

2023 FALL BASEBALL GAME MATRIX

| Subject | *7 & 8 - MKP | 9 | 10 | 11 | 12 | 13 | 14 |
|--|---|--|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Base Distance | 60' | 65' | 65' | 70' | 70' | 80' | 90' |
| Pitching Distance | 40' | 46' | 46' | 50' | 50' | 54' | 60'6" |
| Innings per game | 6 | 6 | 6 | 6 | 7 | 7 | 7 |
| Regulation Game (no new inning will start after) | 1 hr. 30 mins. | 1 hr. 30 mins. | 1 hr. 30 mins. | 1 hr. 45 mins. | 1 hr. 45 mins. | 1 hr. 45 mins. | 1 hr. 45 mins. |
| Official Game (for weather) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) | 4 (3.5 innings if home is ahead) |
| Maximum runs per inning for the first 3 innings | 8 | 8 | 8 | n/a | n/a | n/a | n/a |
| Mercy Rule (home team will get their last bats if not ahead) | 10 (after 4 innings) | 10 (after 4 innings) | 10 (after 4 innings) | 10 (after 4 innings) | 10 (after 4 innings) | 10 (after 4 innings) | 10 (after 4 innings) |
| Maximum # of defensive players on field | 10 (extra fielder must play in the outfield) | 9 | 9 | 9 | 9 | 9 | 9 |
| Minimum # of players to start and finish the game | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| 8 th or 9 th spot automatic out | No | No | No | No | No | No | No |
| Free Substitution | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| Rotational Batting | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| Pitching Limitations/Pitcher Re-entry | 3 innings max/once | 4 innings max/once | 4 innings max/once | 5 innings max/once | 6 innings max/once | 6 innings max/once | 6 innings max/once |
| Balks (1 warning given per team/game) | No | No | Yes | Yes | Yes-No warning | Yes-No warning | Yes-No warning |
| Leadoffs | No | No | Yes | Yes | Yes | Yes | Yes |
| Stealing | No (Cannot advance on passed ball thrown by pitcher to catcher)* | Yes** (when ball leaves pitcher's hand) | Yes | Yes | Yes | Yes | Yes |
| Stealing home | No (Cannot advance on passed ball thrown by pitcher to catcher)* | Yes** (when ball leaves pitcher's hand) | Yes | Yes | Yes | Yes | Yes |
| Dropped third strike | No | No | Yes | Yes | Yes | Yes | Yes |
| Courtesy runners for pitchers/catchers (last out becomes runner) | Yes - w/2 outs | Yes - w/2 outs | Yes - w/2 outs | Yes - w/2 outs | Yes - w/2 outs | Yes - w/2 outs | Yes - w/2 outs |
| Ball in Control Rule | See Rule Below | No | No | No | No | No | No |
| In-field Fly Rule | No | No | Yes | Yes | Yes | Yes | Yes |
| Bunting | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| Slide Rule Enforced | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| Metal Cleats permitted | No | No | No | No | No | Yes | Yes |
| Scheduled Umpires per game (Games can be played with one umpire) | 1-2 | 2 | 2 | 2 | 2 | 2 | 2 |

*Runners CANNOT advance on an errant throw from catcher back to pitcher. Runners can only advance when ball is put into play by the batter.

**One warning (per team/per game) will be given by the umpire if the runner leaves early. (The play will immediately be called dead and the pitch won't count). A second infraction will result in an out.

Age 7/8 ball in control rule - If the ball is hit into the outfield, the ball in control rule will be utilized once the ball is controlled by an **infielder within 3 to 5 feet of base paths**. If runners are halfway to the next base they will occupy that base, if they are not halfway to the next base they shall return to the base they previously occupied. Same rule applies on overthrows.

7 & 8 Modified Kid Pitch - Pitching Rules

- No walks will be allowed.
- If the pitcher reaches 4 balls on a batter, the coach of the batting team will come in and pitch up to 3 pitches to the batter. The batter will keep the same strike count and can strike out. If the third pitch by the coach is fouled off, the batter will get another pitch which will be treated as the third pitch. If the batter doesn't swing at the third pitch the batter is automatically out.
- The coach must pitch overhand and be in contact with the pitching rubber. A coach may pitch from one knee as long as he/she remains in contact with the pitching rubber.
- The player/pitcher must play within 5 feet of the pitching coach.
- The umpire will call balls and strikes based on the existing count when the coach comes into pitch. (Coach may strike out a batter but cannot walk a batter).