



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. 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 3rd 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 comes into the infield. They can be thrown out at the base they are going to. But if the ball is overthrown or dropped the player must stay at the base they touched. (If a player is on first and a player hits the ball to the grass the hitter can go for second. If the ball is overthrown to second *ie: before the player gets to the base or after the player touches the base*) or comes into the infield in that direction of the base the player gets second and the player in front gets third). 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.
- Base distance – Fifty feet; Pitcher Mound – Thirty Five feet.
- Game Ball – Softball 11" diameter, soft training type.
- Helmet must have face mask, Chin strap recommended
- Game length – Seven innings or 75 minutes. No inning may start after the seventy-fifth minute, and the game is complete. If the home team cannot complete their at bat due to time limit, the final score will be the last full innings score. Tie games are completely acceptable.
- Game times are on the schedule and can vary.

Defensive Line-up – Ten players in total. Must include four outfielders, which must play from the outfield grass or a minimum 20ft. from Baseline (approx. 7 adult strides).