in play or the batter will be called out.
 - If the batter had 1 (one) strike called then they would receive 2 (two) pitches.
 - If no strikes were called on the batter, then the batter would receive 3 (three) pitches.
 - If at the end of the coach pitch the ball is still not put into play (except for a foul ball) and the batter does not hit then they will be called out.
 - If the batted ball hits the coach, there will be a single repitch to that batter. The call will be a dead ball and base runners will return to the base they were on. If the coach is hit twice in the same at bat, the batter is automatically called out.
- **Hit by a pitch:** If a batter is hit by a pitcher, the batter is awarded first base or may choose to keep batting. A batter hit by a coach is not awarded first base.
- **Larger Strike Zone:** The umpire will be instructed to call a slightly larger vertical zone (top of shoulders to bottom of knees). This will help keep the adult pitcher out of the game as well as encourage more aggressive hitting.
- **Lead Offs:** There are no lead offs allowed. Runners will receive 1 warning. The next incident the runner will be called out. Base runners can leave base when the pitch crosses the plate.
- **Stealing:** Players may attempt to steal a base once the ball crosses home plate. No stealing of home is allowed. A runner may only steal one base per batter (no additional base on an overthrow).
- **Overthrows:** During a play on a hit ball, runners may advance to the next base on an overthrow at a base (only one base allowed per runner on an overthrow, even if the ball is in fair territory). Defensive team may still try to make an out after the overthrow. Play is stopped when the next base has been reached by each runner.
- **Third Strike:** Dropped third strike rule does not apply. The batter cannot run on their third strike. The batter is out on the third strike regardless of whether the catcher catches the pitched ball or not, and the ball remains live.

- Infield fly rule **is not** in effect.
- **Thrown Bat:** A player will receive 1 warning for throwing their bat. The next incident will result in the batter being called an out for that inning. The out will be a delayed call with the penalty to be applied after conclusion of play. Until then, the defensive team can try to make additional outs and the offensive team can try to score runs. No runs can score if the batter is the third out due to a thrown bat.
- Playoffs: See Playoff Guidelines. Standings will be kept. Year-end playoffs will be in the form of a weekend tournament.
- Rain outs are to be decided by 5:00 pm. After 5:00 pm, the decision to play or wait out any rain situation will be made by coaches and umpires at game time. Rain outs will not be rescheduled.