

NYS

13 – 15 Kid Pitch Baseball Rules

Unless otherwise amended, the current year's National Federation of State High School Associations (NFHS) laws of the game will apply. NFHS laws of the game and other resources are available at www.nfhs.com.

1. The home team is listed first on the schedule and will occupy the third base dugout.
2. Games are one hour and forty minutes or five innings, whichever is completed first.
3. A new inning will not be started after one hour and twenty-five minutes. No team may intentionally delay the game.
4. No extra innings in case of a tie.
5. No forfeits.
6. The NYS provided jersey and hat must be worn. No exceptions! The catcher position is required to wear a cup.
7. Metal cleats, open toed shoes, or jewelry may not be worn.
8. Pitchers must pitch from a pitchers plate and should be approximately 60 feet (depending on the size of the field) from the home plate.
9. Ten players are allowed to play on defense. Teams may play with four outfielders.
10. Adults must be the first and third base coaches.
11. Bats are limited to a 7 length to weight ratio. For example, a 28 inch bat cannot weigh less than 21 ounces.
12. On deck batter must stay in on deck area and all players on the batting team must stay in the dugout.
13. All team members must be on the batting line up. The batting line up must be followed in continuous order throughout the entire game.
14. The batter may attempt to advance to first base on a dropped third strike or wild pitch if first base is not occupied and there are less than two outs.
15. Teams may only bat through their line up once per inning, except to equal the opposing teams batting line up. For example, if team "A" has 12 players and team "B" has 10 players, then team "B" may bat 12 players in a row as long as they do not increase their lead by more than 5 runs or get 3 outs. See the five run rule clarification at the end of these rules.

16. Bases are approximately 90 feet apart.

17. Stealing is allowed and players may lead-off any base.

18. Sliding is allowed. It is the base runner's responsibility to avoid contact with the fielder with the ball. Slide or avoid is in effect at all times when fielder is in possession of the ball. Intentionally running into a fielder, including the catcher who has possession of the ball will result in ejection from the game.

19. A base runner may steal only one base on a wild pitch or passed ball. A base runner on third base can steal home on a wild pitch or passed ball.

20. Runners may advance only one base on an overthrow (that means the runner gets the base they are advancing to, plus they can try for the next one at their own risk). If a play is made on an advancing runner after the overthrow and another overthrow occurs, the runner may again try to advance to the next base at his own risk. If a play is not made on the advancing runner after the overthrow, the runner must stop after one base. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of a play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to the next base.

21. No team may increase their lead by more than five runs after the first inning. See the five run rule clarification at the end of these rules.

22. Courtesy runners are allowed for pitcher or catcher at any time but the runner must be the player that made the last out.

23. Bunting and soft swings are allowed.

24. Balks (defined in the NFHS rules) are live. The umpire will issue one balk warning to each pitcher before apply penalties for a balk.

25. An intentional walk will automatically be awarded to a batter upon announcement to the umpire from the catcher or pitcher.

26. Sit-out rule: No play may sit out a second inning until all players have sat out one full inning.

27. Once a player is removed from the pitcher position (for any reason) they may not pitch again in that same game.

28. Any player or coach ejected from a game must completely leave the ball field or campus for the remainder of the game. The ejected player or coach will not be permitted to participate or attend the team's next game.

NYS

Five Run Rule

When participating in an NYS baseball or softball event, there are 3 ways to end an “at bat”.

- 1. Increase a lead by five runs. This does not apply in the first inning.**
- 2. Bat through your entire line-up once. Remember that a team may equal the same number of batters as the opposing team.**
- 3. Three outs.**

Whichever one of the above happens first in a given half inning concludes that half inning immediately.