



2nd & 3rd Grade Rules

Article I. Players, Field and Equipment

Section 1.01 Bases: 60 feet Pitching machine: 42 feet

Section 1.02 A batted ball that stops in the dead zone in the 20-foot arc in front of home plate is considered a dead ball and does not count as a strike against the batter.
A fly ball caught in the dead zone is an out.

Section 1.03 Catcher does not have to use a catcher's mitt.

Section 1.04 Catcher must wear a protective cup.

Section 1.05 **2nd Grade** - pitching machine speed is 38 mph.

Section 1.06 **3rd Grade** - pitching machine speed is 42 mph.

Article II. Starting and Ending a Game

Section 2.01 Concerning playing conditions of fields, once the teams and coaches are present at the field, the coaches will use their best judgment when calling games due to playing conditions of the field.

Section 2.02 Pitching machine games are 6 innings.

Section 2.03 The time limit for games is 1 hour 15 minutes. If the previous inning ends prior to 1 hour 10 minutes, then a new inning may be started. If time permits, play the full amount of innings (top and bottom) regardless of the score.

Section 2.04 There is a 5 run limit per half inning. No 10-run rule.

Article III. Playing Terms

Section 3.01 **Batter will get 3 strikes**, there are strikeouts. Strikes will be called from the first pitch. Balls are not called. There are no walks.

Section 3.02 No leadoffs. No stealing. The runner cannot leave the base until the ball is hit.
Clarification of Rule: If a runner leaves the base before the ball is hit (including a swing and miss) the runner will be called out.

Section 3.03 No bunting or swinging easy at the ball.

Section 3.04 No infield fly rule.



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- Section 3.05 No shifts on the infield will be allowed, (i.e. 2nd baseman playing on the shortstop side of 2nd base, etc.). Infielders are to play in their positions as intended.
- Section 3.06 The defense will play 9 defensive players, 4 outfielders. No unassisted putouts by an outfielder except by catching a fly ball. Outfielders are to play their normal outfield positions. No moving outfielders onto the infield so that you have a wall of 8 infielders and no outfielders. Outfielders can throw a runner out at first base.
- Section 3.07 No player plays at the pitcher's position.
- Section 3.08 A player cannot play more than 2 innings per game in the same position, and a player can play a maximum of 4 innings per game on the infield (1B, 2B, 3B, SS, pitcher).
- Section 3.09 Every player must be given the opportunity to play an infield position during each game.
- Section 3.10 The dropped third strike rule is not played. On a dropped third strike the ball is dead and no runners may advance.
- Section 3.11 A batted ball that stops in the chalk circle around the pitching machine or strikes the pitching machine is a dead ball and the batter is awarded 1st base, all base runners are awarded one base. No player may field a ball in the chalk circle around the pitching machine.
- Section 3.12 Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field.

Article IV. Base running

- Section 4.01 When a batted ball is fielded by an infielder and an overthrow is made, all base runners may advance one base on the overthrow at the risk of being put out. Once one overthrow has been made and the base runners have advanced one base, the base runners cannot advance any further no matter how many more overthrows may occur.
- Section 4.02 If a runner has passed the base when an outfielder attempts to make a throw (when the ball leaves his throwing hand), the runner may advance to the next base only and no further, at the risk of being put out. If a runner has not passed the base when an outfielder attempts to make a throw (when the ball leaves his throwing hand), the runner may advance to that base and no further.
- Section 4.03 No runner may advance on a throw to the coach/umpire.



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Article V. Coaching - Bench and Field Conduct

- Section 5.01 Coaches are to feed the pitching machine for their own team. Coaches should have 3 - 4 baseballs to make the game move at a reasonable pace.
- Section 5.02 The base coaches are the umpires.
- Section 5.03 The coach feeding the machine should refrain from giving instructions to the batter. The only exception should be to instruct the batter to move off the plate to prevent the batter from being hit by a pitch.
- Section 5.04 The catcher is to field all balls thrown to home plate. The catcher must wear proper catcher's equipment. **Coaches should stand by the backstop to the back of the batter to help retrieve balls in an effort to keep the game moving at a reasonable pace.**
- Section 5.05 Win-loss records and standings are not kept for the 2nd Grade Division. Game results do not need to be reported to your Division Chairman.

Article VI. Postseason Tournament Rules

- Section 6.01 2nd Grade: No postseason tournament
- Section 6.02 3rd Grade: Will have a postseason tournament.
- (a) Win-loss records and standings are kept for these leagues. Each coach must report the game results through their Team Snap account immediately following the game.
- Note: coaches should confirm an accurate score with each other at the conclusion of the game.**
- (b) The home team for each game will be determined by the team that has the better seed as result of input from the coaches at the end of the regular season to determine the seeds.
 - (c) No time limit in the championship game.
 - (d) Umpires will be provided.
 - (e) Tournament game balls are provided by the league.
 - (f) The home team for each game will be determined by the team that has the better seed as result of input from the coaches at the end of the regular season to determine the seeds.
 - (g) No time limit in the championship game.
 - (h) Umpires will be provided.
 - (i) Tournament game balls are provided by the league.



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Section 6.03 The following will be used to break any ties in the regular season standings:

- (a) Regular season head to head competition between the involved teams.
- (b) Runs against in head to head competition.
- (c) Runs scored head to head.
- (d) Runs against versus all opponents.
- (e) Runs scored versus all opponents.
- (f) Coin flip.