

Mid Kansas Recreation League 1st and 2nd Grade Boys' Baseball Rules

● General Rules

- Age is determined by grade completed.
- Game Length
 - 5 innings or 60-minute time limit, whichever occurs first.
 - No new inning will start after 55 minutes.
- An inning will consist of 3 outs or 6 runs.
- Free substitutions are allowed and do not need to be reported to umpires.
- Score will not be kept.
- Teams must have a minimum of 7 players to play a game. If a team does not have 7, it may borrow players from the opposing team to play the game.
- Field Dimensions
 - 60 foot basepaths
 - Defensive pitcher (player) should play around the 35 foot pitching distance
 - Coaches should pitch from 15 feet or more.
 - A typical hardball baseball will be used.
- Safety bases will be used when present.
- No chanting once the pitcher is ready to pitch.
- No "walk-up" music is allowed.
- Each team should have a coach or designated person stand behind their catcher to help gather passed balls quickly. This person should be older than age 16. This person should stand well back from the player catcher and umpire. This person should never be involved in any game action other than gathering passed balls.

● Batting

- All players present will bat.
- A coach will pitch to his/her own team and can pitch either overhand or underhand.
- A batter will receive a maximum of 5 pitches to hit a fair ball. If a batter hits a foul ball on the 5th pitch, the at-bat continues until the batter hits a fair ball, swings and misses a pitch, or does not swing at a pitch. A batter can strike out on 3, 4, or 5 pitches. Foul balls are counted as strikes, but once a batter has accumulated two strikes, there are unlimited foul balls allowed until the batter hits a fair ball or strikes out. Simply put, a batter has 5 pitches to hit a fair ball unless he hits a foul ball(s).
- There are no walks.
- Bunting is not allowed.
- A batter who throws his bat will be given one warning, then called out thereafter.
- All batted balls are live, regardless of the distance it is hit.

● Base Running

- Stealing is not allowed.
- No bases can be advanced except on a fair hit ball.
- Runners must not leave a base until the ball is hit (no "lead-offs"). If the runner does leave early, time will be called and the play will be replayed.
- Dropped 3rd strikes are not played. A dropped third strike would result in the batter striking out.
- Infield Fly Rules are not applied.
- Squeeze plays or suicide plays are not allowed.

- Runners are allowed one base on an overthrow.

- **Defense**

- 10 players will take the field on defense.
- All players must play at least two defensive innings each game.
- The pitcher must stand near the pitching rubber, to either side of the coach who is pitching, and should take all throws from other players, then give the ball to the coach who is pitching.
- Catchers must wear a helmet, but are not required to wear other protective gear.
- Time will be called when an infielder has control of the ball and all play has been completed. The ball can then be thrown to the pitcher.
- One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with play.
- Outfielders must start from a position in the grass.