



RECREATION DEPARTMENT
Fond du Lac School District
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**2026 Youth Baseball
2nd Grade (Second Grade)
Pitching Machine League**

I PURPOSE

The 2nd Grade League was organized to enable all players to learn the fundamentals of baseball and the basics of all positions. It is at these grade levels that youth should learn team play and good sportsmanship. The coach is to set a good example and to refrain from arguing on what may be a close call.

- A. No Protests are allowed in the 2nd Grade League.
- B. There will be no standings or score kept to de-emphasize winning and promote teaching at this level.

II PLAYING FIELD DIMENSIONS

The pitching mound is 46' from home plate and baselines will vary between 60' and 65', depending on the diamond.

III PLAYING RULES

- A. It is not within the power of the coaches to suspend any of the league's rules.
- B. Players completing Second Grade must play in the 2nd Grade League.
- C. Rosters shall be a maximum of 15 youths.
- D. **All** players will play in the field at one time.
 - a. All infield positions should be manned. Infield positions will consist of (1st base, 2nd base, 3rd base, Shortstop, and Pitcher). Infielders must play near their normal positions on the infield.
 - b. "ALL" other players will be outfielders and must be on the grass. Outfielders must be near their normal playing positions and evenly spaced throughout the outfield. Outfielders will not play "short outfield". If an outfield arc is present, all outfielders must remain behind the arc until the ball is hit by the batter.
 - c. Each player "must" play a minimum of two (2) complete innings (6 outs) in the infield.

- d. Coaches must rotate their players at least every two innings.
- E. (5) Five runs or (3) three outs and the half inning is over. The maximum number of runs a team can score in any half inning is five.
- F. No more than six (6) innings shall be played.
- G. *There will be a **drop dead time limit of 1 hour.***
- H. A ball hit to the outfield becomes dead when it is **controlled** on the infield *by any player*. A ball hit on the infield becomes dead after a play is made on any runner. *The exception to this is in the case of a double play - the fielding team is allowed to "finish the play" of the double play (i.e. if there is 1 out with a runner on 1B and ball is hit to SS, the SS or 2B can attempt to make a force out at 2B and continue to try for an out at 1B without the play being called dead).*
- I. A runner not more than halfway to the next base when a ball is declared "dead" must return to the last touched base.
- J. Infield fly rule does not apply in the Second Grade League.
- K. Players must take a full swing. Bunting is not allowed.
- L. There is no leading off before the ball is hit. Runners may score on a batted ball in play or on a play on any base runner. The runner on the third may not score on a ball returned to the pitcher by the catcher. Running on overthrows will not be allowed.
- M. Players should be taught to slide FEET FIRST on all close plays.
- N. No fake tags will be allowed.
- O. Teams will bat their entire roster.

PITCHING: (NEW IN 2026 WE WILL BE USING A PITCHING MACHINE)

- A. All coaches will be given a pitching machine to use for the season at practices/games.
- B. The coach of the home team is responsible for bringing the pitching machine to the game.
- C. The pitching machine will be set up just in front of the mound and adjusted by the home team coach to a speed setting of 4. Both coaches must agree to the settings and it cannot be changed or altered during the game. If a batted ball hits the machine or the coach operating it, the play is dead; the batter is awarded first base and all runners advance one base.

D. Each player will be given **seven (7) pitches** to put the ball in play. If after 7 pitches the player has not put the ball in play, the player is called out via strikeout. If they do not swing at the 7th pitch they are out. Players will get additional pitches only if the player fouls off the prior pitch. A player is also considered out by strikeout if they swing and miss three times even prior to the full 7 pitches. For example, a player could be out after only three pitches if they swung and missed at each. There will be no called strikes.

E. Teams should place a defensive player to the left or right of the pitching machine. Defensive pitchers must be within **three (3) feet of the mound** at the time the ball is pitched.

EQUIPMENT

A. BATS

1. All Bats must have the "USA Baseball" Stamp on the bat to be legal.

C. Tennis shoes or rubber/molded cleats may be worn

C. Pants are not required but are recommended. They must be grey in color.