

# 1<sup>st</sup> & 2<sup>nd</sup> GRADE BYLAWS (Beginner)

## **GENERAL RULES**

- NFHS baseball rules apply except where superseded by Farmington City bylaws.
- Score will not be kept.
- Players must wear the team-issued hat and shirt when playing a game. Any alterations or additions to the uniforms require approval from Farmington City. Jackets may be worn over the uniform during cold weather.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter, and the coaches.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Any violation of these Bylaws could result in disciplinary action as determined by Farmington City.

## **GAME RULES**

- Regulation games will consist of 3 innings or a time limit of 60 (drop dead) minutes. No new inning will be started after 50 minutes. Each inning all batters will have a chance to bat. A player can get out but 3 outs do not end the inning.
- Pitch will be delivered by Pitching Machine. The machine shall be placed 40 feet from the home plate and the speed is set at 35 MPH.
- All players shall play in the field for defense.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.

## **BATTERS**

- Each player may be pitched 6 balls maximum by a coach for the pitching machine. If the player does not hit the ball after 6 pitches, the player is out.
- If a batted ball first hits any part of the pitching machine prior to being touched by a fielder, it is then considered a live ball.
- If a batted ball hits the machine and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base.
- If a ball directly hits the coach pitcher, the ball is dead, the pitch counts, and no runners shall advance, and the batter shall resume batting.
- Batters are not permitted to bunt or soft swing at the ball. Penalty: ball is dead and pitch counts.

## **BASE RUNNERS**

- Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Penalty for leaving early: runner is out.

- Players are not limited to one base per hitter.

### **DEFENSE**

- Each player will play defense in every inning. Two coaches are allowed on the field when their team is on defense.
- Play is considered dead when a defensive player has control of the ball on any base. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Home, Pitcher's mound) If there is an overthrow at any base, the runner can only advance one base. Advancing runners may continue if at least halfway to the base.

