

2nd Grade Softball Pitching Machine League Rules

Ball

A 2nd grade team will use the Rawlings OL11Y47S (11 in yellow softball) Ball. Each team is responsible for providing 1 new and 2 used game balls.

Time of Game

Each game shall last one hour and twenty minutes, or five innings, whichever comes first. No new inning shall start after 80 minutes of play. If the home team is winning after the top half of the inning and the time of games is past 1 hour and 20 minutes, then the home team will be declared the winner and will not bat.

Field Dimension

For a 2nd grade team, base paths are 45 feet long, and the pitching machine should be approximately 30 feet from Home Plate to deliver a pitch. The pitching machine speed should be set between 25-30 mph. The speed should be agreed upon between the opposing head coaches and the umpire prior to the game. Minor in-game adjustments may be made to adjust the height of the pitch for each individual player. The goal is for all players to have an adequate opportunity to put the ball in play.

The pitching machine will be surrounded by a circle with a 5-foot radius. Players are not allowed to field the ball in this area. Any batted ball that stops or is fielded in this circle or any batted ball that hits the machine is a "dead ball". The batter is awarded first base and all base runners advance 1 base from the time of the pitch. If a thrown ball hits the pitching machine, it is a "dead ball", and all runners (including the batter-runner) are awarded one base from the time of the throw.

The home team is responsible for providing bases for the game.

Coaches

A coach for each team will feed the machine for his own team. This can be the head coach or an assistant coach. It cannot be the umpire or a player. If necessary and agreed upon by each team and the umpire, a coach from the opposing team can feed the machine if the coach of the batting team is short on coaches.

Position Players

Each team shall field a minimum of 7 position players (C and 6 others) and a maximum of 10 position players (P, C, 1B, 2B, SS, 3B, & 4 OF). If a team cannot field 7 players, they forfeit the game. Non-traditional infield positions are not permitted. The player shall stand on the 1st base side of the pitching machine.

Pre-Game Procedures

Prior to each game starting each coach will provide a line-up to the opposing team's coach. The line-up will include the player's name, number and batting order spot. Players that arrive late to the game can be added at any point, but the coach must inform both the umpire and the opposing coach of the additional player. This player should be added to the last spot in the line-up, no matter where they are in their line-up at that point in the game. For instance, if the team adds a player to their 9 player line-up after the game has started, the new player will hit in the scheduled 10th position.

The Umpire

There will be 1 umpire for each machine-pitch league game. The umpire should stand near the pitching machine. The umpire is in charge of keeping the official game time and will let each coach know when 10 minutes remain in the game. If the necessary number of players are not assembled 10 minutes after the scheduled start of game time (as determined by the umpire), the game will result in a forfeit.

Playing the Game

Offensively, a team is limited to 5 runs per inning. If three outs occur before 5 runs have been scored, the half-inning is over and the teams will switch sides. Each player will be given 5 total pitches. If the 5th pitch is fouled off, the player will get an additional pitch. If the batter continues to foul off pitches, they will continue to bat until the player hits the ball or strikes out. If the 5th pitch or last pitch is judged by the umpire to be a "ball" that the batter does not swing at, the player will be given additional pitches (i.e., a ball in the dirt or at or above the player's eye level). This determination is made by the umpire. The batter and runners may not advance on dropped 3rd strike. On a dropped 3rd strike, the batter will be declared out. Walks are not allowed.

Batters that hit the ball to the infield cannot advance past first base on an overthrow to first base. Runners cannot advance on an overthrow unless they occupied the base prior to the ball being put into play by the batter. For instance, if a runner occupies 2B and a fielder catches a batted fly ball and the fielder throws to 2B in an attempt to make a double play but overthrows the base, the runner can advance to 3B at the runner's own risk. A player tagged out or forced out will leave the playing field.

There are no leadoffs or steals. If a player is leading off, the umpire will give the team a warning. If any other player on the team is caught leading off again, the player will be ruled out. The infield-fly rule is waived. Metal spikes are not permitted.

On deck batters must warm up at a safe distance away and behind the batter in the batter's box. For a right handed batter at the plate, the on-deck batter should warm up on the 3rd base side (i.e., facing the batter's back) and for a left handed batter at the plate, the on-deck batter should warm up on the 1st base side (i.e., facing the batter's back). All batters need to have a cage on their batting helmet.

The bat length/weight difference should not exceed negative thirteen (-13).