



Serving the Youth of the Edwardsville/Glen Carbon Area
Since 1955

Kindergarten & 1st Grade Rules

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Article I. Players, Field and Equipment

- Section 1.01 Bases: 60 feet Pitching rubber: 42 feet
- Section 1.02 The dead zone in the **20-foot arc** in front of home plate is the same as foul territory. A batted ball that does not leave the dead zone is a foul ball. A fly ball caught in the dead zone is an out.
- Section 1.03 Catcher does not have to use a catcher's mitt.

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 be their best judgment when calling games due to playing conditions of the field.
- Section 2.02 Kindergarten games and 1st grade games are 6 innings.
- Section 2.03 The time limit for games is 1 hour. If the previous inning ends prior to 55 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 There are no strikeouts and no walks.
- Section 3.02 No leadoffs. No stealing. The runner cannot leave the base until the ball is hit.
- Section 3.03 No bunting or swinging easy at the ball.
- Section 3.04 No infield fly rule.
- 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.



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- Section 3.06 The defense will play 10 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 The player at the pitcher's position must keep both feet on the pitcher's rubber until the ball is hit. The pitcher cannot make an unassisted putout at any base. He must throw the ball to the player covering that base.
- 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.

Article IV. Base running

- Section 4.01 No bases may be taken on an overthrow.
- 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.

Article V. Coaching - Bench and Field Conduct

- Section 5.01 Coaches are to tee up the ball for their own team. When the batter hits the ball the coach should move the tee off of home plate and back out of the way until the ball becomes dead.
- Section 5.02 The base coaches are the umpires.
- Section 5.03 Two defensive coaches may be on the field to instruct the defense.
- Section 5.04 The catcher is to field all balls thrown to home plate. The catcher must wear a batting helmet at all times. **Coaches should stand by the catcher** and make sure that the catcher stands back by the backstop while the batter is at the plate to avoid injury.



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Section 5.05 Win-loss records and standings are not kept for Kindergarten or 1st grade leagues. The emphasis should be on learning fundamental baseball, sportsmanship, and having fun. Game results do not need to be reported to your division chairman.

Article VI. Tee-Ball / COACH PITCH RULE: Kindergarten & 1st GRADE

Section 6.01 In both the Kindergarten and 1st Grade Divisions the coach can choose to have the player hit the ball off the tee or have the coach pitch to the player.

Section 6.02 The coaches will pitch to the batter from approximately 30 feet. You can pitch under-handed or over-handed to the batter. If after three swings the batter has not hit the ball, then set the tee up and let the batter hit from the tee. Any batted ball that hits the coach is a dead ball and should be replayed and does not count as a swing. The coach who is pitching should stand slightly to one side so that the player who is playing the pitcher's position can see home plate and the batter. Using 3 tee balls to pitch to the batter helps save time and also having another coach standing by home plate to set the batting tee up when needed saves time.