

U9 House Individual Registration Baseball

U9: To include players who have not attained the age of NINE (9) prior to May 1 of the preceding year.

	Pitching Distance	Base Distance
U9 House Baseball	46 Feet	65 Feet

Equipment

1. U9 House Baseball will use the Rawlings R100 or R200 9" ball. TWO (2) new baseballs are required for each association baseball game, with each team furnishing ONE (1) at the start of the game. Each team will also provide ONE (1) like new ball for a chaser.
2. Bats must have the BPF 1.15 stamp
3. Uniform which consists of a minimum of a tee shirt that matches with each player to have a different number on the back of the shirt.
4. All players must wear tie or Velcro-fastened shoes. Shoes with metal spikes or metal cleats are strictly prohibited.
5. All batters and base runners are required to wear protective helmets when the ball is in play.
6. Any player catching a pitcher while in the catching position will be required to wear a catcher's mask and protective throat guard.
7. A pitcher may not use a gray, silver or white glove. A pitcher may wear an arm sleeve as long as it is not gray, white, or silver and is a SOLID COLOR

Playing rules

1. League consists of a 12-game season
2. Bat the roster and free substitution of defensive players
3. There is no minimum requirement for an individual player's playing time.
4. Teams capable of fielding eight (8) eligible players must start their game at the scheduled starting time with eight (8) players. Should either team not be ready to start the game within fifteen (15) minutes after the scheduled starting time, the umpires must forfeit the game to the opposing team. A max of 10 defensive players in the field of play. 4 of the 10 must play in the outfield.
5. No new inning may start after 1 hour and 40 minutes of continual playing time, regardless of the game situation, including ties.
6. Runners will be permitted to take a 3-step leadoff at each base once the pitcher is on the pitcher's rubber. While they can lead off once the pitcher is on the rubber, they may not steal until the ball leaves the pitcher's hand. Runners may take a leadoff at every base but can only steal 2nd and 3rd base.
7. Runners cannot steal home. Runners can only advance home when:
 - a. Driven in by a batted ball.
 - b. Forced in by a play that would require a runner to advance, such as a base on balls with bases loaded, hit batter, or any other play that would require a runner to advance.
 - c. Played on at third base while occupying that base. The base the runner is on at the time of the pitch is considered the base occupied.
8. Balks will be called but no penalties will be applied.
9. Dropped third strike rule is not in effect.
10. Infield fly field rule is in effect.
11. A player will not be allowed to perform in the pitching position for more than four (4) innings of any game. If one pitch is thrown that will consist of an inning.
12. A manager or coach will be allowed to confer with any of his players on the field (not necessarily the same player), twice in an inning or a total of three times in one game, whichever occurs first. At the time of the 2nd conference in an inning or the 3rd conference in a game, the pitcher must be removed from his position and may return to the game at any defensive position except pitcher. A team is allowed the aforementioned number of visits for each pitcher used in a game.
13. A half inning ends when the play is completed on which the FIFTH (5th) run is scored or when three (3) outs are made.
14. Other baseball rules apply
15. No playoffs or Year End Tournament included. First place team will receive a team Trophy and 15 individual awards.
16. Mercy Rule: 12 runs after 3, 10 after 4 and 10 after 5 innings.
17. Other baseball rules apply.
18. No playoffs or Year End Tournament.
19. First place team will receive a team Trophy and 15 individual awards.

Minimum Playing Time

1. In all open registration divisions, there will be free substitution of defensive players, with every player playing at least three of the seven innings in the field. Players may be inserted defensively at any time during the game.
2. All line-up changes/additions become official when reported to the home plate umpire.

Who Plays

1. All players showing up for a game will be placed in the batting order. Players arriving late will be added to the bottom of the batting order. Players who leave the game early will be removed from the batting order WITHOUT penalty with the exception of a player that is ejected. If a player is ejected, then it will be counted as an out.
2. A courtesy runner will be allowed for catchers and /or pitcher at any time. Player who made the last out will be the courtesy runner. The same runner may not run for both the pitcher and catcher in the same inning.

Exceptions are as follows:

1. A player who has continually missed practice or previously scheduled games without reasonable excuse.
2. Sickness or injury.
3. Players being disciplined.
4. In cases of A, B, and C above, the umpire and opposing manager must be notified before the start of the game.

Injury Exception

In all Divisions if a pinch runner is needed for an injury, the player making the last out will be the pinch runner. If an injured player cannot take his/her turn at bat that player must be removed from the game. The injured play WILL NOT be recorded as an out in batting order.