

9U SPECIFIC RULES

The following rules apply specifically to the 9U division in addition to the other tournament rules stated herein:

Prior to the start of each game, a player line-up (maximum 18 players) with sweater numbers, and first and last names listed must be provided to the scorekeeper.

RK 1 9U Pitching Rules:

- RK 1.1 A Circle; 8 feet in diameter with its center at 44 feet from the home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point of the pitching machine. Lines should be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line or within 4 ft. behind the line until the ball is release from the machine.
- RK 1.2 The machine speed will be set at 40 mph. The pitching machine speeds cannot be altered except at the end of an inning. If the flight of the ball becomes erratic, it may be corrected at the direction of the umpire. This may be done at any time. If any adjustment of the pitching machine is done between innings, both teams will be notified. A coach will operate the machine. A regulation baseball approved for 11U will be used.
- RK 1.3 If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base. If a thrown ball hits the pitching machine, the ball is dead and each runner, including the batter/runner is awarded one base from the time the ball becomes dead.
- RK 1.4 The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation bating helmet designed by the manufacturer with a face mask and chin strap attached to protect from an errant ball that hits the machine.
- RK 1.5 Each batter will receive a maximum of 5 hittable pitches. If the batter does not hit a fair ball with in 5 pitches, he will be declared out. If the 5th pitch is a foul ball and is caught before hitting the ground, the batter will be declared out. The batter will not be called out if the 5th and subsequent pitches are called a foul and not caught. The batter may receive an additional pitch until he puts the ball in play, or hits another foul. If he misses the subsequent pitch, he is out
- RK 1.6 A strike is a pitch which the batter swings at and misses or is a foul ball. There are no called strikes.
- RK 1.7 A pitch which is over the batter's head or bounces in the dirt will be ruled a "no pitch" unless the batter swings at the pitch.
- RK 1.8 Batters can not obtain a base on balls.
- RK 1.9 To stop defensive play, any infielder who has control of the ball and is standing with in the understood boundaries of the infield, can ask for time to be called. Note: the ball does not have to go back to the pitcher before an infield may ask for time. Time will be granted at the umpire's discretion and may not be not be granted if a baseball play is underway.

RK 2 9U Play

- RK 2.1 The number of the innings in a complete game will be 7 for 9U. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning that has occurred.
- RK 2.2 All players present shall be listed on the teams batting line-up and shall bat in that order. Any player arriving late may be added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has complete two innings. (PENALTY – the game is a forfeit and the manager/coach suspended for the remainder of the game plus next game.)
- RK 2.3 A game forfeit will be declared and a score of 7 – 0 will be recoded if a team is unable to field a team of 9 players at the scheduled starting time, or at any time of the game.
- RK 2.4 Bunting is not permitted. Batter will be declared out.
- RK 2.5 Stealing is not permitted. Runner will be declared out.
- RK 2.6 Runners may not lead-off until the ball is hit. Runner will be declared out.
- RK 2.7 Base runners may only advance on a ball which is hit in fair territory or a foul ball caught in play. Usual rules

apply about tagging up before advancing and at their own risk would apply to caught foul balls. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.

- RK 2.8 An inning will end when three outs are made or a maximum of 7 runs have been scored. On any play where the last run is scored, all awarded runs will be counted beyond the 7 run threshold. This only applies to dead ball awards such as overthrows out of play, or home runs over the fence.
- RK 2.9 The infield fly out does not apply.
- RK 2.10 All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
- RK 2.11 A defensive coach may call one infield conference per inning.
- RK 2.12 MERCY: If the home team is ahead by 15 or more runs after 3½ innings, or at any time beyond this point, the home team will be declared the winner. If the visiting team is ahead by 15 or more runs after 4 or more complete innings, the visiting team will be declared the winner.
- RK 2.13 No player may enter the circle surrounding the pitching machine in an attempt to field the ball. This will be a dead ball and all runners & the batter will be awarded one base.
- RK 2.14 The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play (PENALTY – the coach shall be warned. If the action continues, the coach will be ejected from the game.)
- RK 2.15 The coach operating the machine is required to wear a baseball helmet. For the purposes of this rule, a skull cap is considered a baseball helmet. (PENALTY – the team will be warned once to wear a helmet. The second violation or refusal to wear the helmet will result in the coach being ejected.)
- RK 2.16 Until the ball is fed into the pitching machine, outfielders must position themselves at least 15 feet beyond the basepaths or on the outfield grass, whichever is further.
- RK 2.17 Batters at 9U must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Penalty: each team shall be entitled to one warning per game. After the warning any further offences shall result in the batter being declared out, the ball being dead and runners returning to their bases. If, prior to the team's warning, a batter throws the bat resulting in an injury, the ball is dead, the play is halted and the team will receive its warning. The batter will continue. However, if this is the batter's 5th pitch, he will be considered to have batted the ball illegally and will be out.