

# NYS

## 10 – 12 Kid Pitch Baseball Rules

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 50 feet (depending on the size of the field) from the home plate. Balks will not be called.
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. Only Little League approved bats may be used.
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 60 feet apart.
17. Stealing is allowed. No leading off of any base. The base runner may not leave the base until the pitched ball crosses home plate. If a player leaves early and is thrown out, he is out. If he is safe, he must return to the previous base. The second offense by the same player in same

inning will result in an automatic out. If the ball is hit, the defensive team has the option of the result of the play or a dead ball and runner returns and hitter hits again.

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.

## **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.**