



Foothills Park and Recreation District

Modified Kid Pitch: Ages 11 to 12

Foothills Park and Recreation Rules are intended to provide a program that encourages fun, personal excellence, and sportsmanship while preparing participants with a strong fundamental skills base.

Elastic Power: Foothills staff has complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

****Coaches and Parents are role models for our young and impressionable children; therefore, they will at all times apply to themselves the highest standard of conduct and sportsmanship****

Any rules not specified here, will fall under the CHSAA rules.

Teams

1. Teams will play 10 defenders in the field. All participants must be registered with Foothills Park and Recreation District in order to participate. Outfielders must be at least 15 feet behind the infielders.

Playing Time and Game Format

1. Each game will consist of six innings or 90 minutes (hard stop). No inning may start after 75 minutes of play, and score will revert to last complete inning.
2. Each participant must play equal time in every game.
3. Tie Games: No extra innings will be played.

Field Size

1. Bases will be 60 feet apart.
2. Pitching rubber is at 40 feet.
3. Outfielders must be at least 15 feet behind the infielders.

Equipment and Uniform

1. Players will wear a baseball glove at all times while playing defense.
2. Cleats or athletic shoes permitted. No metal cleats allowed. No open toed shoes allowed.
3. No exposed jewelry is permitted.
4. Helmets must be worn by any player who is batting, on-deck, or base running.
5. Each player must wear the Foothills team shirt. Baseball pants are recommended, but not required.
6. Any protective equipment (braces, casts, etc.) must be approved by officials each game.
7. Regular baseballs will be used.
8. Bat requirements –Under Little League



- a. May not exceed 33 inches in length
 - b. Barrel must not exceed 2 5/8 inches
 - c. Can be metal or wood
9. Catcher gear is provided by Foothills.
- a. Must include mask, chest protector, and shin guards
10. All males must wear protective cups.

Officials

1-2 umpires provided each game by Foothills. They will make all calls for each game.

Coaches and Spectators

1. Up to four coaches allowed on player bench per team. Spectators must sit in designated bleacher areas and grass areas outside of the dugouts.
2. No coaches permitted on the field defensively. Batting team may have a 1st and a 3rd base coach in addition to the coach pitcher. Coaches **may not** make contact with the ball.
3. The pitching team is **required** to have a coach behind home plate to retrieve the ball to keep up the pace of play. – The coach **MUST** move out of the field of play on a batted ball and may not coach the catcher during a play.

Players

1. If a team is short, both teams may play with less players on the field or borrow players on defense.
 - a. We do not forfeit games for teams that are short.

Beginning of Play

Games will begin with a coin toss to determine who bats first.

Pitching

1. Pitchers are limited to 3 innings per game and 6 innings per week.
2. Player Pitcher:
 - a. Player Pitcher shall pitch from the pitcher's mound
 - b. No walks by base on balls
 - c. Player Pitcher shall pitch until one of the following occur:
 - i. Three (3) strikes are achieved
 - ii. A ball is put into play
 - iii. Four (4) balls are achieved
 - iv. Foul balls on the kid pitcher are unlimited
 - v. Batter is hit by pitch – batter must take first base
3. Coach Pitcher (as a backup):
 - a. Enters the game when the player pitcher reaches 4 called balls
 - b. The Coach Pitcher shall pitch from the pitcher's mound

- c. The Coach Pitcher inherits the strike count
 - i. If the batter has no strikes called the Coach Pitcher receives 3 pitches
 - ii. If the batter has one (1) called strike the Coach Pitcher receives 2 pitches
 - iii. If the batter has two (2) called strikes the Coach Pitcher receives 1 pitch
 - iv. Foul Balls off coach pitcher are unlimited.
4. One of the following results can be achieved during each at bat:
 - a. A batter can successfully record a base hit
 - b. A batter can record an out by batted ball
 - c. A batter can record an out by strikeout
 - d. No walks (by base on balls), No advancing on Drop 3rd strike, no leading off, no stealing or advancing on a wild pitch
 - e. A batter that is hit by a pitch must take first base

Gameplay

1. A half inning will consist of 3 outs or 5 runs.
2. Play is dead once the **pitcher** is in possession of the ball or the ball is out of play.
 - a. Runners that are already $\frac{1}{2}$ of the way to the next base will be given that base in this instance
 - b. Any ball that is out of play is called dead and baserunners advance 1 base
3. No stealing or lead-offs.
4. Players running out of the base path or maliciously running into defensive player are automatically out.
5. Runners are encouraged to slide on any close play.
6. No head-first slides. The runner will be called out.
7. No infield fly rule.
8. Runners must tag-up on fly balls.
9. Helmets must be worn at practices and games by all base runners, batters, and on-deck hitters. Only 1 batter is allowed "on-deck".