



Merton/LCYBS/SLYBA/Pewaukee Jr Rookies

### 1-2 Grade Level Rules

- Pitching Machine is to be used. The speed will be set, monitored, and operated by the coach, and should be set at the slowest speed possible that will result in a relatively flat trajectory of the pitch across the plate. The batter will be given a total of seven pitches. The first four will be
- pitched using the machine, and if any more are needed will come from a coach. Seven pitches maximum unless the batter continues to foul-off pitches. Coach will pitch from in front of the pitching machine but no closer than half way from the machine to home plate.
- A hit ball that strikes the pitching machine or bucket of balls will result in a single for the batter and all other runners advance one base.
- The player "pitcher" may play on either side of the machine/coach, and is not allowed to charge the plate unless the ball is hit near the plate.
- Defensive line-up – Maximum of ten player's total. Must include four outfielders and a catcher.
  - Catcher must wear protective gear
- Substitutions – Are unlimited, and a minimum of two innings must be played in the field by each player. No player may sit the bench for two consecutive innings. Only injured players can be substituted once an inning starts.
- An inning will end when a team either: Scores five runs or the defense makes three outs. Whichever comes first.
- Dropped 3<sup>rd</sup> strike – batter is out.
- Bunting - Not allowed
- Leading off – Not Allowed
- Infield fly Rule – Not in Effect
- Overthrow – Runners cannot advance on any overthrows to a specific base that a player is running to.

- On a ball hit to the grass the runner can run until the ball is thrown or run into the infield. They can be thrown out at the base they are going to. If the ball is overthrown or dropped the player must stay at the base they touched. If the ball is over thrown trying to get the runner out at second there is no advancing to the next base on the no overthrow rule. Once a play or an attempted and failed play has been made, time is called and it is a dead ball.
- **Base distance – 50 feet or what the field allows for; Pitcher Mound – 35 feet.** The front feet of the machine should be within 6 inches of the front or back of the pitching rubber.
- Game Ball – Softball 11” diameter, soft training type.
- Helmet must have face mask, Chin strap recommended
- **Game length – Seven innings with no new innings after 60 minutes. There is a hard stop at 75 minutes.** If the home team cannot complete their at bat due to the 75 minute time limit, the final score will be the last full inning’s score. Tie games are completely acceptable.
- Game times are on the schedule and can vary.
- Defensive line up-Ten players in total. This include 4 outfielders, which must play from the outfield grass or a minimum of 20 ft. from the Baseline (approx. 7 adult strides).