



Rules of Note for Indoor Baseball

Kindergarten – *Have Fun / Be Safe / Game Length: 55 minutes*

Coach Pitch (soft toss on a knee). If 3 strikes, 1 swing using the tee (in play or out ... foul = swing again).

Bases = 50' Pitching = approximately 20' Ball = Safe-T-Ball

Batted ball must travel at least 10' from home plate (if not 10' = foul ball).

Coaches serve as Umpires – call strikes and out/safe. No walks or bases awarded for hit by pitch.

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

Defense: *up to 9 fielders*. Fill the four infield positions first (1B, 3B, SS, 2B), then Pitcher, then Catcher, then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

If Defense is fielding a catcher, the catcher must wear a batting helmet at all times.

No catcher’s gear = no crouch (stand in a safe spot until ball is put in play).

No bunting.

No Infield Fly Rule.

No leadoffs. Runners must maintain contact with base until ball is batted.

Runners may not advance on overthrows.

Once defense has control of the ball in the infield, runners stop.

1st/2nd Grade – *Have Fun / Be Safe / Game Length: 55 minutes*

Coach Pitch (soft toss on a knee). If 3 strikes, 1 swing using the tee (in play or out ... foul = swing again).

Bases = 60' Pitching = approximately 30' Ball = Safe-T-Ball

Batted ball must travel at least 10' from home plate (if not 10' = foul ball).

Coaches serve as Umpires – call strikes and out/safe. No walks or bases awarded for hit by pitch.

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

Defense: *up to 9 fielders*. Fill the four infield positions first (1B, 3B, SS, 2B), then Pitcher, then Catcher, then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

If Defense is fielding a catcher, the catcher must wear a batting helmet at all times.

No catcher’s gear = no crouch (stand in a safe spot until ball is put in play).

No bunting.

No Infield Fly Rule.

No leadoffs. Runners must maintain contact with base until ball is batted.

Runners may advance (at their own risk) **one base** on overthrows.

Once defense has control of the ball in the infield, runners stop.



Rules of Note for Indoor Baseball

Important Pitching Rules and Other Rules for 3rd/4th Grade, 5th/6th Grade, and 7th/8th Grade

Pitchers are limited to 2 innings per day.

Mound Visits: one free visit per inning. Second visit within an inning = pitcher must be removed.

A Pitcher may not return to the mound in the same game after being removed from the Pitcher position.

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

No bunting. No Infield Fly Rule.

Balks: will not be called, however the Coach will instruct a player who consistently balks.

3rd/4th Grade – Have Fun / Be Safe / Game Length: 55 minutes

Bases = 60' Pitching = 40' (1) Umpire Provided – call balls and strikes, out/safe from behind Pitcher.

Defense: fill the infield positions first (P, C, 1B, 3B, SS, 2B), then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

Dropped 3rd Strike rule is not in effect – a batter may not run on a dropped 3rd strike. (Batter is out.)

Stealing: is not allowed in 3rd/4th Grade. No leadoff – runner must maintain contact with base until the ball is batted.

Pitching Rules and “Other” Rules – see **yellow section** above

5th/6th Grade – Have Fun / Be Safe / Game Length: 55 minutes

Bases = 70' Pitching = 46' (1) Umpire Provided – call balls and strikes, out/safe from behind Pitcher.

Defense: fill the infield positions first (P, C, 1B, 3B, SS, 2B), then outfield.

Dropped 3rd Strike rule is not in effect – a batter may not run on a dropped 3rd strike. (Batter is out.)

Stealing: is not allowed in 5th/6th Grade. No leadoff – runner must maintain contact with base until the ball is batted.

Pitching Rules and “Other” Rules – see **yellow section** above

7th/8th Grade – Have Fun / Be Safe / Game Length: 55 minutes

Bases = 80' Pitching = 54' (1) Umpire Provided – call balls and strikes, out/safe from behind Pitcher.

Defense: fill the infield positions first (P, C, 1B, 3B, SS, 2B), then outfield.

Dropped 3rd Strike rule is not in effect – a batter may not run on a dropped 3rd strike. (Batter is out.)

Regular Stealing (with a leadoff): is allowed in 7th/8th Grade.

Pitching Rules and “Other” Rules – see **yellow section** above