

1st & 2nd BYLAWS (Experienced)

GENERAL RULES

- NFHS rules apply except where superseded by Farmington City bylaws.
- Players must wear the team-issued hat and shirt when playing a game. Any alteration or addition to the uniform requires permission from Farmington City. Jackets may be worn over the uniform during cold weather.
- Dugout selection will be determined as follows: the home team will take the 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter, and the coaches.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being thrown out of the game without warning.
- **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 1st & 2nd Grade 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, the last inning shall be declared at 50 minutes. Innings will have a five-run rule (5 runs maximum shall be recorded per inning) or three outs, whichever is first.
- Before each game, both teams will provide the other team with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform numbers.
- **There will be no forfeits. Teams will play with what they have. A team may finish the game with a minimum of seven players and there will not be an automatic out whenever the eighth and ninth player is due to bat.**
- Players that arrive at the game after their first scheduled at-bat will be added to the bottom of the lineup. They cannot be inserted into the batting order at any other position besides last.
- Players from lower leagues may play up in order to field a team. They must wear their lower league uniform and both coaches must be notified of these players.
- Pitching machine will be placed 40 feet from the front of the home plate to the center of the pitching wheel. The machine speed will be set at 40 mph.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible.
- Games shortened by the elements will be considered complete if at least 2 innings or half of the time limit have been completed.

BATTING

- There are six pitches to a batter. There is not a 3-strike rule. Batter is out after 6 strikes
- A batter is not out on a foul ball nor a foul tip if it is the 6th pitch. The batter will continue to

bat until (a) he swings and misses, (b) fails to swing, or (c) a ball is hit into fair territory.

- The ball must be hit out of the dirt surrounding home plate to be considered a fair ball.
- If a batted ball first hits any part of the pitching machine, or cord prior to being touched by a fielder, it is then considered a live ball. If a ball directly hits the Umpire it is considered part of the machine.
- If a batted ball hits the machine or cord and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base.

DEFENSE

- There are 9 defensive players in the field. You must have a pitcher and a catcher. The catcher may stand to the side of the catcher's box when the ball is pitched, then field the position defensively. If you play with ten players the four outfielders (3 outfielders if only nine players) must be positioned 15 feet behind the baselines when the ball is pitched.
- Any player serving as a catcher or to warm up the pitching machine must wear a mask and helmet.
- The player in the pitching position is to be within 5 feet of the machine when the ball is pitched.
- Each player must play a minimum of two innings defensively. No player will sit on the bench for two consecutive innings unless injured or unwilling to play.
- Two coaches are allowed on the field when their team is on defense.

BASERUNNING

- Runners must keep their helmets on until back in the dugout.
- Runners are not permitted to steal nor lead off the base and shall remain in contact with the base until the ball is hit. If a runner leaves too soon, he can be called out.
- No infield fly rule.
- Play is considered dead when a defensive player has control of the ball on any base. (1st, 2nd, 3rd, Home, Pitcher's mound) If there is an overthrow at any base, a runner can only advance one base. Advancing runners may continue if at least halfway to the base.

