

# MOORESTOWN YOUTH BASEBALL FEDERATION

## 2<sup>nd</sup> Grade League Rules (8-Year-Olds)

### I. Introduction

The **major objective of the 2<sup>nd</sup> Grade League** is to **continue the development of hitting and fielding skills**. While playing to win is expected when participating in a game, it is the intention of the Federation that the league's primary purpose be instructional and that the overriding spirit of players and coaches reflect that principle.

The major objective of the Moorestown Youth Baseball Federation is to increase participation in the game of baseball. Our priorities are, in order of importance, to:

1. Have fun.
2. Learn the game of baseball.
3. Win games

In addition, it is incumbent upon the volunteer coordinators to:

4. Be alert to and correct dangerous situation.
5. Keep order among players and take appropriate disciplinary action.
6. Request spectators to desist from such practices as yelling at players and umpires in a derogatory manner.
7. Prohibit the use of foul language or inappropriate behavior by everyone involved in the game. Such language or inappropriate behavior will lead to disciplinary action.
8. Teach and allow only fair play, respect, and sportsmanship at all times.
9. Set an example for the players by your own actions.

## **II. Safety Rules**

1. Shoes with metal cleats are prohibited. Players must wear sneakers or rubber spike baseball shoes.
2. Catchers must wear a supporter with a metal, fiber, or plastic cup. Catchers must wear a chest protector, shin guards, and a catcher's helmet with a throat protector.
3. Batters and base runners must wear batting helmets at all times in both practice and games.
4. Umpires and/or supervising parents must keep spectators safely away from the playing field and backstops.
5. All equipment must remain off the playing field and all players must stay on the bench when not in the game.

## **III. Organizational and Administrative Rules:**

1. All games are to be played on designated fields on the scheduled dates.
2. In the event of a cancellation due to inclement weather, the game will be rescheduled according to the information in the MYBF Automatic Rescheduling Policy.
3. No new inning may begin more than one hour and 45 minutes after the original starting time of the game (two hours for games played on weekends). To prevent controversy, the start time of every game should be recorded in each team's scorebook. As the time limit approaches, umpires and coaches should be made aware of the impending deadline.
4. The home team is responsible for supplying the game balls.
5. The home team will have the first base side of the playing field for their bench area.
6. In the event the scheduled umpire does not show up, both teams will supply an umpire who will alternate.
7. At the discretion of the manager, base coaches at first and third bases may be adults.

#### **IV. Playing Rules:**

1. Managers of both teams must agree that the field is or is not in acceptable playing condition. Once a game starts, the decision to delay or terminate play will rest solely with the umpire.
2. Starting time for weekday games is 6:00 p.m. A team forfeits a game if it fails to appear on the field with at least eight players by 6:30 p.m. When one team uses eight players, an automatic out will be counted each time a ninth player would have batted. At no time can the game continue if a team has fewer than 8 players; the game must be forfeited. This same 30-minute forfeiture rule also applies to any other starting time. In the event there is a game preceding, the 30-minute period shall commence at the conclusion of the preceding game.
3. Games shall be six (6) innings long unless extended because of a tie score. Tie games called because of darkness will remain an official game. Each team will receive one point.
4. A game shall be considered complete if three or more innings have been played (losing team has had at least three at bats.) This rule applies in situations where weather, darkness, or other causes make calling of a game in the best interest of all concerned. The score of a called game will revert to the last complete inning, unless the home team is at bat and ahead in the score. If the home team is at bat and ahead in the score, that score will be official. The winning team in each game shall receive two points. Final standings will be determined on a point basis.
5. If a regular season game is not complete, as defined above, and is stopped due to weather or darkness, the game will be wiped out and the game will be made up, starting over from the beginning. A playoff game that is not complete and stopped due to weather or darkness will resume at the exact point of the stoppage.
6. All players on a team and present for a game must be used in the game. For reasons of team discipline and fairness to the team, it is the prerogative of the manager or coach to play or not play a player who has not attended a team practice. However, the manager or coach must first obtain the concurrence of the commissioner. Also, the manager should call the parents of the player to be disciplined and explain the action to be taken.
7. The manager for both teams will prepare line ups including defensive positioning. A defensive line up sheet will be provided for the coaches to utilize. This will speed up the time between innings and allow more innings to be played before darkness.

8. During coach-pitch, the player pitcher must remain approximately 3 feet to one side of the designated pitching circle while ball is being delivered, and no closer to home plate than the coach pitcher. No players are allowed inside the pitching circle at any time.
9. After a ball is put into play by being hit, play will be stopped only when:
  - a. The ball is returned to an infielder and is under control in the infield (dirt portion of the field.)
  - b. A fly ball dropping in the pitching circle will be declared a dead ball and the batter will be awarded an additional pitch.
10. A thrown ball stopping within the pitcher's circle will be a dead ball and runners may advance only if they have passed the midpoint line.
11. The umpire calls time out or stops play.
12. All balls hit in fair territory are in play.
13. When a player throws a bat:
  - a. The first player on each team to throw a bat will receive a warning.
  - b. The second time a bat is thrown by this player or any other batter on the same team, the batter will be called out.
14. All coaches (except parent pitcher) must remain off the playing field at all times during play. Parent pitcher may not coach or instruct the batter or base runners in any way.
15. No manager, coach, or player shall at any time, whether from the bench or the playing field or elsewhere.
  - a. Incite or try to incite, by word or sign, any demonstration.
  - b. Use language, which will in any manner, refer or reflect upon opposing players, an umpire or spectator.
  - c. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. IF such action continues, the umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

16. There will be no discussion with an umpire during the game regarding judgment calls. The only discussion permitted between the managers, coaches and umpires will be a request to clarify a rule upon which a decision is based.
17. No manager or coach may show violent disapproval or may abuse an umpire's decision. The first offense will draw a warning from the specific league's commissioner. The second offense will draw a 2-game suspension. The third offense will require removal from any managing or coaching duties forever.
18. Bunting is not permitted.
19. No base stealing is permitted. Runners will remain on the bag until the ball is hit.
20. A runner leaving the base before the ball is hit will constitute a warning by the umpire to the team coach. Each team will be permitted only one warning per game. Any further base violation will be declared an out by the umpire.
21. There will be no sliding into first base. Any runner doing so will be called out the umpire.
22. In the event of an overthrow beyond the foul lines, no advancement by the runners is permitted. In the event of an overthrow within the field of play, runners may advance one base only if they have reached or passed the midpoint line bisecting the bases before the ball is overthrown. If the runners have not yet proceeded to the midpoint line bisecting the bases when the ball was overthrown, they must return to the base from which they came. No further advancement is allowed. Learning to make the play is the point!
23. Players must play within reasonable proximity to their normal playing positions as determined by the umpire. For example, infielders should be no closer to the batter than five (5) feet inside the baselines between first and second bases and second and third bases.
24. The pitcher's circle must be drawn around the pitching mound with a radius of five (5) feet from the pitcher to the perimeter of the circle. A line will also be drawn on both sides of the pitching circle to mark the position of the player pitcher.
25. The distance between bases will be 60 feet.
26. Teams must have 8 players present within one half hour after the scheduled game time or a forfeit will be declared by the umpire. In case of forfeit, the winning team's coach must contact the

commissioner immediately after the forfeiture. At no time can the game continue if a team has fewer than eight players; the game must be forfeited.

27. Teams will field ten (10) players including four (4) outfielders. No short fielders will be permitted. The outfielders must be positioned no closer to the infield than 25 feet beyond the baselines between first and second bases and second and third bases. Hash mark lines should be marked on the field at the 25-foot line for clear indication.
28. To encourage rotation of player positions: a manager or coach may not use a player in the same position for more than (1) inning, three (3) outs per game. If this rule is not adhered to the opposing manager can file a protest with the umpire and a warning will be issued. Second offense in the game will result in a protest to be filed with the League Commissioner that may result in a forfeit of the game in question.
29. Every player must play one infield position other than catcher within the first four innings. Every player must also play at least one inning in the outfield.
30. Teams must bat their full roster in rotation. No player may sit out two consecutive innings, defensively, unless injury prevents his/her participation. No player may sit out more than one inning defensively until all players on that team have sat out 1 inning defensively.
31. If the batter is injured while batting and cannot continue his turn, the next player in the batting order will come to bat with the same count (pitches thrown) the preceding batter had before the injury.
32. The Infield Fly rule does not apply in this league.
33. No one is permitted to stand behind the backstop. Coaches are responsible for enforcement of this rule. All players will remain seated on the bench during the game.
34. All home team coaches are responsible for having the field lined prior to the game. The winning manager is responsible for calling in of final scores to the commissioner or assistant commissioner. The home team will supply two baseballs for the game, preferably new.
35. Umpire will stand behind the plate while ball is being pitched. Player/pitcher must be on one side of the pitcher's circle but no closer to home plate than the pitcher.
36. There can be a maximum of 4 runs scored in an inning except in the 6<sup>th</sup> inning or any extra innings or the last inning as declared by the umpire prior to the start of that inning. If, after a completed inning, the

difference in score at any time is twenty (20) runs, the game is officially over.

37. A game is considered official if 3 or more innings have been played (losing team has had at least three at bats.) This rule applies in situations where weather, darkness, or other causes make calling a game in the best interest of all concerned. The score of a called game will revert to the last complete inning, unless the home team is at bat and ahead in the score. If this occurs, the score existing will be official. The winning team will receive 2 points. A tie will give each team 1 point. The final standings will be determined on a point basis.
38. An official game will consist of three completed innings.
39. Once an inning has started, coaches are not permitted to change a player's defensive position, unless an injury forces removal of a player.
40. During coach-pitch, the coach may not field the ball or otherwise assist the fielding team. If the ball is hit in such a way that the coach pitcher cannot avoid being hit, the ball will be in play if it is outside the pitching circle, unless the coach pitcher catches the ball, or in the judgment of the umpire, the parent made an attempt to field the ball, in which case the ball will be declared dead, base runners will return and a "no pitch" will be called.
41. The coach pitcher must not obstruct the play of the ball in any way. If, in the umpire's judgment, the coach pitcher is an obstruction, the ball is dead and a "new pitch" is declared.
42. The coach pitcher may not coach base runners while on the field. A first-time warning will be issued by the umpire. A second warning merits removal from the field. Parent pitcher will be permitted to coach the batter only until they have hit the ball in fair territory. Each team must have a first and third base coach to aid runners on bases.
43. Coaches on first and third bases must refrain from "umpiring" by yelling out a decision before the umpire has made a call. First violation will result in a warning by the umpire. Second violation, the coach will be replaced.
44. With the exception of the on-deck batter, all other players will remain on the bench, except for reasons approved by the coach/manager, i.e., restroom, etc.
45. In the event of an injury to a defensive player, which is deemed serious by the umpire, play will be stopped immediately and the ball is declared dead. The runners may advance to the next base, if they were between bases and running toward the next base.

46. In the event of injury, the ball is in play until the umpire calls time out. Time out should be called immediately at any time the umpire feels an injury is serious and merits urgent attention.
47. If an injury is to the fielding team, the batter and runners will be awarded the base to which they are headed.
48. With the exception of these rules, the official regulations and playing rules of Bambino Baseball and Major League Baseball will apply.
49. The championship game will not be abbreviated for time or weather. It will consist of at least 6 innings.
- 50. The pitching set up will be as follows:**
  - a. Each team's first two (2) games, coach-pitch will be utilized and coaches will pitch from the front of the pitching mound.** The coach will throw from a standing position. The batter gets three (3) 'swings and misses' or five (5) total pitches (unless one is deemed unhittable).
  - b. Each team's third and fourth games will be a hybrid of coach-pitch and player-pitch.** A player will pitch the 1<sup>st</sup> and 4<sup>th</sup> innings, with a 25 pitch limit per player. There will be no walks. If a player throws four (4) balls to the batter, the batting team's coach will then pitch; three (3) strikes or five (5) pitches as above. If a player exceeds 25 pitches in one inning, the batting team's coach will finish the inning.
  - c. After the team's fourth game, kid-pitch will be utilized in the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> innings with the same pitch count limits in play.**
  - d. Playoffs will go back to full coach-pitch.**
51. No player shall pitch in two (2) consecutive games. Coaches are encouraged to pitch as many players as possible throughout the course of the season.
52. There will be no infield/outfield warm-ups between innings. Each team will position the fielders as pre-determined by their lineups and the ball will put in play in a timely fashion.