

2nd-3rd Grade Baseball Rules

General Rules

1. Big barrel bats are not allowed during practices or games.
2. Base length is 60
3. No “walks” or hit batsmen.
4. No infield fly rule.
5. Unlimited substitution is allowed.
6. Metal cleats or spikes are NOT permitted.
7. Catchers must wear catcher’s equipment at all times.
8. This is coach pitch
9. No leads – no stealing or leading off bases. One warning per team after which the runner is out. Batter must hit the ball before runners can leave bases.
10. Teams with rosters of 11 or more players must have each player sit out at least one defensive inning per game. A manager who has made timely substitutions in a game, which is shortened for any reason, is not in violation of this rule.
11. No player can sit out 2 innings in a row.
12. There will be umpires. An umpire can call play dead.
13. Visiting team bats first, home team fields first.

The Game

1. An official game is 6 innings or no new inning starting after 1 1/2 hours from the start of the game.
2. All players present need to be in batting order.
3. Batters will get 6 pitches per turn at bat. If after the 6th pitch the batter has not hit the ball, he will be called out regardless of number of strikes. Exception: If the batter fouls the 6th pitch, he will receive additional pitches until he lets it go or swings and misses.
4. A batter is out after 3 strikes – called or swinging even if they have not received all 6 pitches. The catcher does not have to catch the third strike for the batter to be out.
5. Bat through entire team (until 3 outs have been made) not just defensive players playing at time.
6. Bunting and swinging bunts are not allowed. If a batter takes a full, hard swing and the ball rolls slowly into fair territory, it is considered ‘live’.
7. An offensive inning shall continue until 3 outs are made or until the team earns 5 runs in innings 1-5 or until each player has batted once in the 6th inning.
8. There are a maximum of 4 runs scored in innings 1-5 with no limit on the last inning.
9. Play is stopped when an infielder stops the forward advancement of the lead base runner (i.e. forcing him back to the base or making a play on him). The ball is ‘dead’ and a runner may not advance even if the pitcher misplays the throw from the fielder. Play is stopped when the ball goes to the pitcher in the circle.
10. A runner is only required to slide at the plate if there is a play there. If a play is being made at home plate, the runner must slide or attempt to avoid collision with the fielder or the player is out. The umpire will determine whether or not a play is being made and will determine if a runner is safe or out. If the umpire determines a runner intentionally collides with a fielder while not attempting to slide, the player is out and ejected from the game.
11. Head first slides are not allowed unless returning to a base.
12. A fielder must be behind or beside home plate and not in front of it or a runner is automatically safe and scores.
13. If an umpire sees a runner miss a base, the runner is automatically out.