

SGAA BASEBALL GAME RULES
9/10 KID PITCH LEAGUE (PEE WEE LEAGUE)

With exception of the following SGAA rules listed below, all games shall be played in accordance with the Statewide Athletics Committee (SWAC) Rule Guide.

League	Pitching Distance	Base Distance	Pitcher	Eligible Bats Listed at:
9/10 Kid Pitch	46 Feet	60 Feet	Kid	usabat.com

To be eligible for 9/10 Kid Pitch baseball, a player must be 9 or 10 years old by April 30th of the current year. In rare situations, a player may be advanced into the league above his/her age bracket. The SGAA Board must approve these exceptions before draft day. The goal for the maximum number of players per team is 11.

1. A game will consist of six innings or will last one hour and thirty minutes, whichever comes first. The League Commissioner will begin a stopwatch at the first pitch of each game. At one hour and twenty-five minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. If there is a tie at the bottom of the inning and the entire one hour and thirty minutes have not been exhausted, one additional inning will be played. At one hour and twenty-five minutes, if the winning team is definite, the batter in the on-deck circle will be the last batter of the game. No new inning can start after one hour and thirty minutes, no matter what the score.
2. During tournament play, 15 minutes is added to game times. At 1 hour and 40 minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. A tournament tie game will be played until there is a winner.
3. A maximum of 5 runs or 3 outs, whichever comes first, constitutes an inning.
4. Teams are allowed one minute between innings to take the field. Coaches whose teams meet on the field are charged a conference.
5. A game will be concluded if after the fourth inning, either team is ahead by 11 or more runs. In the event of a tie, it will result in a ½ win and a ½ loss.
6. No pitcher may pitch more than six innings during two consecutive games. A pitcher must pitch to a batter to constitute an inning. The penalty for pitching more than the innings allowed is a loss to the team where the offense occurred. At the conclusion of each game, the head coach must sign off on both team's "innings pitched" kept by the commissioner or his designee. Coaches that do not verify their counts may not question them at a later date. Commissioners will make the call when a pitcher has overpitched; however, if a commissioner misses the offense, this violation must be protested within the 24 hour time window. Pitchers may not wear white long sleeve shirts underneath their uniforms. Pitchers may be reentered if they were not removed from the pitcher position after two mound visits and if the reentry does not cause the pitcher to exceed the maximum number of innings allowed. Note: During the fall season, pitchers may only pitch two innings per game.
7. In the event that the regular season ends in a tie for first place, pitchers will start with a clean slate for the play-off game. Regular season time limits will apply for the play-off game.
8. Pitchers innings during a rain out game will apply towards the next game played for both teams IF two or more complete innings have been played. In the event that there were less than two complete innings played, coaches must return to the previous game to account for their pitchers' innings.
9. No game will start after 8:30 on a school night.
10. In the event of rain or other inclement weather, the field Commissioner or his designee will make the determination of whether or not to begin the game. After the start of the game, the umpire will determine whether or not to stop play. If at least four innings have been played and a game is concluded due to inclement weather, the score at the bottom of the last completed inning will determine the game winner. At

any time, if the home team is at bat and is ahead after at least 3 ½ complete innings, the game is concluded with the home team being the winner. If at least four innings have been played and the game was tied at the bottom of the previous inning, but the visiting has gone ahead in the current inning, the remaining time will be noted and the game will be resumed when appropriate. This rule applies in season and tournament play.

11. In the event that one only one umpire is present, the game will proceed with the umpire positioned behind the plate. A call should be made to the booking agent to report the situation. Either the Commissioner or their designee should call bases until the second official can arrive.
12. A ten-minute grace period is allowed for the first game of the day only, in the event a team does not have enough players. If a team cannot field at least eight players, the team must forfeit the game or a coach may pull up a player from the SGAA league directly below his/her league to make no more than 10 players for that team. During the fall season, if a team does not have enough players and there is not a younger league to pull from, the team may pull from another team in the same age group. The player pulled up must be in their last year of eligibility for that league and must not have a scheduled game to be played in their home league at a later time that day, unless that player's coach gives permission. Pull-ups may not play the catcher or pitcher positions and if there are nine regular season players, the pull up will play a minimum of two innings defensively. Pull-ups must be last in the batting order. It is recommended that the drafted player wear a numbered shirt from their home team or from the drafting team. The field commissioner must approve all pull-ups.
13. All players (not just the nine who are in the game defensively) shall bat every rotation in the order of their line up. All players shall field at least two of the first four innings defensively per game.
14. A pitcher does not have to pitch to a batter that is walked intentionally.
15. Defensively, players shall be used in the following positions: 1st base, 2nd base, shortstop, 3rd base, pitcher, catcher and 3 outfielders.
16. Each team will give the opposing team their batting order at least 5 minutes before the start of the game. If a player is not present when the defensive team takes the field, his name will be removed from the line up and will be entered in the bottom of the lineup if he arrives. Coaches are not required to enter players who arrive 45 minutes after the game begins.
17. Teams may use three coaches, who will include the head coach and 2 assistant coaches. At the BAP field only – The defensive coach may stand in his/her on-deck circle so that infielders can hear instructions.
18. Any player who continuously misses practice does not have to be entered in the next game by the coach. The Commissioner must approve this before game day.
19. All players must wear current year shirts and hats supplied by SGAA. Shoes with metal spikes are not permitted. Jewelry is not permitted. Hard, non-pliable hair accessories are not permitted.
20. Catchers must wear a catcher's mask when warming up pitchers and throughout the game. All catchers must wear shin guards and a chest protector. Male catchers must also wear an athletic cup.
21. A courtesy runner is allowed for the pitcher or catcher at any time and is mandatory for the upcoming catcher if that catcher is on base and there are two outs. The courtesy runner will be the last batter not on base. Courtesy runners will be allowed if a player becomes ill or injured during his turn at bat. Any time a player is permanently removed from the game, it will not be considered an out in his position in the batting order. Under these circumstances, he is not eligible to reenter the game. Any time a player is temporarily removed from the batting order, that player will receive an out when it is his turn to bat. When he reenters the game, he must keep his original position in the batting order.
22. The first player who throws a bat is warned, along with the coaches from each team. Afterwards, any player from either team who throws the bat is automatically called out.
23. If a batter goes to home plate out of order and is thrown at least one pitch, the batter that should have been at the plate shall replace the incorrect batter and will take the current count. If the batter that was out of order

completes batting and the opposing coach brings it to the umpire's attention, that batter is called "out". This appeal must be made before the first pitch to the next batter. The batter will assume his correct position in the batting order when it is his turn to bat.

24. A base runner may not leave base until the ball reaches the plate. If the base runner leaves early, he will be called out.
25. If a player squares around to bunt and then pulls back and swings at the ball, the umpire will call him out.
26. A coach protesting a game must notify the field commissioner before leaving the field, submit the protest in writing within 24 hours and must pay a must pay a \$10 fee. The protest must state the rule or condition that was in violation during that game. Protests cannot involve judgment calls against officials. Protests will be heard at the next regularly scheduled SGAA board meeting or at a special meeting of the Board. Protested games are only played if they affect the standings of the first place team.
27. At the season's end, if two teams have the same number of losses and are tied for first place, if one of them has defeated the other team in question more times, first place is awarded to that team. For example, if teams A and B each have two losses and team A has defeated team B twice, team A is the season champion. If both teams have defeated each other an equal number of times, the tie will be broken by a playoff. Ties for other positions will be determined by a coin toss.
28. Regular season standings dictate seeding throughout the tournament.

Recent changes are noted in red. Yellow highlighted items are slated for discussion and possible changes.