

9u Division

NKB will follow NFHS rules unless otherwise specified below. Coaches are prohibited from agreeing on “special” rules at the beginning of the game.

1. Game Schedules

- a. The League game schedule, as published by the League, will be strictly adhered to. Coaches will not be allowed to reschedule games for any reason, unless authorized by, and handled by, the Division Director, Director of Fields & Scheduling, League Operations Manager or League President.
- b. Postponements
 - i. All games not completed due to weather or other situations must be reported to your division director within 24 hours.
- c. Scorekeeping
 - i. All games must be scored utilizing the Gamechanger app
 - ii. The home team will be considered the book of record, but it is highly encouraged that both teams score the game as this will help resolve discrepancies if needed.

2. Playing Time, Roster Batting & Defensive Positioning

- a. All players attending a game are required to play a minimum of six (6) outs in the field. The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.
- b. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured/ill player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.
- c. Roster Batting: A team’s entire roster will bat in order, throughout the entire game. There will be no maximum number of batters per inning. A half inning will end only when three (3) outs are recorded by the defensive team.
- d. Defensive players may be moved freely throughout the game. However, once a player has been removed from the game as pitcher, that player cannot return to pitch in that game.
- e. Coaches are highly encouraged to rotate players as much as possible to help their development, however due to player safety, players are not required to rotate defensive positions.

3. Team Coaches

- a. The head coach will identify to the Home Plate Umpire a first base coach, a third base coach, and a scorekeeper. All other person's (parents, siblings, friends, etc.) shall remain away from the bench area, from behind the backstop and away from the field of play.

4. Safety

- a. All players should remain in the dugout when not in the game.
 - i. Players (except defensive players in positions) are not permitted to be on the field of play without a batting helmet on.
- b. Any player who throws his bat will be warned and he must be called out for any subsequent offenses.
- c. All male players should wear a protective cup.
- d. All catchers, including those players who warm up a pitcher between innings, are required to wear a protective cup.
- e. Any player warming up a pitcher, either on the field or on the sidelines, must wear a hockey-style catcher's mask.
- f. Cleats – Rubber or molded cleats must be worn. Metal cleats are not allowed.
- g. On Deck Batters
 - i. One on deck batter is permitted.
 - ii. This on deck batter can be placed on either side of the field for safety reasons.
 - iii. On deck batters must be reminded to stay clear of the field of play until the preceding at bat has been fully completed to ensure they do not interfere with a live ball in play.

5. Players

- a. A player may "play up" a maximum of one year from his/her league age, which is the players' age as of May 1st. To illustrate, a player with a league age of 9 may play on a 10U team; however, that player is not allowed to play on an 11U team or higher. Pitching limits will be based on the player's league age, not actual age.
- b. A team must consist of a minimum of eight (8) players in order to start a game. Teams not having at least eight (8) players at the start of a game will forfeit the game. Forfeit time is fifteen (15) minutes after the scheduled start of a game. A game may NOT begin until both teams have at least eight (8) players present.
- c. If a team is not going to have the minimum number of players for a game, then the team is allowed to pick up players to fill in during that game up to a total of 9 available players. A substitute player cannot be on another team in your same division or any division higher than your team participates. For example, if you are in the Majors division then your fill in player must come from the Minors division or the age group directly below your age division. If you are in the Minors division then your substitute player must come from the division directly below your age division. A substitute player is NOT allowed to pitch for your team. All substitute players MUST be a current NKB registered/paid player. They don't have to be on your roster; however, they must be on a current NKB

roster. If a team uses a substitute player and does not abide by the established rules, then the team will forfeit that game, and the head coach will be subject to suspension.

6. Official Game

- a. Games will be 6 innings.
- b. An official game will consist of at least 3 ½ innings, where the home team is leading at the conclusion of 3 ½ innings of play, or 4 innings if the visiting team is leading at the end of 3 ½ innings, and the home team is given their at-bats in the fourth inning. An official game can be called in this manner if rain forces the end to a game.
- c. Regular season games that are tied after 6 innings or more have been played, or that are suspended (due to bad weather) are considered complete and end in a tie.
- d. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. If less than one (1) inning is played, the game is started over from the beginning.

7. Run Rule and Time Limit

- a. If after 4 innings of play a team is ahead by 10 or more runs, the game is complete.
- b. A new inning will not be played after 1 hour 45 minutes. The official start of the next inning is the time at which the last out of the previous inning was recorded.

8. Time between innings

- a. Both teams are expected to be ready for the start of the next half-inning within 3 minutes of the previous half-inning ending.
- b. This time will be monitored by the umpire.
- c. Returning pitchers are permitted 4 warm-up pitches and new pitchers are permitted 8 warm-up pitches.
- d. Coaches are encouraged to have another player or a coach warm-up the pitcher when the catcher is not ready.
 - i. See rules on courtesy runners and player safety.

9. Field Layout

Division	Pitching Distance	Base Distance	Distance Home to 2nd
9u	46'	60'	84'10"

10. Pitching Rules

- a. Mounds will not be utilized, pitchers will utilize a pitching rubber on flat ground.
- b. Balks will not be called.
- c. The manager must remove the pitcher when said pitcher reaches the limit for his/her league age as noted below, but the pitcher may remain in the game at another position:
 - i. Age 9: 75 pitches per day
 - ii. Age 8: 50 pitches per day

1. If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
 2. If the pitcher reaches the limit on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.
- d. Intentional Walks
- i. Before a pitch is delivered to the batter, the coach can inform the umpire that the defensive team wishes to give the batter an intentional base-on-balls.
 - ii. The umpire waves the batter to first base.
 - iii. No pitches need to be thrown, and the ball is dead.
- e. All pitchers aged 13 and under must adhere to the following rest requirements:
- i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1 - 20 pitches in a day, zero (0) calendar day of rest must be observed.
- f. Each team must designate the scorekeeper or another game official as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- g. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
- h. A pitcher who pitches in the first game of a doubleheader may also pitch in the second game provided that pitcher has eligibility remaining.
- i. A violation of the pitch limit or rest requirements, whether intentional or unintentional, can result in a protest of the game for an ineligible pitcher and, if substantiated, then the violating team will be subject to forfeiting that game, and the head coach will be subject to suspension.
- i. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before the player has pitched the ball to a batter, shall not be considered a violation.
- j. Coaches are permitted one trip to the mound per inning. On the second trip, and any subsequent trips, the pitcher must be removed.

11. Bats

- a. Bats shall not be more than thirty-three (33) inches in length and not more than 2 3/4 inches in diameter.
- b. Bats must be stamped with either BPF 1.15 or with the USA Bat logo.
- c. Any bats listed on the current year's USSSA "Withdrawn and/or Non-Compliant Baseball Bat Models" listing are not allowed.

- d. Illegal Bats
 - i. If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
 - ii. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play.
 - iii. The "at bat" will be considered legal once a pitch is thrown to the next batter.
 - iv. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.
 - v. If an illegal bat is discovered during the course of the game, the team shall also receive a warning. If a second illegal bat is discovered on the same team, the player using the bat as well as the head coach of that team will be ejected from the game.

12. Base-running

- a. Leaving a base before a pitched ball has crossed home plate is not allowed. If a runner leaves the base early, and reaches the next base safely, the runner will be returned to his/her original base, and all other runners will be required to return to their original base as well. If, however, the runner is thrown out by the catcher on the play, the runner will be called out, and all other runners will be required to return to their original base. This is NOT an appeal play.
 - i. When an umpire sees this infraction, a warning will be issued by the umpire to the coach. Where a base runner is returned to his/her original base, and subsequently leaves the base early again, the umpire will declare the base runner out and return all other base runners to their respective bases.
- b. A batter who is walked is not allowed to advance to second base once the pitcher is in possession of the ball until the first pitch is thrown to the next batter. If this situation occurs, the runner will be returned to first base.
- c. When sliding, all base runners must slide feet first, when advancing to a base. Headfirst slides are not allowed. Players who violate this rule should be given a warning and any subsequent violations should result in the player being called out.
- d. Courtesy runners are optional at any time for the catcher and pitcher. The courtesy runner shall be the last batted out. The catcher/pitcher for this rule is the catcher/pitcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the catcher/pitcher shall remain on the bases until an out is recorded. When there are 2 outs, a courtesy runner is mandatory for the catcher to allow him to get ready and keep up the pace of play.
- e. CONTACT RULE (ALL DIVISIONS) - If a runner attempting to reach a base intentionally and/or maliciously runs into a defensive player, the base runner will be called out on the play and ejected from the game. Defensive players are reminded that unless a play is being attempted, the batter/runner has the right to the base path and any attempt to impede the batter/runner or drawing unnecessary contact will be deemed obstruction. Repeated violations by the defense will be

deemed unsportsmanlike behavior and the player is subject to ejection. This is a judgment call by the umpire. There is no "slide rule".

13. Uncaught Third Strikes & Infield Fly Rule

- a. On an uncaught third strike, the batter is out. Base runners may advance at their own risk.
- b. Infield Fly Rule is not in effect.

14. Bunting

- a. Bunting is allowed.
- b. Slashing is not permitted
 - i. This is the act of a player showing bunt, pulling the bunt back and then swinging at the pitch. If this occurs, then the batter should be called out as this is a safety concern for the players who are charging to field the bunt.

15. Sportsmanship

- a. Players, coaches and/or spectators are not allowed to bait or taunt and are required to always show good sportsmanship.
- b. Failure to maintain a high level of sportsmanship is to result in ejection from the game.
- c. Encouragement for your own team is to be the focus of all concerned with the game.

16. Code of Conduct

- a. All individuals involved (players, coaches, spectators) should show respect for all of our umpires, players, coaches and spectators.
- b. Abuse of umpires in any form, verbal or physical, will not be tolerated by NKB. Individuals found to be abusive to the umpires, whether it is coaches, players, or spectators, will be asked to conduct themselves in an appropriate manner. Where the abuse continues, the offending individual will be asked to leave the area surrounding the ball field.
- c. During the game, if a conversation with an umpire is necessary regarding a disputed call – these must be handled by the Head Coach exclusively in a quiet and professional manner.
- d. Individuals and/or teams who commit egregious and/or repeated violations will be subject to suspension or removal from the league.

17. Weather & Darkness

- a. Relating to weather, the goals of NKB are:
 - i. Safety of all participants and spectators first and foremost
 - ii. Attempt to "complete" games when possible
- b. With the above goals in mind, the following guidelines should be observed for all games:
 - i. Before the game begins, the coaches may discuss and decide if conditions are suitable for the game to commence. The coach of the home team is responsible for the final decision. Once the game has begun, the umpire is responsible for all decisions pertaining to suspension, resumption and/or cancellation.
 - ii. At the FIRST incident of lightning OR thunder (REGARDLESS of how far away it seems), all persons will immediately clear the field and seek safe shelter, and the game will be suspended. Scorebooks should note

inning, outs, count on batter, and time. The Managers/Coaches and umpire shall decide whether the remainder of the game will be cancelled OR if a 30-minute delay will be observed. (Safe shelter is a building or vehicle preferably)

- iii. The 30 minute waiting period can be observed if it is likely that threatening conditions will dissipate.
- iv. The 30 minute clock resets with each occurrence of thunder or lighting.
- v. During the delay players are strictly forbidden from any activity and must remain in safe shelter area.