

# KINDERGARTEN BYLAWS

## **GENERAL RULES**

- Official baseball rules apply except where superseded by Utah High School baseball rules or Farmington City bylaws.
- 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 two innings or a time limit of 50 (drop dead) minutes. Each inning all batters will have a chance to bat. A player can get out but 3 outs do not end the inning. Coaches must change the batting lineup each game so children get a chance to hit and make plays.
- Pitch will be delivered by Pitching Machine. The machine shall be placed 38 feet from the home plate and the speed is set at 28 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. After the 6th ball, the batter will still run to first base. This way they get used to running to the baseball after trying to hit. If they didn't earn first base after they run to first they will go to the dugout.
- 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, no runners shall advance, and the batter shall resume batting.
- Batters are not permitted to bunt or soft swing at the ball. Penalty: the 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 player has control of the ball inside the infield boundaries. The Player will indicate control of the ball by holding the ball in the air above his head while within the infield boundaries. Advancing runners may continue if at least halfway to the base.

