

MAHTOMEDI YOUTH BASEBALL

2nd/3rd Grade Rules

GAME RULES

- Encourage players to arrive on time. Warm-up from 6:00-6:15. Games/practices start promptly at 6:15 pm and end at 7:30 pm. No new innings may start after 7:30 pm (6 innings max). Home team does not bat if they are leading after the top half of the 6th inning.
- Introduction to actual baseball. Win-Loss records will be kept and used for seeding the end of year League Championship tournament.
- A coach for the batting team should operate the pitching machine. That coach is the umpire and makes the calls in the field for all plays. Do not hesitate on the call and do not consult other coaches—make the call and move on. Coaches and players (and spectators!) must accept the call—no arguing and no complaining.
- Teams keep batting until there are 3 outs or 6 runs scored. There is no run limit in the 6th inning or extra innings.
- Games may end in a tie for regular season games.
- The only players with bats in their hands should be the batter and the on-deck hitter. **NO PRACTICE SWINGS IN THE BENCH AREA!**
- Encourage your players to bring what they need to the bench/dugout and spend as much time as possible with their teammates during games/practices instead of joining families during breaks/downtime.

FIELDING

- 6 infielders (P, C, 1b, 2b, 3b, SS) and 4 outfielders (remaining players will be on the bench).
- Outfielders must be positioned on the grass.
- The “pitcher” must play next to or behind the pitching machine.
- Players must be rotated as evenly as possible between infield, outfield and the bench and **no player can play the same position more than once a game**. This is still a learning level and, as long as it is safe, it is important that all players are exposed to all positions.
- The team in the field is allowed coaches in the field for teaching purposes only; they cannot come into contact with a live ball.
- These rules apply to the end of the year tournament as well.

HITTING

- Batters get 5 pitches to put the ball in play or are called out. Batters fouling off the 5th pitch are given an extra pitch and can extend their at-bat with additional foul balls. Coaches can use their discretion to award extra pitches if the pitching machine malfunctions, but please do this sparingly.
- There are no walks and no bunting.

- A batted ball that hits the pitching machine, the pitching machine operator, ball bucket, etc... will be called dead. The batter will be awarded first base and all base runners will advance one base.
- All players in the team must bat in order throughout a game. Rotate line-ups from game to game so players get equal at-bats throughout the year while getting to hit in different line-up places and before/after different teammates.
- All batters and base runners must wear helmets.

BASE RUNNING

- Runners may not leave the base until the ball is hit (no leading off, no stealing and no advancing on passed balls).
- Runners may continue to advance on a batted ball until the ball is in an infielder's possession.
- **Runners may only advance one base on an overthrow and only one time per ball put in play.** Example: a runner advances to second on an overthrow to first, but then cannot advance to third if there is another overthrow while they are running to second.
- Runners must slide feet first on close plays; Runners colliding with fielders during plays at the bases will be automatically called out.
- Players must tag up to advance on any caught pop flies.
- There is no infield fly rule.

PITCHING

- Pitching machine will be set at approximately 40-46 feet.
- Pitch speed will be 30 mph.
- No player should load, operate or touch the pitching machine under any circumstance.
- Only make pitching machine adjustments in-between innings unless a mid-inning recalibration is absolutely necessary.

END OF SEASON TOURNAMENT

- Paid umpires will be used for tournament games, if available.
- There is no time limit for the championship game, but earlier games will be subject to a 1.5 hour time limit—no new innings to start after 1 hour and 15 minutes.
- Games can be called early due to safety or darkness.
- Teams will be seeded 1-6 for the playoffs using the following tiebreakers:
 - Winning Percentage (Wins / # of games played)
 - Run Differential (Runs Scored - Runs Allowed)
 - Total Runs Allowed
 - Total Runs Scored
 - Coin Toss

RULE VIOLATIONS AND INTERPRETATIONS

- Please reach out to the in-house director immediately if a coach is not following the rules or an interpretation of the rules is needed.
- Do not wait until the end of season to address issues—it is better for everyone if any issues are resolved as soon as possible.

EXPECTATIONS

- Players, coaches, parents and all other spectators are expected to create a positive environment for all athletes, including those on the opposing team.
- Good sportsmanship, respecting your opponents and encouraging your teammates are musts for all players.
- Umpires/Coaches' decisions are to be respected and accepted. No arguing, no complaining.

Locker Padlocks Combination: 00-06-20