

Southwest Alliance for Youth Sports

Kid Pitch 9U-14U Rules

The Southwest Alliance for Youth Sports (SAYS) will play under the rules of the current year United States Sports Specialty Association (USSSA) and Major League Baseball Official Rule Book. The following SAYS rule book takes precedence over USSSA and MLB rules. USSSA rules take precedence over MLB rules.

Official Game

1. A game shall consist of a maximum time limit or 6 innings (whichever comes first). No new inning to begin within 5 minutes of time limit.
 - 9U - time limit 1 hour 15 minutes; base distance 60 ft; pitching distance 43 ft; max bat drop -10
 - 10U - Time limit 1 hour 15 minutes; base distance 60 ft; pitching distance 46 ft; max bat drop -10
 - 12U - Time limit 1 hour 20 minutes; base distance 70 ft.; pitching distance 54 ft; max bat drop -8
 - 14U - Time limit 1hour 20 minutes; base distance 90 ft; pitching distance 60 ft; max bat drop -5/-3
2. A game shall become official after four (4) innings have been completed or after 3-1/2 innings if the home team is ahead. No new inning shall start with five (5) minutes or less remaining.
3. Run Rule: Maximum 20 runs after 3 innings. Seven (7) runs or a maximum of ten (10) runs in any half inning shall be the same as three outs. A home run is not required.
4. A team may start a game with no less than 8 players, failure to field 8 players is cause for forfeit. The 9th position will be an out. If a player shows up after the game has started, the player can be added to the end of the line-up.
5. A team may bat 9 players, 10 with an EH, or the entire roster.
6. If the game is tied, with time left on the clock, the extra inning will be played by using the Tie Breaker Rule.
7. Tie Breaker Rule: the last out of the previous inning goes to second (2nd) base. The same goes for the home team.
8. Grace periods can be allowed by game officials.
9. Prior to the start of the game, each team shall submit a legible lineup card to the umpire listing the first and last names of all players. All names must correspond with the official roster, player ID card, and jersey name. The pitcher must be identified. The lineup card must be presented before the game clock starts.

General Playing Rules

1. An intentional walk is granted without the delivery of any pitches. The coach or catcher shall notify the umpire and point to first base. A maximum of one intentional walk per player is allowed per game.
2. Courtesy runners are allowed for pitcher or catcher.
3. Courtesy runners must be substitutes not in the batting lineup, or if the entire roster is batting, the last player called out.
4. For tournaments, we will follow USSSA pitching rules 7.05 regarding maximum innings allowed to pitch and mandatory rest days.
5. Coaches should use safety and common sense when using your pitchers (they are young).
6. Kid pitch limits: Maximum of 3 innings per day during regular season, up to 6 innings during playoffs.
7. A pitcher that hits more than 3 batters in a single inning must be removed from the mound.
8. Whenever a tag play is evident a runner must slide or seek to avoid contact with the fielder and/or catcher. No player shall attempt to jump, leap or dive over the fielder and/or catcher that has the ball or is attempting to field the ball to avoid the tag or to avoid contact. Failure to avoid contact will result in runner being called out.
9. The batter is not allowed to bunt slash (assume a bunting stance but swing after the pitch). If the umpire determines the batter attempted a bunt slash or swung, the batter is out, the ball is dead, runners return to their original bases, and the third base coach is ejected.

9U Only rules

1. Balks will not be counted or called against the pitcher, runner on bases may not advance.
2. The Third Strike Drop rule is not in effect. A batter will be out if a 3rd strike is called regardless of catcher's action.
3. Runners on base are not allowed to take a lead from the base.
4. Runners on base are not allowed to steal a base until the pitched ball crosses the home plate. It is the umpire's discretion to determine if the runner left the base before the ball passed the home plate. In that event, the runner(s) are counted as an out.
5. The infield fly rule is in effect in every game. The umpire does not need to call infield fly rule.

Coaches

1. Only the head coach will be allowed to approach the umpire to discuss a call. Anyone who repeatedly attempts to discuss calls with umpire that is not the head coach will be ejected.
2. On offense: 2 coaches are allowed on the field. Coaches must be in coaches' box on first and third.
3. On defense: Only 1 coach is allowed on the field.
4. Anyone who is ejected from the game must leave the park to at least the parking lot. Waiting in the car is allowed, but they must not return to the field.
5. No other coaches are allowed on the field while the ball is in play.
6. The head coach is responsible for all players, coaches, and parents.
7. In the event of a discrepancy, the home team's scorebook will be used. If the home scorebook is deemed ineligible, the umpire may give precedence to the visiting team's scorebook.
8. All coaches must have a visible coach ID at all times unless a USSSA background check has been submitted to league director.