



13-15 Year Old Kid Pitch Rules

Team Composition:

A total of 9 players play defense in the field: 6 infielders (including a catcher) and 3 outfielders. The catcher must be properly equipped. Protective cups are mandatory for catchers and strongly recommended for everyone else. Maximum Roster size is 14 players.

Game Length:

The length of the game will be 2 hours or a maximum 6 innings – whichever comes first. The game clock starts when the official announces the start time. The official is the time keeper. Both teams should record and agree on the start time provided by the official. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. If 3 innings have been completed and the game is not tied, no new inning shall be started when there is less than 10 minutes remaining in the time limit. If after the extra inning the game is still tied, the game will be declared a tie and an official game.

Run Limit:

None

Batting:

Only one batter allowed in the on deck circle. All other players must remain in the dugout. All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. PENALTY: Batting out of order will result in that batter being out.

3rd strike drop rule is in effect. "The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out."

If a player is injured and unable to bat at his batting spot, the coach has the option of taking an out (so the player may return to the game in his same batting order) or not taking the out (the player then may not return to the game at all, offensively or defensively.) If by removing this player the team is reduced to less than 8 players, the team has the choice to continue the game or forfeit the game. If the game is forfeited, the forfeiting team can get players from the other team and continue playing for fun and experience.

Bunting, as well as fake bunting, is permitted. If the batter has 2 strikes and attempts a bunt that results in a foul ball, the batter will be called out.

Pitching:

The pitching mound will be set at 60 feet 6 inches.

Each pitcher is limited to 4 innings per game.

Second trip to the mound for the same pitcher will result in pulling that pitcher.

Standing next to your pitcher while they warm up between innings will not count as a visit to the mound. You may reenter your starting pitcher.

Balks – A pitcher will be issued 1 warning per balk. If the pitcher repeats a balk that they have received a warning for, the runners will be allowed to advance 1 base.

Base Paths:

All base paths are 90 feet.