Official Rules - Fall Baseball 2020

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Points of Emphasis for Fall 2020 Season

1. Game Limits — Time limits will take precedence over all game situations. Review Rule #21 for exact rules on game limits for each grade.

2. Pitching Rules (grades 3-8) — In the fall season the only pitching limitation is the number of innings a pitcher may pitch in one game. Review Rule #22 for the pitching rules for each grade.

3. Teams in grades 4-8 use 3 outfielders and 6 infielders.

4. Teams in Kindergarten and 1st grade will use a soft baseball (provided by the BVRC for games). 2-8 grade teams will use a hard baseball (provided by the BVRC for games).

***The following rules, supplemented by official Major League Baseball rules, shall govern play and conduct at all BVRC youth baseball games.
Rule 1: Sportsmanship & Safety

A. **Sportsmanship:** Good sportsmanship shall be a top priority, and must be exhibited by coaches, players, parents, and spectators. The umpires and staff shall have authority to enforce good sportsmanship.

B. **Adult Base Coaches:** The BVRC encourages teams to use adult base coaches. Players in grades 6 and above may coach a base however all base coaches under 19 years of age shall wear a double ear-flap protective helmet. An umpire can remove a “player” base coach for safety reasons.

C. **Batboys & Batgirls:** No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will need to get the bat back to the dugout.

D. **Noisemakers:** Artificial noisemakers are prohibited (e.g., cowbells, horns, etc.).

E. **Radios:** The playing of music will be limited to prior to the start of the game and between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that doesn’t disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.

F. **Alcohol Free:** Alcohol will not be allowed on the premises during youth play.

G. **Tobacco & Smoking Free:** All BVRC facilities are smoke free and tobacco free. There shall be no smoking, no chewing tobacco, and no use of electronic cigarettes or other smoking alternatives such as vapor cigarettes.

H. **Heat Policy:** The BVRC has implemented a heat policy for all youth baseball games. Games may be modified during extreme heat. For further information on the heat policy please refer to the BVRC website.

Rule 2: Unsportsmanlike Conduct

A. **Clean Language:** Swearing and profanity are prohibited. Umpires are authorized to give up to one warning to the individual violator before removal.

B. **Positive Encouragement:** Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team. No fielder or runner shall attempt to distract another player by yelling or clapping. Violators shall be given a warning and then be subject to ejection at the umpire’s or staff’s discretion.

C. **Intentionally Throwing Equipment:** A player or coach, who intentionally throws a piece of equipment in anger, frustration, or annoyance, or in response to an adverse call or play, shall be subject to ejection at the discretion of the umpires and staff.

D. **Accidentally Throwing Equipment:** Any player who accidentally throws a bat while attempting to swing will be given one warning by the umpire. Should it occur a second time that player could be ejected from the game. An out will not be assessed and any action that may have occurred will not be affected by the ejection. This type of ejection will not require a one game suspension.

E. **Joining Altercations:** If a player leaves the dugout or his position to enter an altercation with another player or between other players, all involved players shall be subject to ejection and suspension of additional games.

Rule 3: Interaction with Umpires

A. **Judgment Calls:** Coaches, players, and spectators shall not discuss a judgment call with an umpire. Any discussion of a judgment call could be grounds for immediate ejection.

B. **Rule Clarification:** A coach may ask the umpire for a rule clarification. If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification.

C. **No Harassment:** Harassment of umpires will not be tolerated. Umpire harassment shall be cause for immediate ejection. Head Coaches are responsible for the actions and behavior of their players, assistant coaches, players’ parents, and their team’s fans.

D. **Electronic Review:** No electronic reviews of any kind will be allowed by the umpires.

Rule 4: Head Coach

Each team shall have a Head Coach who shall be identified and registered with the BVRC.

A. The Head Coach is responsible for his/her team’s observance of the official rules and deference to the umpires, and for the conduct of his team, his assistant coaches, his players’ parents, and his team’s fans.

B. If the Head Coach is not available for a game or leaves the field for any reason, he or she shall designate an assistant coach or other responsible adult as acting Head Coach who shall have the duties, rights, and responsibilities of the Head Coach. In the absence of the Head Coach without a designated acting Head Coach, the umpire-in-chief shall designate an assistant coach or responsible adult as acting Head Coach.

Rule 5: Scorekeeping (Grades 3-8)

A. The home team will occupy the first base dugout. Only coaches and players may be in the dugout.

B. The home team is the official scorekeeper and will be responsible for all appropriate game scorekeeping, as well as recording the number of innings thrown by each pitcher.

C. After each inning the home and visiting scorekeepers should meet and agree upon score to avoid confusion later in the game.

D. The official scorekeeper should record the start time of the game. In the event of a suspended game, the scorekeeper must record the time the game was stopped, the batter and count, names and location of all base runners.
E. After the pitcher throws the first pitch, the plate umpire shall announce the time, which shall be the official start time of the game and shall be recorded by the home team’s scorekeeper. If the umpire fails to announce the time, the scorekeeper shall make note of the time in the scorebook, which shall be the official start time, and shall notify the plate umpire & opposing scorekeeper after the third out of the top of the first inning.

Rule 6: Protests
A. Protests are not allowed in fall baseball. If a rule interpretation is needed during a game, coaches should stop the game and find a BVRC staff member to resolve the situation.

Rule 7: Ejections
A. Anyone ejected from a game must leave the complex immediately (players 14 and under are not required to leave the complex). Those serving a suspension may not attend the game(s) for which they are serving a suspension.
B. Player
   - First ejection – suspended for the next game.
   - Second ejection – suspended for the next two games and an appearance before the Advisory Council may be required.
   - Third ejection – suspended for a minimum of three games and a mandatory appearance before the Advisory Council.
C. Coach, Parent or Fan
   - First ejection – Suspended up to 3 games with the Baseball Advisory Council recommending the number of games suspended. Advisory Council appearance may be required.
   - Second ejection – Suspended up to 3 games and mandatory appearance before the Advisory Council
   - Third ejection – Suspended for a minimum of three games and mandatory appearance before Advisory Council.
D. Stricter penalties may be invoked by the Advisory Council should the situation warrant.

Rule 8: Playing Field

<table>
<thead>
<tr>
<th>Grade</th>
<th>Baseline</th>
<th>Pitching Distance</th>
<th>Mound</th>
</tr>
</thead>
<tbody>
<tr>
<td>K-1</td>
<td>60’</td>
<td>n/a</td>
<td>No</td>
</tr>
<tr>
<td>2</td>
<td>60’</td>
<td>43’</td>
<td>No</td>
</tr>
<tr>
<td>3</td>
<td>65’</td>
<td>46’</td>
<td>No</td>
</tr>
<tr>
<td>4</td>
<td>65’</td>
<td>46’</td>
<td>Yes</td>
</tr>
<tr>
<td>5-6</td>
<td>70’</td>
<td>50’</td>
<td>Yes</td>
</tr>
<tr>
<td>7-8</td>
<td>80’</td>
<td>54’</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Rule 9: Equipment and Uniforms
A. Metal Spikes: Metal spikes will be allowed in grades 7-8 only. Pitchers are encouraged to not use metal spikes while on the mound.
B. Uniforms: All players in grades 3-8 will be required to wear uniforms consisting of a hat, jersey with a number (no cut-off sleeves), baseball pants (no sweatpants or jeans) and socks. Players not in proper uniform will not be allowed to participate. Substitute players should wear their regular season uniform.
C. Undershirts: Undershirts do not need to be uniform for all players, although this is encouraged. Pitchers are not allowed to wear a long sleeve white undershirt.
D. Training Devices: Teams are not allowed to use training devices such as hitting sticks inside the fences during play. Teams should only use training devices on the field during warm-up time, before the game, or between innings.
E. Jewelry Rule: Metal, ceramic or rock jewelry will not be allowed during play. Cloth jewelry is acceptable. Each team will receive one warning for wearing jewelry. Following the warning, a player wearing jewelry could be ejected (the additional one game suspension will not be imposed).
F. Bat Rule: Wooden bats may not be used. Players in Grades PreK-3 must either use an approved USSSA bat or a 2¼ diameter bat, grades 4-8 must use an approved USSSA bat, and grades 9-12 must use a bat with a -3 weight/length ratio.
   1. It will be the coach’s responsibility to bring any illegal bats to the attention of the umpire. Any bat found to be illegal will be thrown out of the game but no action that occurred with the bat will be reversed. Multiple offenses by a coach/team could result in discipline from the league.

Rule 10: Forfeits – All Grades
A. A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
B. Game time is forfeit time. When the umpire calls "play ball", the team in the field must have 8 players. The team batting must have 8 players by the time they reach the 8th spot in the batting order or when they must take the field. Teams, on a forfeit, may divide and play but must stop ten minutes prior to the next scheduled game time.
C. Umpires will be required to stay and work in the case of a forfeit if the teams choose to play.

Rule 11: Batting Order
A. All players in attendance at the game will bat using a continuous batting order (not the traditional 9 player lineup). Late arriving players or those in attendance for a suspended game, who were not at the original game, should be added to the end of the batting order.
B. If a player must leave the game for any reason an out will not be assessed. The players spot in the lineup will be skipped without penalty unless you drop below the 8-player minimum.

Rule 12: Infield Fly Rule
A. Will not be used in grades K-3.
B. Will be used in grades 4-8.
C. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied with less than two outs.
   1. The ball remains live and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is caught.
   2. The batter is automatically out on an infield fly.

Rule 13: Conferences with Batter
A. Grades K-2: No restrictions.
B. Grades 3–8: Batting team’s coach is allowed a conference with only one batter per inning.
C. To speed up the game, coaches and umpires should encourage the players to remain in the batter’s box at all times.

Rule 14: Substitutions
A. There will be free defensive substitutions from inning to inning. Once an inning has begun, there will be no defensive position changes or substitutions, except in the case of an injury or change of a pitcher.
B. No player will sit out two consecutive defensive innings.
C. Once an inning has begun, there will be no defensive position changes or substitutions, except in the case of an injury or change of a pitcher.
D. If a pitcher is replaced mid-inning by a player from the bench, a player from one of the remaining 8 fielding positions may not be removed from the game.
E. If a base runner is injured during the game the runner shall be the previous batter not on base. Any injured player that cannot run the bases must be removed from the game and may not re-enter. No player may start a game injured with the intention of having someone else run for him.
F. At any time, the offensive team may use a courtesy runner for the pitcher or catcher of record from the previous inning on defense.
   1. The courtesy runner shall be the prior player in the batting order that is not on base. If a courtesy runner is determined to be improper, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the catcher/pitcher must run for himself.

Rule 15: Slide & Obstruction Rule
A. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.
B. If a play is not evident, obstruction will be called on a fielder that impedes the progress of a runner (judgment of umpire).
C. Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire’s discretion.
D. When enforcing this rule, the umpire will judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and ejected.

Rule 16: Suspended Games (Grades 3-8)
A. It shall be a suspended game if, once a game has become officially complete (4 innings), the visiting team scores one or more runs in the top of the inning to tie or take the lead and the home team does not get to complete its turn at bat because of weather stoppage.
B. Any game that has not become official will be restarted at the exact point it was stopped, with time and inning limits remaining in effect. It is important that the official scorekeeper and umpires record all appropriate information regarding the suspended game (score, pitcher totals, time game was stopped, count on batter, base runners, etc.).
C. When the game is resumed the time remaining will be played or if the maximum number of innings can be played before the time limit expires innings will determine the end of the game.

D. If a game is suspended, the pitches and innings thrown in the follow-up game will be counted against the week the two teams complete the game. The innings from the original game do not count in the follow-up game.

E. Substitutions for suspended games – If a player did not play in the original game but is in attendance for the continuation game, he should be added to the bottom of the batting order and allowed to substitute under normal playing rules. If a player from the original game does not play in the follow-up game, he should be removed from the batting order and his team will not be assessed an out for his spot in the batting order.

**Rule 17: Substitute Players**

A. If a team is short a player(s), they may go down a division in the same grade or one grade level below to use as a substitute player (i.e. a 4th grade Tiger division team can ask a 4th grade Husky player or a 3rd grade player to substitute). The maximum number of players a coach may invite is three. Substitute player(s) may not pitch, must bat last in the order and, should the team have enough players, may not participate. Common courtesy dictates that all appropriate coaches should be informed.

B. If a team only has nine players, they may ask one substitute player to play with their team. This player must follow the above substitution rules and may only play every other inning in the field.

**Rule 18: Base & Field Coaches**

A. All coaches must remain in the dugout during play, except:

B. K – Grade 1:
   1. The offensive team may have up to four coaches on the field: (A) a coach who either assists the batter while using a batting tee or catches pitched balls missed by the catcher; (B) two base coaches, each positioned in or near the base-coach boxes; and (C) a pitcher-coach (for coach-pitch and machine-pitch games only).
   2. Kindergarten teams may have up to two defensive coaches on the field (grade 1 is limited to one defensive coach). Defensive coaches should be positioned in the outfield or deep infield.

C. Grades 2–3:
   1. The offensive team may have up to three coaches on the field: (A) two base coaches each positioned in or near the base-coach boxes and (B) a coach-pitcher (for machine pitch games only).
   2. No defensive coaches shall be used.

D. Grades 4–8:
   1. The offensive team may have two base coaches on the field, each positioned in or near the base-coach boxes.
   2. No defensive coaches shall be used.

**Rule 19: Infield Possession Rule**

A. K – Grade 3: When the ball is in the possession of an infielder in the infield area, and he makes no attempt to make a further play, a base runner between bases may advance at his own risk no further than the base he is attempting to reach.

   ✓ Example: If a runner is almost to third base when an infielder obtains possession of the ball and holds it, the runner must stop at third base.

   ✓ Example: If a runner is standing on a base when an infielder obtains possession of the ball and holds it, the runner shall not advance.

B. Grades 4–8: The Infield Possession Rule does not apply.

**Rule 20: Playing Time**

A. Grades K-3: No player may sit out two consecutive defensive innings.

B. Grades 4-8: Coaches can use one of the following options.

   ✓ Option #1 - No player may sit out two consecutive defensive innings.

   ✓ Option #2 - See chart. If a coach chooses option #2 all players must enter the game by the third inning.

<table>
<thead>
<tr>
<th>Game Length</th>
<th>Minimum innings required to play per game.</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Innings</td>
<td>Must play 1 inning</td>
</tr>
<tr>
<td>4 Innings</td>
<td>Must play 2 innings</td>
</tr>
<tr>
<td>5 Innings</td>
<td>Must play 2 innings</td>
</tr>
<tr>
<td>6 Innings</td>
<td>Must play 3 innings</td>
</tr>
<tr>
<td>7 Innings</td>
<td>Must play 3 innings</td>
</tr>
</tbody>
</table>
**Rule 21: Game Limits**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Pitch Type</th>
<th>Time Limit</th>
<th>All Play Terminates</th>
</tr>
</thead>
<tbody>
<tr>
<td>K-1</td>
<td>Coach pitch</td>
<td>1hr 15 min</td>
<td>Terminates at 1hr 15min</td>
</tr>
<tr>
<td>1-3</td>
<td>Machine pitch</td>
<td>1hr 15 min</td>
<td>Terminates at 1hr 15min</td>
</tr>
<tr>
<td>3</td>
<td>Player pitch</td>
<td>No new inning after 1hr 30min</td>
<td>Terminates at 1hr 45min</td>
</tr>
<tr>
<td>4-8</td>
<td>Player pitch</td>
<td>No new inning after 1hr 45min</td>
<td>Terminates at 2hr</td>
</tr>
</tbody>
</table>

In fall baseball the time limit takes precedence over completing an inning. The game will stop promptly once the termination point is reached no matter which team is at bat, the score, etc. (the player at bat should finish his at bat). Games can end in a tie.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Max # of innings</th>
<th>Max # of runs per inning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kindergarten coach pitch</td>
<td>6</td>
<td>N/A</td>
</tr>
<tr>
<td>1, 2, &amp; 3 coach/machine pitch</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>3-5 player pitch</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>6 player pitch</td>
<td>6</td>
<td>8</td>
</tr>
<tr>
<td>7-8 player pitch</td>
<td>7</td>
<td>8</td>
</tr>
</tbody>
</table>

*All divisions (Golden Glove, Tiger, Husky, etc.) use the same grade/age specific run limit rule unless otherwise noted above.*

**A. Grades 3-8 (player pitch)**

1. A new inning starts the instant the last out is made.
2. If a game is decided before the final innings:
   a. Grades 3-5 = 7 run lead with 1 inning to play or 13 run lead with 2 innings to play.
   b. Grades 6-8 = 9 run lead with 1 inning to play or 17 run lead with 2 innings to play.
3. Teams may continue to play if games are not running late that day, there is time remaining on the game limit and both teams consent. Umpires will remain on the field.

**Rule 22: Pitching - Grades 3-8**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Innings</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>4-6</td>
<td>3</td>
</tr>
<tr>
<td>7-8</td>
<td>4</td>
</tr>
</tbody>
</table>

**A.** Every out is 1/3 of an inning.

**B.** 4-8 grade pitchers may re-enter the game one time as a pitcher, but it must be in a different inning (3rd grade pitchers cannot re-enter the game and can only pitch one inning per game).

**C.** Any violation of the pitching rules will result in a one game suspension of the head coach. If there is a second violation of the pitching rule the head coach must appear before the Advisory Council before being allowed to coach. Any action that occurred while the illegal pitcher was in the game will stand and is not subject to protest.

**D.** Intentional walks will be an automatic base with no pitches thrown by or charged to the pitcher. An intentional walk will be given to the batter when the manager of the defensive team asks for such from the umpire.

**E.** A new pitcher entering the game will be given 8 warm-up pitches. Pitchers will be given one min. between innings to warm-up.

**F.** Balks
   1. Grades 3-4 - Balks will be called, but not enforced.
   2. Grades 5-8 - Balks will be called and enforced.
   3. All pitchers in grade 5 will be given one warning per game. When the umpire warns the pitcher, the ball will become dead and all play will stop.
Rule 23: Leadoffs and Stealing

A. Grades 1-2 There are no leadoffs or stealing. The runner may not leave the base until the ball has been hit. If the runner leaves the base early, he may advance only as far as the batter forces him. For example, if the runner is on first and leaves early and the batter hits a double, the runner may advance only to third. If there is a base runner on second, the batter would need to hit a triple to score the runner. If the runner leaves early and the ball is not hit, he must go back to the base. Coaches should not coach a runner to leave early.

B. Grade 3 Tiger, Husky, and Mustang divisions will use rule 23.A for leadoff, stealing, etc. The Golden Glove division teams will use the 5-8 grade rules for leadoffs, stealing, passed balls, dropped 3rd strikes, etc.

C. Grade 4 Husky and Mustang division teams will use rule 23.C (1-9). Golden Glove & Tiger division teams will play by the 5-8 grade rules for leadoffs, stealing, passed balls, dropped 3rd strikes, etc.
   1. A dropped third strike by the catcher is an out.
   2. No leadoffs.
   3. Stealing is permitted, but the runner may not leave the base until the ball leaves the pitcher’s hand. If the runner leaves early, the umpire will call the play dead and the runner will be called out.
   4. Stealing of home on the pitch is not permitted.
   5. Runners cannot advance if the pitcher fails to catch a ball thrown back to him by the catcher.
   6. No run may score on a wild pitch or passed ball.
   7. A batter who has walked must stop at first base until the next batter is up.
   8. Runners may advance at any time on overthrow by fielders, including home, or on plays made at other base runners (i.e. catcher trying to throw out a runner attempting to steal).
   9. Example: Runner on first and third. Runner on first attempts to steal second. Throw by catcher:
      a) Goes into outfield
      b) Is fielded cleanly and runner is safe.
      c) Is fielded cleanly and runner is out.

   In all three examples, the runner at third may attempt to advance home on the throw to second.

D. Grades 5-8 No restrictions on leadoffs or stealing.

Rule 24: Rules for Kindergarten (coach pitch)

A. Coaches will act as umpires.
B. In the case of darkness or weather 45 minutes of play will be considered a complete game.
C. All players play defensively each inning (max of 6 in the infield).
D. All players will bat once in each inning no matter how many runs or outs are made.
E. Outs are not recorded.
F. If an out is made on a batter/runner, the batter/runner remains on base.
G. The fielding team can have two coaches in the field to assist players.
H. Players must play more than one position per game, with one of those positions being in the infield. In addition, coaches are encouraged to allow players to play all positions throughout the season.
I. A continuous batting order should be used from game to game so that each player receives the same number of at bats during the season.
J. Coach Pitch batting rules:
   1. The batting team’s coach will pitch to his own team. The coach may pitch overhand or underhand. Coaches will be allowed to pitch from the distance that best allows his players the chance to hit the ball.
   2. The batting team’s coach will be positioned at home plate to assist the batter.
   3. There will be no hit batters or walks. Each batter gets 4 pitches to hit a fair ball. If the fourth pitch goes by, a tee should then be used (the tee is supplied by the home team).

Rule 25: General Rules for Grades 1-3

A. Three outs or six runs will constitute a half inning.
B. Bunting is not allowed.
C. The score will be kept during the game; standings will not be kept.
D. In the case of darkness or weather 45 minutes of play will be considered a complete game.
E. Each team will play with 4 outfielders and 6 infielders.
F. The outfield will play at least 20 feet from the infield baseline.
G. A base runner may advance (at his own risk) no further than the next base when the ball is in the possession of an infielder in the infield area.
H. **Overtrows** – An overthrow is a ball that is thrown to an infielder, in the infield area that is not cleanly caught.

1. There will be only one base advancement on any overthrow (runner will advance at his own risk) even if the ball remains in play.
2. There will be only one overthrow per at bat. If a second overthrow occurs during the same at bat, the ball will become dead and all runners will return to the base they occupied following the first overthrow.

**Rule 26: Supplemental Rules Specific to Grade 1 (coach pitch)**

A. Coaches will act as umpires.
B. The batting team’s coach shall pitch to his own team. The coach may choose to pitch overhand or underhand. This coach will also act as the home plate umpire.
C. The fielding team can have two coaches in the field to assist players and act as the field umpire.
D. There will be no hit batters or walks. A batter will receive a maximum of 5 swings. If no hit has occurred by the 5th swing, the batter will be out. If the 5th swing is fouled, a 6th will be given and so on.
E. Defensive players must play more than one position per game and must play at least one inning in an infield position.
F. The catcher will position himself behind the plate and wear all protective equipment.

**Rule 27: Supplemental Rules Specific to Grades 1-3 (machine pitch)**

A. Coaches will act as umpires.
B. There will be no walks/hit batters. Swinging strikes will be counted and there will be strikeouts (there will be no called strikes in machine pitch). A batter receives a maximum of 5 hittable pitches. If the 5th pitch is fouled, a 6th will be given and so on.
C. The speed of the pitching machine may be adjusted by each coach to best suit their team. The speed of the machine may not be adjusted for individual players.
D. A dropped third strike by the catcher will be an out and not require a throw to first base.
E. If a batted ball hits the pitching machine or the coach running the machine, the ball is dead, and the batter will be awarded first base. All other base runners will be awarded one base beyond the base they occupied at the time of the hit.
F. Defensive players must play more than one position per game and must play at least one inning in an infield position.

**Rule 28: Supplemental Rules Specific to Grade 3 (player pitch)**

A. For player pitch games (**Tiger, Husky, & Mustang divisions only**):

1. There will be no leadoffs, stealing, or advancement on wild pitches or passed balls.
2. If a pitcher hits three batters in one inning he must be immediately removed from the pitching position for the remainder of that game.
3. A dropped third strike by the catcher will be an out and not require a throw to first base.
4. No walks will be allowed. If a player pitcher walks a batter, the batter will get 3 additional hittable pitches, from an offensive coach, to put the ball in play. If the batter fails to put the ball in play after the 3rd pitch from the coach, he will be declared out. If the batter hits a foul ball on their last pitch from the coach the batter shall be given an additional pitch. (i.e., an at bat can never end on a foul ball that is not caught.) Once the batter has put the ball in play or been declared out the player pitcher will resume pitching to the next batter and the coach will return to the dugout. Batters will be given first base only if hit by a player pitcher.
5. If a batted ball hits the coach pitching to a batter, the ball is dead, and the batter will be awarded first base. All other base runners will be awarded one base beyond the base they occupied at the time of the hit.