



KITTENS DIVISION RULES - Kindergarten (split), 1st and 2nd Grade - UGSA 2024

Pitching Machine distance: 30-35 Feet - Distance between bases: 53 Feet - Ball: 11" Soft

No new inning to start after 70 Minutes

1. GENERAL RULES

- A. **HEAT RULE** – No new inning is to start after 70 minutes. However, if heat rules are in effect, a **HARD STOP** time may be issued. If a **HARD STOP** time is issued, the game will end at a certain time (at the discretion of the umpire) and the score will revert back to the previous inning unless the home team is batting and has the lead.
- B. All games and practices will be played at the fields designated by UGSA Board
- C. Players and coaches must wear athletic or tennis shoes. No metal cleats, flip flops, open toe or open back shoes are allowed. Players are not allowed to wear jewelry.
- D. All players must wear protective headgear with chin strap and face guard while batting and running the bases. If a girl takes off her helmet while on the field, she will first be warned and any player on the team shall be called out thereafter.
- E. Catchers must wear a catcher's helmet, mask, and a chest protector in all games/practices.
- F. Rainouts – After 3 completed innings, the game will be ended. If not, the game will be rescheduled and resume exactly where the original game stopped. The same batting order will be used with any new players added to the bottom of the original lineup. Teams will not be required to take an out for any missing players from the original game. The batting order is condensed, omitting missing players. Managers and umpires must reconcile the starting point prior to leaving the field. Weather conditions will stop a game a minimum of 15 minutes before the game is called.
- G. Games can end in a tie. If standings are affected, head-to-head, runs head-to-head, and season runs will apply in that order.
- H. Each team may play 10 players, but can start and play a game with 7 players, 6 of which **MUST** be from your own team. If at any time a team has less than 7 players for any reason other than an injury or illness which occurred during the game, a forfeit will be awarded.
- I. A team will not have to take an out if a girl leaves the game due to injury or illness and the team is left with less than 7 players.
- J. Managers may use up to 4 substitute players from the same division or from the immediate lower division to make a 10 player team. Subs **MUST** be current players of UGSA – No exceptions. Subs must only play the outfield and bat last.
- K. If a player arrives late for whom a substitute is being used, the substitute will complete the inning in progress, after which the late player will assume her position in the batting order. Any player arriving after the first pitch of the 3rd inning will not be allowed to play in the game.
- L. **PACE OF GAME RULES**
 - a. There is a 2 minute time limit between innings for the girls to take the field. The umpires will be aware of this time limit and will enforce it within reason. Umpire will give a warning to speed things up. After warning, umpire may begin issuing called balls/strikes to the batter.
 - b. ***Since there is no stealing in the Kittens Division, each team will provide someone to help the catcher or umpire retrieve passed balls and get the ball back to the pitcher/coach.***

2. PITCHING (**Electric Pitching Machine**) and CATCHING

- A. An Electric pitching machine will be tried during games with 11" soft training balls. At any point during the season, with umpire and coaches input, a manual pitching machine set at 3/3/3 or coach pitching may need to be used. Before the game, coaches will set up and adjust the pitching machine to throw strikes to the girls. The machine can be adjusted after the completion of a full inning, or if agreed on by both team coaches during play. An umpire either behind the plate or within the pitching circle will call swinging strikes and keep track of number of pitches. A coach from the team batting will feed the ball into the pitching machine.
- B. Girls will be allowed a total of 6 pitches from the electric pitching machine (unless last pitch is fouled off). After 6 pitches, the batter will be called out. The batter will also be called out after three swinging strikes



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(normal foul ball rules apply). There are **NO walks in this league and NO called strikes since girls are only allowed a total of 6 pitches.**

- C. Teams are asked to supply someone to throw balls back to the coach in the pitchers circle after the pitch. Players can be a catcher (with catchers gear), but it is also recommended that someone help them retrieve balls to help the pace of the game.

3. BATTING/RUNNING

- A. All players must bat in order according to the managers batting line-up. **Managers must bat entire roster.** Managers must exchange batting lineups before the game starts. Lineups must match the names and numbers on the player's shirt. Batting out of order will result in an out for the batter that was skipped. The current batter will continue with the play and current count followed by the next batter in line. One pitch constitutes an at bat.
- B. **RUN AND TIME LIMIT:** There will be a **5 Run Limit** per half inning. **No new inning to start after 70 Minutes.** If a team mathematically cannot come back and win, the game will still continue so the trailing team still has the opportunity to bat and practice.
- C. **MERCY RULE:** If after 5 completed innings one team is ahead by 10 runs or more, the game will be called, with the trailing team's discretion. They may elect to continue for practice.
- D. If the catcher is on base and there are 2 outs, a courtesy runner may be put on base for the catcher. The courtesy runner will be the player that made the last out.
- E. At the umpire's discretion, girls throwing the bat or helmet will be called out. One warning per game will be given to each team.
- F. If a ball hits the umpire, it is still in play. **If the ball batted by the batter hits the coach or the pitching machine/generator, the batter is awarded 1st base and all runners can move up one base. If the ball hits the defensive coach in the outfield, batter is awarded 2nd base and runners can move up 2 bases.**
- G. The Infield Fly Rule is not in effect in this division.
- H. There is no stealing in this division. A player may lead off after the ball leaves the pitchers hand. A hash mark 10 feet from the base will be the farthest lead off point. A girl who goes beyond that mark before the ball is hit will be called out. One warning per game will be given to each team.
- I. **Base-Running Rules:**
 - 1. **Once an infielder has control of the ball, the baserunner cannot advance to another base unless they are already half-way to the next base. If umpire deems the runner was not halfway, the runner will be sent back to the previous base.**
 - 2. **Once an outfielder has control of the ball and makes a play by either running towards a base or throws the ball into the infield, the baserunner cannot advance to another base unless they are already half-way to the next base. If umpire deems the runner was not halfway, the runner will be sent back to the previous base.**
- J. No players may advance on an over throw to any base or the pitcher.
- K. Runners are not required to slide into bases.

4. FIELDING/DEFENSE

- A. It is recommended each girl play at least one half inning as an infielder and one half inning as an outfielder by the end of the 4th inning. The catcher does not qualify as playing the infield or an outfield position. If subs are used, managers must rotate as many different girls as possible into the outfield.
- B. A maximum of 6 players are allowed on the infield. Each player must play their own position in that inning. All outfielders must be a minimum of 10 feet behind base line when ball is pitched.
- C. The catcher need not hold the ball on the third strike. The batter is out and may not advance.
- D. One defensive coach will be allowed in the outfield if deemed necessary. This coach may not touch the ball or interfere with the play.
- E. General defensive chatter to distract batters is not allowed and catcher cannot distract the batter