

Fremont Summer Youth League Boys Minor Rules (9u)

1. Age: 7, 8, & 9 year old boys.
2. Player Roster:
 - a) All players will be in the batting order. A team must have eight players to start the game. No more than six defenders are to be in the infield (including the one pitcher and catcher) and four outfielders. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher (no closer than the pitching rubber). Each player will play at least two defensive innings. If not, that player must start the next game and play two innings before being replaced. In the event a child is being disciplined, the coach may choose not to play that child for that game. If that happens, the commissioner, or commissioner's designee must be informed prior to child sitting out a game.
3. Game Length:
 - a) Six innings or one hour and thirty minutes. No new inning will start after the time limit. If the game is tied it will remain tied. Standings will be based on a point system. Two points will be awarded for a win and one point will be awarded to each team with a tie. If two teams have the same point total at the end of the season the tie will be broken by the results of their head-to-head meetings.
 - b) ***During "tournaments" there is an exception to the time limit rule: All tournament games will go to the full 6 innings. If the home team is winning, and the visitors fail to take the lead after their at bat in the top of the 6th inning the game will end. Tournament Games will not end in a tie, in a tie situation an additional inning may be played up to two (2) additional innings to break the tie. If the tie is not broken after two (2) additional innings, the umpire will inform the coaches of the tie breaking procedure. The tie breaking procedure will consist of a coin toss, performed by the umpire, with head coaches of both teams present. The umpire will direct both coaches which side of the coin is "heads" and which side of the coin is "tails." The umpire will flip the coin, the coach of the home team will call either "heads" or "tails" while the coin is in the air, the coin will be allowed to hit the ground, the side of the coin that is visible will be the winning team. The umpire will decide which side of the coin is visible. If a player or coach from either team touches the coin at any point before the umpires' decision that team will automatically lose the coin toss.***
4. Playing Rules:
 - a) The pitching machine will be set at 40 feet and 40 mph.
 - b) There will be no stealing of any base at any time.

- c) Each batter will receive a maximum of six pitches. Three swinging strikes and the batter is out. If the last pitch is fouled off an additional pitch will be given. This will continue until the batter swings and misses or the ball is hit fair. Not swinging on the last pitch is an out.
- d) Five runs per inning will be allowed to score. The home team will be allowed to score as many runs as necessary to win the game in the bottom of the sixth inning only. The visiting team will be allowed to score as many runs as is necessary to take the lead by up to 5 points in the top of the sixth inning only. The game time limit rule must be observed.
- e) Infield Fly rule will not be used.
- f) Play will be stopped when an infielder has control of the ball and is on the dirt. A runner must be more than half way to the next base to advance. All runners are allowed to be thrown out at any time.
- g) If a batted ball hits the pitching coach or pitching machine it is a Dead ball. The batter and all base runners advance base.
- h) A runner on base may not leave the base until the ball is hit. First offense is a warning. Second offense the runner is out.
- i) If there is a play at any base, including home plate, the base runner MUST slide or will be called out. Catcher cannot block home plate, runner will be called safe. Umpires call on blocking of home plate. A base can only be considered blocked, if the defense does not yet have the ball (or is getting the ball and runs into the runner.) If the defense has the ball in possession, then he may block the base.
- j) A 12-run rule in effect after four complete innings. Eight-run after five complete innings.
- k) Two (2) volunteers can be positioned at 1st and 3rd base as "base coaches," two (2) volunteers can be placed in the outfield, between left field and center and right field and center as "outfield coaches."
- l) Maximum bat size is 2 ¼" diameter. A warning shall be given to the hitter, and the team. The bat shall be removed from the field of play and the dugout.
 - a. If a bat larger than 2 ¼" is noticed by the umpire prior to a safe base hit, the count shall remain and the bat must be exchanged before the next pitch. The bat is to be removed from the playing field.
 - b. If the batter safely reaches a base due to a base hit, and the umpire notices the bat after the hit ball, the runner will be called out.