



Playing Rules – Fall Baseball and Softball

Playing Time

1. The goal of the YMCA is to give EVERY player a chance to play baseball/softball/t-ball in every game. Each player must participate in half of each game in the field. Rotating positions is highly recommended.

Equipment / Uniform

1. Players may wear tennis/turf shoes/baseball cleats (NO metal spikes allowed).
2. **All Grades:** Players must wear the official YMCA jersey. A ball cap is provided and required to wear under batting helmet. Players shall not wear anything that is dangerous, i.e., rings, watches; earrings (cannot be taped). No cast allowed.
3. 1st Grade Only: A batting tee will be provided at games.
4. **Bats:** No Restriction on bat length or barrel size. Any legally manufactured bat can be used.
5. **Ball Size**
Boys Grade 1st/2nd: 9" Safety Ball *This is not a T-Ball*
Girls Grades 1st/2nd: 11" Safety Ball

Games

1. Flip of coin by umpire will decide home team designation.
2. Games are 1-hour time limit (no new inning after 55 min.) Must finish the whole inning.
3. All divisions will play with 10 fielders (5 infielders and 5 in the outfield).
4. May start and field with 6 players only
 - a. If still not enough work with opposing team and umpire on sharing players.
5. No catcher position will be used for all grades.
6. Umpire will start the game by saying "Batter up.....Let's play ball."
7. Home team is responsible for keeping batting order, outs, and informing umpire of runs per inning.

Field of Play

1. 1st Grade- Base distance will be set at 50 ft. and pitching mound will be set at 30 ft.
2. 2nd Grade- Base distance will be set at 60ft. and pitching mound will be set at 33ft.
3. If needed coach may take a few steps forward, no more than 3 ft. to pitch to players
4. Must get out of way as soon as ball is hit to avoid any interference with play
5. Players will be recorded as an out on any force out, tag out, or caught fly balls.
6. Inning will end after three recorded outs or run rule requirements are met.
7. Run Rules is in effect. Each team may only score five runs per inning.
 - a. A play will be allowed to finish, but only appropriate runs will be recorded.

Batting Order

1. All players bat whether they are in the field or not. All batters are encouraged to hit the ball, NOT to try to walk as an offensive move.
2. Coaches must set season batting order. Batting order resumes for next game where last batter batted. i.e., if batter 8 was last batter, then batter nine is the first batter in the next game.

Overthrow Rule

1. If an overthrow occurs at any base, the player must stop on the base they are closest to whether the ball is in play or not. NO advancement.

Batting Team

1. All Grades: Batting team should pick up bat after all plays. Batters, on-deck batters, and base runners must wear helmets. (Extra helmets will be brought to field by umpires at Wright Park. **Must wear ball cap underneath batting helmet at all time.**)
2. Team at bat may have coaches at 1st and 3rd base. Coaches may NOT touch a player-rounding base. (Penalty Runner is called OUT)

Base Running

1. Base runners must be wearing a batting helmet at all times while on the field.
2. If a base runner passes a base runner in front of him/her, the base runner will be called out.
3. If two players end up on the same base, the umpire will call the second occupant out.
4. No run shall score when the 3rd out is a forced play.
5. **INFIELD HIT:** Any infield hit the base runner/batter may advance only one base. Play should be attempted.
6. **OUTFIELD HIT:** Any hit that is fielded in the grass will be considered an outfield hit. Runners may advance until ball is controlled by an infielder. Base runner must then stay on closest base.
 - a. Umpire will call "Time" to stop play.
7. No lead off. No bunting or stealing allowed. Sliding is allowed.

Pitching Regulations

1. 1st Grade: Coach Pitch / Batting Tee
 - a. Coaches, assistant coaches or an adult will pitch to their own batters/team.
 - b. Coach/pitcher will stand 30' from the plate. Coach must step back after each pitch. The coach should attempt to get out of the way of any ball in play. If coach is hit by the ball, the ball is still in play.
 - c. Coaches may verbally help batters before and after pitches, but not during a live pitch.
 - d. Coach/pitcher will not be permitted to talk to the fielding team/players, unless congratulating good play.
 - e. Player playing pitcher will field the ball.
 - f. Coaches will throw four pitches to his/her player. If the player does not hit the ball after four pitches, a tee will be used. A batter may not strike out, foul out, or walk.
 - g. A double is the most that can be scored from the tee.
2. 2nd Grade: Coach Pitch
 - a. Coaches, assistant coaches or an adult will pitch to their own batters/team.
 - b. Coach/pitcher will stand 33' from the plate. Coach must step back after each pitch. The coach should attempt to get out of the way of any ball in play. If coach is hit by the ball, the ball is still in play.
 - c. Coaches may verbally help batters before and after pitches but not during a live pitch.
 - d. Coach/pitcher will not be permitted to talk to the fielding team/players, unless congratulating good play.
 - e. Player playing pitching position will field the ball.
 - f. Coaches will throw five pitches to his/her player. If the player does not hit the ball after five pitches then the batter will be recorded as an out.
 - g. A batter may not walk or foul out.

Safety Procedures

1. Any batter throwing the bat will be called out immediately, umpire's discretion. NO WARNINGS. No base runner may advance. Coaches should teach players to lay the bat down near home plate.
2. ONLY the on-deck batter may practice swinging the bat.