



MUDSOCK YOUTH BASEBALL RULES

1st/2nd Grade League

Board Approved: [April 5, 2021](#)

Last Modified: [March 31, 2021](#)

1. **LEAGUE OVERVIEW** – The 1st/2nd Grade League is a competitive league. The league consists of three (3) divisions ranging in order based on evaluation scores and player drafts. Division order is as follows: Red (f/k/a National League Blue or NLB), White (f/k/a National League White or NLW), and Blue (f/k/a American League or AL). Players who do not go through player evaluations will automatically be placed within the Blue Division. Players selected to our 7U Fishers Express Travel program will play out of the division for which their evaluation scores have them slotted.
 - 1.1. **Calendar Week:** Calendar week is Monday through Sunday.
 - 1.2. **Schedule:** Teams will play one game during the week, and one game on Saturday. Additional games may be scheduled due to rainouts. Pre-season practices will be set by the league scheduler. Additional practices will not be scheduled by the league once the season begins due to field space.
 - 1.3. **Uniforms:** Each player must wear the complete uniform at all times. The complete uniform will consist of team shirt, team cap, baseball socks, and baseball pants. Shirts must be tucked in. If cold weather, additional clothing can be worn except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
 - 1.4. **Equipment**
 - 1.4.1. **Ball:** A regular-style baseball will be used in this league, and will be supplied by the league at equipment distribution. Game ball(s) will be supplied by the home team.
 - 1.4.2. **Bat:** Only USA Certified Bats are to be used, there is no restriction on barrel diameter size. A wood bat may also be used. Please refer to the USA Bat Guide for allowable bats: <https://usabat.com/>
 - 1.4.3. **Glove:** All players must wear a glove when playing the field. Players will provide their own gloves to use during practices and games.
 - 1.4.4. **Helmet:** League will provide team helmets. A player is not required to purchase their own individual helmet.
 - 1.4.5. **Spikes:** Metal spikes are not allowed in this league.
2. **CODE OF CONDUCT**
 - 2.1. **Coach's and Parent's Code:** Children have more need of example than criticism. Make athletic participation a positive experience. Attempt to relieve the pressure of competition. Be kind to your child's coaches and to officials.



The opponents are necessary friends. Applaud good plays by your team and by the opponents. Enter the field of play at request of official or coach only. The use of alcohol, tobacco, and/or profanity is not allowed on or around the field of play.

- 2.2. **Player's Code:** Play the game for the game's sake. Be generous when you win. Be graceful when you lose. Be fair no matter what the cost. Obey the laws of the game. Work for the good of your team. Accept the decisions of the officials with good grace. Conduct yourself with honor and dignity.

3. PLAYING FIELD

- 3.1. **Field Dimensions and Locations:** This league will play at sixty (60) foot base paths. Fields that accommodate these dimensions are: Billericay Park (Fields 3, 4, 5, 6, 7, and 8), Harrison Thompson Park (Fields 1 and 2), and Holland Park (Fields 1 and 2).

- 3.1.1. **Movable bases/plates:** Bases and home plate are movable at each of the fields identified in §3.1.

- **Billericay Park Field #3:** Bases adjustable to 60', 65', and 70'; Home Plate/Mount Distance adjustable to 46' and 50'.
- **Billericay Park Field #4:** Bases adjustable to 60', 65', and 70'; Home Plate/Mount Distance adjustable to 46' and 50'.
- **Billericay Park Field #5:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Billericay Park Field #6:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Billericay Park Field #7:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Billericay Park Field #8:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Harrison Thompson Park Field #1:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Harrison Thompson Park Field #2:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Holland Park Field #1:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- **Holland Park Field #2:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.

- 3.1.2. **Mound/Home Plate:** Coaches will pitch to batters at a distance no closer than twenty (20) feet from home plate.

- 3.1.3. **Bases:** Base paths measure at sixty (60) feet.

- 3.2. **Dugout Assignments:** home team will occupy 3rd Base dugout, visiting team will occupy 1st Base dugout. League schedule will identify home and visiting teams.



3.3. Field Maintenance

3.3.1. **Pre-Game:** Home team is responsible for preparing the field for play. Pull tarps from field. If water is present, use pillow-bags and/or sponges to dry up water before the application of any field dry.

3.3.2. **Post-Game:** Visiting team is responsible for closing the field down. Pull tarps onto both the pitching mound, and home plate areas. All field maintenance equipment surrounding field should be returned to the equipment shed.

3.4. **Scoreboard Operation:** Scoreboards are not present at Harrison Thompson and Holland Parks. Scoreboards at Billerica Park are controlled by a remote. Remotes can be obtained in the board room above the concession stand building between Fields 1-4. Controllers are designated for each field and need to be returned to the board room upon use.

4. ROSTER

4.1. **Official Team Roster:** Team roster will consist of no more than twelve (12) players unless otherwise approved by the commissioner. Rosters will be set by a player draft. Commissioner may add or move players to and from rosters as needed.

4.2. **Forfeited Game:** A game will be forfeited if a team cannot field, at the start of the game including a 10-minute grace period, a minimum of eight (8) players. The Farm System (§4.3 Farm System) can be used for a game to avoid a forfeit and/or increase your game time roster to nine (9) players. Farm System players can only be used to bring the game time roster to a maximum of nine (9) players. If a tenth player shows up after the start of the game, the Farm System player must be allowed to play the minimum number of innings. Players from the Farm System are only allowed to play in the outfield, and must be placed at the bottom of the batting lineup.

4.3. Farm System

4.3.1. **Red Division:** Any current registered Mudsock Youth Baseball Player that plays in the 1st/2nd Grade White Division and/or Kindergarten League

4.3.2. **White Division:** Any current registered Mudsock Youth Baseball Player that plays in the 1st/2nd Grade Blue Division and/or Kindergarten League

4.3.3. **Blue Division:** Any current registered Mudsock Youth Baseball Player that plays in the Kindergarten League.

5. GAME OVERVIEW

5.1. **Pre-Game Warm-up:** Teams should be at field thirty (30) minutes prior to scheduled start time. Visiting team will have the field for the first fifteen (15)



- minutes; home team will have the field for the last fifteen (15) minutes before the start of the game.
- 5.2. **Length:** The game will be six (6) innings or one and a half (1 ½) hours. Any inning starting within fifteen (15) minutes of the game-ending time limit will be declared the final inning. No additional innings are to begin after the final inning is declared.
 - 5.3. **Last Declared Inning:** Any inning starting within fifteen (15) minutes of the game-ending time limit will be considered the final inning. The start time of an inning is identified as the time in which the final out was made of the prior inning. Final inning can be declared by either (1) the umpire, or (2) coaches for both teams.
 - 5.3.1. **Example #1:** Game starts at 12:00 PM Home Team is batting when 3rd out of the bottom of the 3rd inning occurs at 1:10 PM (20 minutes left before time limit). Visiting Team and Home Team will bat in the 4th inning. Home Team 3rd out occurs in the bottom of the 4th inning at 1:20 PM (10 minutes left before time limit). Umpires and/or coaches will declare the 5th inning as the last inning. The 6th inning will not be played even if the 5th inning ends before the 1 ½ hour time limit since the last inning has already been declared.
 - 5.3.2. **Example #2:** Game starts at 12:00 PM Home Team is batting when 3rd out of the bottom of the 4th inning occurs at 1:10 PM (20 minutes left before time limit). Visiting Team and Home Team will bat in the 5th inning. Home Team 3rd out occurs in the bottom of the 5th inning at 1:35 PM (5 minutes over the time limit). Umpires and/or coaches will then declare the game over since the game is over its 1 ½ hour time limit, even if the “last inning” has not been declared.
 - 5.3.3. **Home Team Batting at Time Limit:** If the home team is batting and leading in the bottom of an inning when the 1 ½ hour time limit is reached, there is no need to continue the game. You must end the game at the 1 ½ hour time limit in order to start the next game as scheduled.
 - 5.4. **Maximum Run Rule:** A team may score a maximum of six (6) runs per inning, including inning number six (6) or subsequent innings thereafter.
 - 5.5. **Run Rule:** A run rule is in effect if a team is leading by ten (10) runs or more after four (4) innings and eight (8) runs or more after five (5) innings.
 - 5.6. **Playing Short:** A team must field at least eight (8) players or would be in violation of Rule 4.2 Forfeited Game. If a team does field the eight (8) player minimum, an out will be recorded for the ninth batter when that spot is due up in the batting order.
 - 5.7. **Fair Play/Guaranteed Playing Time:** All players, except in the case of injury/illness or disciplinary action, must play in the infield a minimum of three (3) innings in a 6-inning game (two (2) innings if their team is only in the field for five (5) innings or less). The safety of a player should be considered at all times. Do not put a player in a position that would put them at risk of injury. If a



player is not getting an opportunity to play a position due to safety concerns, it is imperative that the coach discuss this decision with the player's parents.

- 5.8. **Drop Third Strike:** This rule is not applicable to this league.
- 5.9. **Infield Fly Rule:** This rule is not applicable to this league.
- 5.10. **Time Outs:** The coach is allowed to stop play to only one (1) batter per inning while their team is at bat.
- 5.11. **Umpire:** There are no umpires for this league. It is suggested that calls be managed in the following manner: 1st Base Coach is responsible for all calls at 1st Base. Coach Pitcher is responsible for all calls at 2nd Base. 3rd Base Coach is responsible for all calls at 3rd Base. Either the Coach Pitcher or the coach backing up the catcher is responsible for all calls at Home Plate.
- 5.12. **Official Scorekeeper:** The home team is the official scorekeeper. The scorekeeper of both teams shall consult each other at the conclusion of each half inning. Any discrepancies at the end of the half inning must be resolved at that time. Any disputes will be handled by the league commissioner.
- 5.13. **Game Reporting:** Coaches should report to commissioner if game is cancelled due to weather/darkness. Final score of game including team names and numbers, farm players used, as well as any other game notes should be reported to the commissioner within twenty-four (24) hours of the conclusion of the game.
- 5.14. **Protests:** Protests are not allowed in this league.
- 5.15. **Weather**
 - 5.15.1. **Lightning and Thunder:** If lightning is seen, or thunder is heard, fields must be vacated. Players and fans need to leave the field completely and return to their cars. Players are not allowed to stay in the dugout. Game will be suspended for thirty (30) minutes from time of last seen lightning or last heard thunder. If the thirty (30) minute suspended play time extends beyond the time limit of the game, game will be postponed.
 - 5.15.2. **Rain:** As long as the field is deemed to be "playable", game play is allowed to continue. It is up to the discretion of both coaches to determine how "playable" is defined.
 - 5.15.3. **Suspended Game:** If a game is suspended due to weather and/or darkness, the game will resume at the point it was suspended, and will be allowed its full remaining time limit.
- 5.16. **Ties:** If a game is tied at the end of the time limit, the game shall end in a tie. No extra time can be taken to break the tie. No rescheduling to determine a winner.

6. BATTING

- 6.1. **Batting Order:** The batting order will remain consistent from inning to inning. Once a team's offensive inning has concluded, the next batter due up will lead off in their team's next offensive inning.



- 6.2. **Balls and Strikes:** Batter will face three (3) swings and misses, or a maximum of seven (7) pitches, whichever comes first. If a batter fouls off the seventh pitch and/or any subsequent pitch beyond the seventh pitch, an additional pitch is allowed.
 - 6.2.1. **Strike Out:** A strike out will be recorded if a batter swings three (3) times and misses, or a batter faces the maximum of seven (7) pitches and does not put the ball in play.
 - 6.2.2. **Walks:** No walks are allowed in this league.
- 6.3. **On Deck:** All players are to be in the dugout except for the batter and the on-deck hitter. The on-deck hitter must be wearing a helmet.
- 6.4. **Throwing-the-Bat:** Batter will be taught not to throw bat.
- 6.5. **Bunting:** Bunting is not allowed in this league.
- 6.6. **Coaches on Field:** While batting, the hitting team will be allowed four (4) coaches on the field of play: 1B Coach, 3B Coach, Coach Pitcher, and a Coach Catching.
- 6.7. **Final Batter:** This rule does not apply to this league.

7. FIELDING

- 7.1. **Fielding Positions:** All players will play the field during their defensive half of the inning. Each team will use their entire roster as defensive players consisting of one (1) pitcher's helper, one (1) catcher, four (4) infielders (1B, 2B, SS, and 3B), and the rest of the team as outfielders. The pitcher's helper must wear a protective face mask, and cannot position themselves any closer to the batter than the coach that is pitching. The pitcher's helper must have at least one foot in the dirt of the pitching mound when the pitch from the coach is thrown. All outfielders must be positioned in the outfield grass, ten (10) feet beyond the infield dirt.
- 7.2. **Shifts:** No fielding shifts are allowed in this league.
- 7.3. **Stopping the Runner:** A ball in play will be stopped by an umpire/coach when all of the following are achieved:
 - (1) ball is in the control of an infield player,
 - (2) player has at least one foot in the infield dirt/grass
 - (3) the progress of the lead runner has been stopped.
- 7.4. **Coaches on Field:** Two (2) coaches will be allowed on the field to help instruct during the defensive half of the inning. Coaches will position themselves in the outfield grass, and not impede the view of any player.

8. BASE RUNNING

- 8.1. **Stealing:** Stealing is not allowed in this league.
- 8.2. **Head First Slides:** Head first slides are not allowed in this league. Coaches shall instruct kids on the proper technique of "feet-first" sliding.
- 8.3. **Lead-offs/Leaving Base Early:** There are no lead-offs in this league. Players are to keep at least one foot on the base until the ball is put into play.



8.4. **Over Throws**

8.4.1. **Red Division:** Runners can run an unlimited amount of bases in the event of an overthrown ball. Play is not stopped until Rule 7.3 Stopping the Runner has been achieved.

8.4.2. **White Division:** Runners are allowed to advance one base on an overthrow. If a play is made on the advancing runner, play will be deemed dead at the conclusion of the advancement of that runner. Additional bases cannot be taken by the advancing runner.

8.4.3. **Blue Division:** Running on an overthrow is not allowed in this division.

8.5. **Speed-up Rule:** If your catcher (if they are catching in your next defensive half of the inning) reaches base with two (2) outs, they may be replaced on base by the previous batter in your lineup that is not still on base.

8.6. **Interference:** If a fielder interferes with a baserunner, the interfered baserunner will be deemed safe and the play is ruled dead. No further advancement of baserunners will be allowed.

9. **PITCHING:** This is a coach pitch league, therefore all rules applied to pitching are not applicable to this league. Any rules relating to maximum number of pitches, strike outs and walks are contained within Rule 6. Batting unless noted below.

9.1. **Pitch Count**

9.2. **Required Rest (Calendar Days Midnight to Midnight)**

9.3. **Breaking Pitches**

9.4. **Warm-ups (between innings)**

9.5. **Hit Batter**

9.6. **Balks**

9.7. **Intentional Walks**

9.8. **Coach Trips to Mound**

9.9. **Coach Pitching:** The coach pitcher will be provided by the hitting team and must adhere to the following rules:

- The coach pitcher must pitch overhand from a distance of at least twenty (20) feet from the front edge of home plate
- There are no called strikes during coach pitch
- There will be no walks or hit batters during coach pitch
- Coach pitcher will pitch seven (7) pitches to the batter but may pitch more if a foul ball occurs on pitch number seven or any subsequent pitch, see Rule 6.2. Balls and Strikes.

As soon as the ball is hit, the coach pitcher must position themselves to avoid any possibility of interfering with the play. If the coach pitcher is hit by a batted or thrown ball, the ball will be considered dead. All runners will return to the based last occupied, and the batter will continue their at bat. The pitcher's helper must have one foot in the dirt area of the mound without interfering or being interfered with by the coach pitcher when the coach pitcher pitches the



ball. They cannot be any closer to the batter than the coach pitcher. Once the pitch is thrown; the player pitcher is free to become a fielder and move wherever necessary.

10. TOURNAMENT

10.1. Seeding

Red and White Divisions: If the number of teams in the league are either eight (8) or sixteen (16) teams, the regular season first place team will play the last place team. The second place team will play the second to last place team. If the number of teams in the league are other than eight (8) or sixteen (16), the regular season top place team(s) will get a bye until the amount of teams remaining can be bracketed for a championship game.

Blue Division: Tournament seeding will be determined by a blind draw unless otherwise ordered by the commissioner.

10.2. **Tie Breaker Scenarios:** If there is a tie for a regular season place standing, tie breaker scenarios will be applied in the following order:

- (1) head-to-head game winner.
- (2) fewest total number of runs allowed.
- (3) highest total number of runs scored.
- (4) coin toss

10.3. **Adhere to Season Rules:** Regular season rules will apply for the tournament. This includes Rule 5.7 Fair Play/Guaranteed Playing Time. Upon discretion of the league commissioner, Rule 5.4 Maximum Run Rule may be altered during tournament play, so as long as the alteration is communicated to each coach in the league.

11. ALL STAR GAME: The All-Star team will include a set number of teams/players identified by the league commissioner. The game will adhere to the same set of season rules.

12. FALL BALL RULES: Fall Ball will adhere to rules that are set forth by the commissioner (or designee) at the time player draft and/or roster creation.