

Youth Program

Policy & Procedure 0039 I

Sec. 1. The Youth Program will be divided into the following age classifications:

Any boy or any girl who on or before 1 January reaches the birthday listed below is not eligible to participate in that Division

Division

- Boys, Girls & Mixed 6 & Under Seventh Birthday
- Boys, Girls & Mixed 7 & Under Eighth Birthday
- Boys, Girls & Mixed 8 & Under Ninth Birthday
- Boys, Girls & Mixed 9 & Under Tenth Birthday
- Boys, Girls & Mixed 10 & Under Eleventh Birthday
- Boys, Girls & Mixed 11 & Under Twelfth Birthday
- Boys, Girls & Mixed 12 & Under Thirteenth Birthday
- Boys, Girls & Mixed 13 & Under Fourteenth Birthday
- Boys, Girls & Mixed 14 & Under Fifteenth Birthday
- Boys, Girls & Mixed 15 & Under Sixteenth Birthday
- Boys, Girls & Mixed 16 & Under Seventeenth Birthday
- Boys, Girls & Mixed 17 & Under Eighteenth Birthday
- Boys, Girls & Mixed 18 & Under Nineteenth Birthday
- Boys, Girls & Mixed 19 & Under Twentieth Birthday
- Boys, Girls & Mixed 20 & Under Twenty First Birthday
- Boys, Girls & Mixed 21 & Under Twenty Second Birthday

Sec. 2. Any player can play in a higher age classification but cannot play in a lower age classification.

Sec. 3. Teams can play in 2 categories. Not individual players.

Sec. 4. The Youth Program is designed for Girls, Boys and Mixed Teams; however, the Boys' Program, Girls' Program and the Mixed Program should be entirely separate from each other.

Sec. 5. Youth Program field dimensions: (These are guidelines, you may have to make exceptions for your fields)

DIVISION	PITCHING	BASE PATH	PLAYING FIELD RADIUS
All Programs 6-7 Under	35'	55'	200'
All Programs 8 – 9 Under	35'	60'	200'
All Programs 10 -11 Under	40'	65'	225'
All Programs 12-13-14 Under	46'	65'	225'
All Programs 15-16 Under	50'	65' or 70'	250'
All Programs 17-18-19-20-21 Under	50'	65' or 70'	300'
**** Note Double safety bases at	First Base	Are highly	Recommended*****

Sec. 6. A Team cannot be composed of more than 20 players.

Sec. 7. The Catcher must wear a mask and protective helmet, and it is strongly recommended to wear a chest protector.

Sec. 8. All programs will use 11" USSSA Approved softballs, EXCEPT boys 13 and up in Boys and Mixed programs will use 12" USSSA Approved softballs.

- Sec. 9.** The Batter is out if he/she has three strikes, no courtesy foul allowed,
- A. Third strike foul ball, batter is out, and dead ball is called.
 - B. The Batter is awarded First Base when three balls are called by the Umpire.

Sec. 10. Numbers on all uniforms are required at World Tournaments. In All Programs, non-duplicating numbers on all jerseys are required at all World Tournaments. The numbers must be a minimum of 3 inches.

Sec. 11. In all Youth Programs, Offensive Players must wear a "NOCSAE" approved batting helmet with extended earflaps, which cover both ears and temples when in the live ball area.

Sec. 12. The Run Rule in the Youth Program awards a win to a Team that has a 12 run lead after 3 completed innings or 2 ½ innings if the Home team is ahead, or a 10 run lead after 4 completed innings, or 3 ½ innings if the Home Team is ahead, or 8 run lead after 5 completes innings or 4 ½ innings, if the Home Team is ahead.

Sec. 13. In the Youth Programs a minimum of 9 players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 or 12 players may drop to the minimum of nine players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat, unless it is due to an injury. If a Team starts with 9 or 10 players they are not allowed to add the 11th or 12th player at a later time. Any player that leaves the Game for any reason may not return to the Game. Exception: A player, who has left the Game under the blood rule, may return.

Run Rule and when to Flip/Flop

Youth	12 after 3	After 2 nd
	10 after 4	After 3 rd
	8 after 5	After 4 th
Youth: Girls 8 & Under	8 after 5	After 4 th

Sec. 14. The following rules will be used in all divisions:

- A. Courtesy Runner is allowed for injured batter/runner one time per player. Once the courtesy runner is used to complete the play that injured player cannot return to the current game in progress.
- B. Courtesy Runner application in League Play and Non-Championship Tournament Play can be administered at the discretion of each Community League Director.
- C. The Short Handed rule will be allowed in Youth Slow Pitch when an injury has occurred to either an offensive batter/runner or a defensive player. This is only allowed for an injured player when the injury is severe enough that the player cannot continue. Under this situation, the team may play with one less player in the batting order without an out being taken. This injury exception can be allowed down to 9 active players. If a team is using the AH, then multiple injuries can be incurred without an out being taken when that player’s batting spot comes around.

Sec. 15. A Coach, Player, attendant, or bench personnel shall not use tobacco products in any form in the confines of the playing field. PENALTY: The Umpire shall issue a Team warning to the Team involved, any subsequent offenders on that Team can be ejected.

Sec. 16. All playing rules not specifically covered in this rule shall be governed by the other Rules as outlined in Rules 1 through 10 of this book.

Sec. 17. No Courtesy runners are allowed in the Youth Program, with the exception of the injury rule in section 14.

Sec. 18. League Rules may be modified at a local site to best fit participation if sent for approval by national director/office.

Sec. 19. The following rules will be used in all programs 6-7-8 & Under Coach Pitch Program:

- A. The Game will consist of 6 innings, with a "Run Rule" being declared if a Team is ahead by 12 runs after 4 innings (3-½ if the Home Team is ahead), or 8 runs after 5 innings (4-½ if the Home Team is ahead).
- B. There will be no Infield Fly Rule in effect.
- C. Each position in the batting order will be allowed at bat a maximum of once per inning. The end of an inning will be declared when either 3 outs are made or all Batters have batted one time.
- D. Each Team will name a Coach to act as "Designated Pitcher" to pitch to their Team.
- E. The Designated Pitcher may be changed at any time during the Game as long as another Coach takes that position, and the change is made without excessive delay of the Game.
- F. The Designated Pitcher may carry a glove onto the field while pitching. It is to be used for his own protection only.
- G. While pitching, the Designated Pitcher may not coach his/her own Team in any way. The Designated Pitcher may not distract the Defensive Players in any way, either by action(s) or verbally. Violations of this rule will result in the Designated Pitcher receiving one warning from the Umpire, and should a second violation occur, he would be removed from the designated pitching position for the remainder of the Game.
- H. If the Designated Pitcher attempts to field/play the batted ball, or he is hit by the batted ball before it passes a Fielder a dead ball will be declared, the Batter Runner is called out, but the Runners may not advance. I. Should the Designated Pitcher be hit by a thrown ball, the infraction constitutes interference. All play stops, the ball is declared dead, the most advanced Runner is called out, and remaining Base Runners must return to the last base touched unless forced to advance.
- J. Before any pitch is delivered, a Defensive Player must be positioned parallel to the Pitcher's Plate, to the left or right of the Designated Pitcher, maintaining sufficient distance so not to interfere with the delivery of the pitch. Neither this Defensive Player nor any other Defensive Player in the Game, other than the Catcher, shall be positioned closer to Home Plate than the Pitcher's Plate. Any Defensive Player may move ahead of the pitcher's plate to field a ball once hit or thrown. There must be a line drawn in an arc from Foul Line to Foul Line at the pitching distance to indicate this distance.
- K. Balls and Strikes will be called by the Umpire, although no base on balls will be awarded by the Umpire due to thrown pitches or intentional walks. The Batter will be allowed 3 strikes or 5 pitches to hit the ball in fair territory. If third strike results in a Foul Ball, the pitch is counted, but the Batter is not out. After 3 strikes or 5 pitches, the Batter is out.
- L. Any pitch that does not meet the minimum 3 feet from the point of release requirement will be declared an ILLEGAL PITCH/DEAD BALL. The pitch counts as one of their 5 pitches.
- M. If the Teams are tied after 6 innings of play, they will begin the next inning with the last Batter of the previous inning on second base and 2 outs.