

## WARRIOR BASEBALL ASSOCIATION – UMPIRE QUICK REFERENCE SHEET

### 9-10 year old Kid Pitch Age Group

*This sheet references the most common rules issues for 9-10 kid pitch;*

The full rules are available online on the website at [www.warriorbaseball.org](http://www.warriorbaseball.org). Go to Home → Rules and then click on Local Rules. Local Rules take precedence over USSSA Rules. Items not addressed in either should be enforced based on the Official Baseball Rules.

**Time:** 75 minutes.

**7 Run Maximum per inning:** The play may continue but no additional runs score and no additional batters should bat.

**Game is over when:**

- 6 innings completed, or
- 10 run lead after 4 innings, 15 run lead after 3 innings

**New Inning:** Play to Zero on scoreboard. Do not start a new inning once the clock hits 0. The clock will count down the seconds once it gets under 1 minute. The home team always gets to bat if behind once inning starts, unless they cannot take lead due to 7 run maximum.

**INFIELD FLY RULE IN EFFECT!** – Runners at 1<sup>st</sup> and 2<sup>nd</sup> or bases loaded and less than 2 outs, batter is out on an infield fly. Call the infield fly as soon as it is clear an infielder should catch ball with ordinary effort. Runners may advance at own risk, no force play in effect (runners must tag up properly if ball is caught).

**Runners on base:** Baserunners may lead off/steal as in MLB/NFHS.

**Pitchers:**

- One visit per pitcher per inning (cannot visit twice in one at-bat), no maximum per game
- Entering pitcher must complete the current batter only, no 3 batter minimum
- Pitcher removed from mound cannot return to mound in the same game

**Balks:** Balks will be called based on the following guidelines:

- Pitchers should generally be warned prior to a balk being called, particularly turning shoulders, not coming set, or stepping off from the windup position. Through April 15<sup>th</sup>, balks will not be enforced other than as a warning and educating the pitcher (see delayed dead ball below)
- Runners may not be retired on a “balk.” If the pitcher balks while retiring a baserunner, the balk should be called and the runner(s) advance
- DO NOT ALLOW the offensive team to intentionally distract pitcher. One base coach yelling “Go” is acceptable, but not both base coaches screaming right when the pitcher first moves. PENALTY: Result of play or No Pitch, runners return to base.
- Balk is a DELAYED DEAD BALL (MLB Rules). Call it clearly and verbally if a balk occurs; however, if there is continuing action ongoing, allow the play to continue. If all runners advance, permit the advance and then ‘warn’ the pitcher regarding the balk (instructional league). For pitched balls, ignore the balk if the batter reaches base and all runners advance at least one base, otherwise it is a “no pitch” and enforce the balk.

- The only exception to the delayed dead ball rule on a balk is if a runner on 3<sup>rd</sup> induces a balk prior to the pitcher beginning his delivery. In that situation, call no-pitch and the runner must return to third base.
- A fake to third base while on the rubber is a balk! Must step off the rubber to “fake” to 3<sup>rd</sup>.

**Dropped 3<sup>rd</sup> Strike:** The batter is out on all 3<sup>rd</sup> strikes, regardless of if the catcher drops the ball. Note: The ball is in play and runners may attempt to advance.

**Throwing Bat:** Player slinging bat in dangerous manner receives warning, next time for that player is an out, runners return to positions at time of pitch.

**Foul Tip:** A foul tip is a ball which goes sharply and directly off the bat into the catcher’s glove; this is a LIVE BALL strike. Baserunners may advance and should not be sent back to their starting base as this is NOT a dead ball. Counts as a strike and if strike 3, batter is out. This would be a regular foul ball/dead ball if it is dropped by catcher, at-bat continues.

**Warm-Up Period:** 2 minutes or 8 pitches. Do not allow pitchers to take 3-5 or more minutes between innings. A coach should warm up pitcher until catcher is prepared.

- Teams and any new pitcher must throw 1 warm-up pitch but may then declare themselves ready to play. The batter must be ready within 30 seconds of the fielding team declaring themselves ready for play in this situation.

**Delay Tactics:** Do not allow obvious and excessive delay tactics to run out the clock. This would include things such as:

- Multiple time-outs during an at-bat by either team (defensive conferences, coach-player conferences, etc.). A single stoppage is not excessive but should not be excessively long.
- Excessively long mound visits
- Excessively long warm-up periods before the inning
- Penalty: Add time to the clock as appropriate to nullify the delay

**Scoring Runs:**

- No runs score on a play that results in a force out for the 3<sup>rd</sup> out at any base (or the batter-runner retired before reaching first base), even if the run scored before the 3<sup>rd</sup> out.
- Runs scored *before* a tag play (except on B-R before first base) as the third out do count.
- If the third out is an appeal play (e.g. leaving early on fly ball), any following runners do not score, but runners in front of the player called out may score.

**Slide at 2<sup>nd</sup> base:** On a force play at 2<sup>nd</sup>, the player in vicinity of base must a) slide OR b) get out of the way (clearly peel off) of any potential throw that could retire the batter. Violation of this results in that player AND batter being called out.

- A runner only half-way to 2<sup>nd</sup> is not interfering unless they deliberately do so (i.e. sticking out hand to catch the throw). The runner must be at least in the vicinity of the base to be able to interfere.
- The fielder cannot go out of the way to be interfered with by a runner who clearly peeled off of the play.
- The fielder does not have to throw the ball but the interference must have prevented a throw that had a chance to retire the batter. If the player had no intention to throw the ball and could not have retired the batter, do not call interference unless it was deliberate or malicious contact. (For example, if the batter has already passed 1<sup>st</sup> base, for example).

**Defensive Positioning:**

- Only 3 outfielders per team.
- Pick-up players must bat last and play in outfield (any outfield position). You may only pick up to 9 players.
- No other positioning restrictions (i.e. no shift restrictions)

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### Obstruction/Interference/Baseline

**Obstruction** is called on the *defense*.

**Interference** is called on the *offence*.

**Obstruction**: A fielder without the ball impedes a runner

- Can happen anytime during a play
- If a play is being made on the obstructed runner, dead ball and the runner is awarded the next base
- Otherwise, continue play, and protect the runner to the base he would have gotten without the obstruction.
  - Example: If he was protected to 2<sup>nd</sup> base but continued and was thrown out at 3<sup>rd</sup>, there is no call and the runner is out.
  - Example: If he was protected to 3<sup>rd</sup> and thrown out at 3<sup>rd</sup>, call time and place the runner at 3<sup>rd</sup>.

**Interference**: A runner interferes with fielder being able to field the ball

- Usually only happens on batted balls (unless runner deliberately deflects thrown ball)
- Dead ball immediately, runner is out. Unless the batter is the one interfering, the batter gets 1<sup>st</sup> base and any forced runners advance. If batter is interfering, no runners advance.
- Where the runner is in terms of the base path/base line is irrelevant to this call. The Runner CANNOT interfere regardless of where the interference occurs. He must go around/avoid the fielder.
- Only one fielder is protected if two fielders go to the ball. If umpire determines the 3<sup>rd</sup> baseman was protected and fielding the ball but the runner runs into SS, that would be obstruction on defense, not interference.
- Deflected ball that hits runner is not an out; however, on a deflected ball the runner must still give way to a player who can make a play on the ball.

**Base path**: The base path is only established when a fielder attempts to make a tag play on a runner and is a straight line from the runner's position at that time to the base he is trying to reach.

- If he goes out of the established base path by more than 3 feet the runner is out.
- A runner can take any route he or she wants to the base unless there is a play being made.
- On a rundown, each time the ball is thrown a new base path is established when the fielder attempts to make a new play on the runner. Watch for base path violations and for obstruction on defenders once they have thrown the ball if they impede the runner.