



MUDSOCK YOUTH BASEBALL RULES

Kindergarten League

Board Approved: April 5, 2021

Last Modified: March 31, 2021

1. **LEAGUE OVERVIEW** – The Kindergarten League is a non-competitive league. Scores will NOT be kept, and all players will play the field and bat.
 - 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 rain-outs. 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. 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 soft-core 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 forty-five (45) foot base paths. Fields that accommodate these dimensions are: Harrison Thompson Park Pee Wee Field, Fishers Elementary Field 11, 12, and 13, and Geist Elementary.
 - 3.1.1. **Movable bases/plates:** This rule is not applicable to this league.
 - 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 forty-five (45) 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, Fishers Elementary, and Geist Elementary Fields. No score is kept for these games.

4. ROSTER

- 4.1. **Official Team Roster:** Team roster will consist of no more than nine (9) players unless otherwise approved by the commissioner. Rosters will be set by a League Commissioner.
- 4.2. **Forfeited Game:** This rule is not applicable to this league.
- 4.3. **Farm System:** This rule is not applicable to this 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 the head coaches from both teams.
- 5.4. **Maximum Run Rule:** This rule is not applicable to this league.
 - 5.5. **Run Rule:** Not applicable to this league.
 - 5.6. **Playing Short:** There is no score kept in this league, therefore teams can field as few of players as they see fit, so as long as it does not compromise the safety of any players.
 - 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:** This rule is not applicable to this league as no score is kept.
 - 5.13. **Game Reporting:** As there are no scores kept, game reporting is not necessary in this league.
 - 5.14. **Protests:** This rule is not applicable to 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:** This rule is not applicable to this league.



6. BATTING

- 6.1. **Batting Order:** Batting order can be switched up inning to inning so as long as each player has an opportunity to bat once during the inning.
- 6.2. **Balls and Strikes:** There are no walks or strike outs in this league. Players will be given no more than seven (7) pitches from a coach. If player does not hit the ball after the seventh pitch, a tee will be provided for the batter to hit from.
 - 6.2.1. **Strike Out:** There are no strike outs in this league.
 - 6.2.2. **Walks:** There are no walks 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:** The final batter of each half inning will be awarded a "home run" where they and any runners on base are allowed to round the bases until they reach home plate. Defense is allowed to make an attempt on an out, but the batter will be allowed to continue their trip around the bases.

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, 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 (if playing on a field with grass infield) when the pitch from the coach is thrown. All outfielders must be positioned in the outfield grass, ten (10) feet beyond the infield dirt. At no time can an additional infielder be added to the defensive lineup.
- 7.2. **Shifts:** No fielding shifts are allowed in this league.
- 7.3. **Stopping the Runner:** The ball is dead and base runners stop at the nearest base when either (1) a play at a base is attempted or (2) an outfielder returns the ball to the infield (ball is physically in the dirt of the infield).
- 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, behind or between positioned outfielders, 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:** This rule is not applicable to this league.
- 8.5. **Speed-up Rule:** This rule is not applicable to this league.
- 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.
- 8.7. **Advancement:** Runners are free to round the bases but must stop once (1) a play at a base is attempted or (2) an outfielder returns the ball to the infield (ball is physically in the dirt of the infield). A runner who has already advanced at least one base and is at least halfway to the next base when one of the above instances occur will be allowed to continue to the next base. A runner who has already advanced at least one base and is less than halfway when one of the above instances occur will be instructed to return to the previous base. For doubles, triples or home runs, outside of Rule 6.7 Final Batter, the ball must travel to the outfield grass.

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: There is no season-ending tournament for this league.

11. ALL STAR GAME: There is no All-Star game for this league.

12. FALL BALL RULES: There is no Fall Ball Season for this league.