



Double-A Baseball League Rules

(2nd- 3rd Grade Machine Pitch)

1. Game Format:

- a. NFHS rules will apply except as amended below.
- b. Game Timing: No new inning will begin after 55 minutes. The game is over at 55 minutes if the home team is up to bat and is winning, otherwise the inning will end by 3 outs or the 5-Run Rule.
- c. 5-Run Rule: The half inning will end after the team scores their fifth run that inning. A team could have 8 runs scored in an inning if the bases were loaded.
- d. The team listed first on the schedule is the Home team. They will field first and occupy the third base dugout.
- e. Scorekeeping: No score is officially kept. Each team will help keep track of the runs per inning to aid the official in regard to the 5-Run Rule.

2. Playing Field and Equipment:

- a. Pitching Machine Distance: 30 feet with 4-foot diameter circle around machine.
- b. Pitching Machine Speed: at 27-30 mph
- c. Base Distance: 60 feet
- d. Each team is provided helmets, bats, balls, and catchers gear by Ogden Recreation. Contact the department if there are issues with any of the equipment.
- e. Players are permitted to use their own equipment granted they meet NOCSAE or USA Bat standards.
- f. Bat size: 2 5/8" is the largest bat size for this league. No drop restrictions.
- g. Cleats: No metal cleats allowed.
- h. Catchers are required to wear protective equipment including a cup.

3. Players:

- a. Fielding a team: Any team unable to take the field no later than five minutes after scheduled time will forfeit the game. Forfeited games will be played as a scrimmage by dividing up players or playing with the available players.
 - A team needs 8 players to avoid a forfeit.
- b. All players must play at least 2 innings on the field, and no player should sit out 2 innings consecutively.
- c. The batting order shall consist of all players present, continuing the same order throughout the whole game.
- d. A team will play with 9 players defensively. All players must remain in the dugout if they are not playing defense.

4. Pitching Machine Rules:

- a. Recreation staff will operate the pitching machines during games. Players must stay behind the machine and outside of the 4-foot circle.
- b. Players will receive 5 pitches or 3 swinging strikes. If the ball is not hit within 3 swings the batter will be called out. The at bat will continue when a foul ball occurs on the 3rd strike or 5th pitch.
- c. A ball hit into the pitcher's circle that does not pass through it, will be considered a dead ball, due to safety concerns. It will be considered a base hit (the batter will be awarded first base). Baserunners can only advance if forced.

5. Base Runners:

- a. Speed up Rule: with two outs, running for the catcher is allowed but must be for the catcher from the previous inning. It is recommended, but not required. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on the bases.



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- **Note:** If the team decides not to use the speed up rule, it is suggested that they have either a coach or substitute from the bench (substitute must wear a catcher's mask) warm the pitcher while the catcher is putting on their equipment.
 - b. Stealing: There is no stealing in the league.
 - c. Batters, base runners, and on-deck shall always wear a helmet.
 - d. The runner must attempt to avoid contact with the catcher and/or slide when there is a close play at home.
 - Umpires' discretion to call player out if judged to be interference.
 - e. If the ball goes out of play, runners will get the base they are going to, plus one.
- 6. Coaches:**
- a. One coach is permitted to be in each coach's box for the offense. All other coaches must remain in the dugout. Each team will have a max of 3 coaches' total.
 - b. Appeal: Any violation, or misinterpretation, of a rule (not a judgment call) must be appealed to the attention of the umpire before the next pitch. If the umpire cannot solve the problem the Field Supervisor will make the final ruling on the play/rule in question.
 - c. Conferences:
 - Defensive Conference- Each team, when on defense will be allowed one free conference with a coach per inning, any subsequent conference requires substituting the pitcher.
 - Offensive Conference- Each team, when on offense will be allowed one conference per inning.
- 7. Sportsmanship:**
- a. Coaches are expected to act as role models and will be held accountable for their behavior and the behavior of any assistant coach, players, and parents. Parents are encouraged to always support their youth and their coach.
 - b. Unsporting behavior will not be tolerated. This includes berating players, coaches, officials, or spectators. It also includes any form of tobacco use, intoxication, or vulgar language. Contact the site leader or supervisor for any instances of unsporting behavior.
 - c. Spectators: Yelling at or harassing (swearing, bullying, intimidating, threatening) game officials, the opposing team's fans, any coaches, or players will not be tolerated. Such behavior may lead to an ejection from the game, forfeiture of the game, or a league suspension/ban.
 - d. Ejection: Anyone ejected from the game is required to leave the facility immediately. Refusal to leave will result in a forfeit. Any coach, player, or spectator ejected from a game will be suspended for a minimum of one game and must meet with the program supervisor before they can continue to participate in the program.
 - e. League Supervisor has the autonomy to enforce or negate any suspensions.

ALL OGDEN CITY PARKS ARE DRUG-FREE ENVIRONMENTS. NO USE OF TOBACCO, ALCOHOL, OR VAPING IS ALLOWED. SAID PERSON WILL BE ASKED TO LEAVE THE PARK IMMEDIATELY.