

Town of Parker

Kid Pitch Baseball Rules: Ages 10 to 12 and 12 to 14

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment.

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decision is final.

Philosophy:

1. To allow the participants to have fun.
2. To allow all youth an opportunity to participate.
3. To teach proper skills and fundamentals.
4. To provide an environment of sportsmanship & camaraderie.

Field Supervisor:

The field supervisor will have complete authority, and his/her decision will be final.

Umpires:

1. The Town of Parker will provide 1 to 2 umpires: one at home plate and one on the bases. Their duties consist of:
 - a. Calling batters to the plate at a safe time.
 - b. Assist coaches in keeping the catcher at a safe distance from the plate
 - c. Calling the strike count.
 - d. Declaring the ball dead or alive, and positioning runners as necessary.
 - e. Declaring runners out or safe at bases.
 - f. Administering all rules of the game.

Coaches:

1. Coaches may occupy first and third base coach's boxes, however, may not be within the foul lines.
2. Coaches may not interfere with a player or the ball while the ball is in play. No defensive coaches may be on the field.

Players

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. There are no forfeits. A game may be played with as little as 8 players.
 - ii. Teams may borrow players from other teams *within the same division* to avoid a forfeit.
 - iii. Contact the Baseball Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 10 players/Maximum 14 players on roster

2. Playing Time Requirements:

- a. Each participant will play at least half of each game. Playing time is the responsibility of the players and the coach, NOT the opposing team or gym supervisor.

3. Participation:

- a. The defense will consist of 9 players: pitcher, catcher, 4 infielders and 4 outfielders. All players on the roster will bat, regardless if they sat the bench for defense.
- b. Players coming late to a game may be placed at any position in the batting order.
- c. No player may sit on the bench more than one inning when their team takes the defensive position.
- d. Free substitutions on defense will be allowed between innings only, unless an injury occurs.
- e. Coaches are asked to rotate players at positions in which they show an interest in playing.

Player Uniform:

1. Each player must wear the assigned jersey provided by the Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Rubber molded cleats may or tennis shoes may be worn. ***Metal, detachable or hard plastic cleats may not be worn.***
3. Each player must wear a baseball glove while in the defensive fielding position.
4. Batting helmets must be worn by the batting team while on the field (warming up to hit, at the plate, on bases).
5. Catchers must wear full catcher's gear: shin guards, chest protector, face mask and helmet.
6. Players may use their own bats
7. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
 - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.
 - c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Equipment:

1. Ball Size
 - a. **10 to 12:** Soft Level 5 Baseball
 - b. **12 to 14:** Official Little League Baseball
2. Catcher's gear will be provided to each team.

Field Dimensions:

1. **Ages 10 to 12:** 70 ft. bases, 45 ft. pitching (10 to 12)
2. **Ages 12 to 14:** 70 ft. bases, 50 ft. pitching (12 to 14)

Playing Rules

Duration of Games:

1. Game Time:

- a. Each game will consist of 6 innings or 75 minutes whichever comes first.

- b. No new inning will begin if, in the opinion of the supervisor, the entire inning will not be completed within the 75 minutes.
 - c. Each half inning will consist of 3 outs or batting through the lineup, whichever comes first.
2. **Time-outs:**
- a. **Visiting the mound:** Coaches may visit the mound one time per pitcher.
3. Each half inning will consist of 3 outs or batting through the lineup, whichever comes first.

Scoring:

1. Standings are *not* kept.
2. Score is displayed on the score board.
 - o In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards. The score is kept only as a reference for starting and ending a set/match.

Start of Play:

1. A coin toss shall determine the home team.
2. Line-ups: All players registered on the team and present at the game shall be listed on the batting order.

Teams must have at least 8 players present at game time to begin a game. Teams do **not** have to take an “out” when batting.

General Rules:

1. The infield fly rule will apply.
2. Dead Ball: The ball is dead when the pitcher has control of it and standing on the pitching rubber.
3. Overthrows: Players may continue to run around bases on overthrows as long as the ball does not go out of bounds.
 - a. Runners must stop once the ball is dead.
4. The balk rule will not apply.

Defense:

1. Defensive positions will consist of a pitcher, catcher, first baseman, second baseman, third baseman, shortstop and no more than four outfielders.
 - a. Each outfielder must be positioned no closer than ten feet behind the bases.
 - b. The catcher must stay in catcher’s safety area until ball is hit.
 - c. Infielders may be no closer than 20 feet from home plate prior to the ball being hit
 - d. Pitcher must stand to the side or behind the pitching rubber until ball is hit
 - e. Defensive players must be located in standard positions with no extreme oversights.
2. The defense must make a play on the last batter.

Pitching:

1. Maximum innings pitched will be three innings/game/pitcher.
2. A pitcher must be replaced in he hits two batters in any one inning.
3. Pitcher must stay on the pitching rubber until the ball is hit.

Batting:

1. Each player will bat each inning.
2. A batter that throws his bat in a hazardous manner will be called out.
3. Bunts are allowed.
4. Each batter is allowed 4 ball/3 strikes.
 - a. Walking on four balls is allowed.
5. After a missed third strike, the batter cannot advance to first.
6. No runner may advance on a pass ball by the catcher thrown by the pitcher.
7. Throwing the bat will result in an out.

Base Running:

1. Base runners may lead off 3 feet from the inside foot of the bag.
2. Base runners cannot steal bases. The runner will be declared out if caught stealing.
3. Runners will be declared out if they leave the base path in order to avoid a tag
4. A runner who intentionally runs into a defensive player will declared out.
5. Sliding **will be** allowed and players should slide to avoid collision.
6. Base runners must tag on all fly balls.
7. **Pick-off Attempts:**
 - a. Coaches will talk before hand and agree if their teams will play with the pick-off rule
 - b. If a pickoff attempt is made, the base runner may advance. Overthrow rules are in affect.

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches will receive one warning.
 - a. A second offense will result in then removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated by the game officials.
 - a. Coaches: You should not tolerate negative comments either and it is your responsibility to monitor your spectators.
 - b. Officials are instructed to stop the game if this becomes a problem.
3. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Drone Policy

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- **Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums**
- Don't fly model craft that weighs more than 55 lbs.
- Don't be careless or reckless with your model craft – you could be fined for endangering people or other aircraft