

CYC St. Charles / West County Baseball & Softball Supplemental Rules for the 2019 Season

Pre-K through 4th Grade Levels (revised 4/21/2019)

NOTE: These supplemental rules are designed to address issues specific to the District that are not addressed within the CYC rulebook. **Unless specifically noted, these supplemental rules apply to 4th Grade and younger divisions.** District supplemental rules will take precedence over CYC rules during District play only. Additionally, the supplement is designed to provide general District information to assist umpires, coaches and coordinators.

GENERAL: Coaches and/or Umpires do not have the authority to change rules or implement rules, nor should coaches ask umpires to adjust rules for any game. Failure to follow existing rules, or implementing rules inconsistent with the CYC or District supplemental rules for any game, may result in District action to include, but not necessarily limited to forfeit, replaying of said game, suspension of the coach(s) and/or umpire(s), or other action as recommended by the District Baseball/Softball Coordinator.

HOME TEAM: The home team is specifically listed on the schedule. The home team is responsible for any field equipment issues to include bases, home plate (if necessary) and pitching rubber (if applicable). Note: The home team may not be playing on their designated home fields due to field availability. Home teams shall provide 2 two new baseballs or softballs of the appropriate size for each game, with balls in grades 3 and up required to have leather covers.

THE GAME: If, during the last half of the last inning (due to time limit or innings played), a losing team cannot catch the winning team due to run limitations, a losing coach reserves the right to request to play the last half of the last inning for the benefit of the players. The winning coach and umpires must honor this request; however, the game will not continue once time limit has been reached (even if losing team is still batting).

FORFEIT FINE: A \$50 Forfeit Fine will be enforced (per district by-laws) for failure to notify of said forfeit. Parish will receive invoice detailing game information at the end of the season. A notice of 24 hours must be given to avoid the \$50 fine.

RUN LIMITS & MERCY RULES:

Maximum allowable runs per team per inning for 1st – 4th Grade Baseball & Softball - **5 runs per half inning**

For all divisions in 3rd & 4th grades, when one team is ahead by 10 runs after five innings, 12 runs after four innings or 15 runs after three innings. It is at the discretion of the losing coach to invoke the mercy rule.

All batters from each team must have had the opportunity to bat at least once regardless of the score. It is strongly encouraged that any remaining allotted field time be used for the benefit of the players.

Baseball/Softball sizes: (Game balls will be provided by the home team) (*Baseball Rule 1, Sec. 7 and Softball-Rule 3, Sec. 2*)

Kindergarten/T-Ball - 9" RIF level 1 leather baseball

West County District Boys Baseball 1st and 2nd Grade, 9" RIF level 1 leather baseball (coach pitched games) Rawlings ROTB1

West County District Girls Softball 1st and 2nd Grade – 10" Pet softball (coach pitched games) Markwort M10SY

St. Charles District Divisions - Boys Baseball 1st & 2nd Grade - 9" regulation, leather baseball with Kevlar seams (machine pitched games) Rawlings ROPM

St Charles District Divisions - Girls Softball 1st & 2nd Grade - 9" regulation, leather baseball with Kevlar seams (machine pitched games) Rawlings ROPM

Girls 3rd – 4th Grade - 11" Rawlings C11RYSA (Alternate Markwort SK 11 (Optic Yellow))

Boys 3rd -4th Grade – Rawlings R1-H3 9" leather baseball (Alternate Champro CBB300 9")

**Leather versions of all ball sizes listed above are acceptable, provided that they are of equal quality (Rawlings, Wilson, Markwort, ProMark, etc.)

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Note: RIF (reduced injury factor)

For reference purposes only:

- 5th Grade and older baseball teams are to use 9" leather baseball as listed for 3rd and 4th Grade teams. Rawlings R100-H3
- 5th Grade and older softball teams are to use Rawlings C12RYSA (Alternate is 12" Markwart SK12 (Optic Yellow)) or a ball of equal quality

PITCHING RUBBERS: Pitching rubbers for both baseball & softball are to be 6" x 24" in size.

Base Length / Pitching Distances:

IMPORTANT NOTE – The rules for the St. Charles 1st and 2nd grade divisions are different than the rules for the West Count 1st and 2nd grade divisions.

SOFTBALL RULES GRID

St. Charles 1st and 2nd Grade Divisions and 3rd - 8th Divisions for ALL St. Charles and West County Divisions

Grade	Time	Runs/Inn	Base	Home to 2nd*	Pitch	Players min/ma	Coach Pitch	Bunt	Illegal Pitch	Stealing	Drop 3rd	Infield Fly	Vicinity Rule
1 (SC)	60	5	45'	63' 7-3/4"	40'	6/10	Machine	No	No	No	Out	No	Yes
2 (SC)	60	5	45'	70' 8-1/2"	40'	6/10	Machine	No	No	No	Out	No	Yes
3	80	5	55'	77' 9"	35'	8/10	No	No	Warning	No	Out	No	No
4	80	5	55'	77' 9"	35'	8/10	No	No	Warning	3rd	Out	No	No
5/6	80	5	60'	84' 10-1/4"	40'	8/10	No	Yes	Yes	All	Runner	Yes	No
7/8	80	5	60'	84' 10-1/4"	43'	8/10	No	Yes	Yes	All	Runner	Yes	No

West County 1st and 2nd Grade COACH PITCHED Divisions

Grade	Time	Runs/Inn	Base	Home to 2nd*	Pitch	Players min/ma	Coach Pitch	Bunt	Illegal Pitch	Stealing	Drop 3rd	Infield Fly	Vicinity Rule
1/2	80	5	50'	70' 8-1/2"	28'	6/10	Yes	No	No	No	Out	No	Yes

ALL - *Home to 2nd is measured from the back point of home plate to the center of 2nd base.

ALL - There will be no leadoffs of stealing in 3rd grade games when the batter is hitting off the Tee

ALL - *Runners attempting to steal 3rd base in 4th grade may not advance on an overthrow beyond the base attempted on the steal. They may also not advance on a pick-off play.

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BASEBALL RULES GRID

St. Charles 1st and 2nd Grade Divisions and 3rd - 8th Divisions for ALL St. Charles and West County Divisions

Grade	Time	Runs/Inning	Base	Home to 2nd*	Pitch	Players min/ma	Coach Pitch	Bunt	Balks	Stealing	Lead-Offs	Dropped 3rd	Infield Fly	Vicinity Rule
1 (SC)	60	5	50'	70' 8-1/2"	40'	6/10	Machine	No	No	No	No	Out	No	Yes
2 (SC)	60	5	50'	70' 8-1/2"	40'	6/10	Machine	No	No	No	No	Out	No	Yes
3	80	5	60'	84' 10-1/4"	40'	8/9	No	Yes	Warning	No	No	Out	No	No
4	80	5	65'	91' 11-1/4"	45'	8/9	No	Yes	1 Warning	2nd&3rd*	Yes	Out	No	No
5/6	90	5	70'	99'	50'	8/9	No	Yes	Yes	All	Yes	Runner	Yes	No
7	90	5	80'	113' 2-1/8"	54'	8/9	No	Yes	Yes	All	Yes	Runner	Yes	No
8	90	5	90'	127' 3-3/8"	60' 6"	8/9	No	Yes	Yes	All	Yes	Runner	Yes	No

West County 1st and 2nd Grade COACH PITCHED Divisions

Grade	Time	Runs/Inning	Base	Home to 2nd*	Pitch	Players min/ma	Coach Pitch	Bunt	Balks	Stealing	Lead-Offs	Dropped 3rd	Infield Fly	Vicinity Rule
1 (WC)	80	5	45'	63' 7-3/4"	26'	7/10	Yes	No	No	No	No	Out	No	Yes
2 (WC)	80	5	50'	70' 8-1/2"	30'	7/10	Yes	No	No	No	No	Out	No	Yes

ALL - *Home to 2nd is measured from the back point of home plate to the center of 2nd base.

ALL - There will be no leadoffs of stealing in 3rd grade games when the batter is hitting off the Tee

ALL - *Runners attempting to steal 2nd or 3rd base in 4th grade may not advance on an overthrow beyond the base attempted on the steal. They may also not advance on a pick-off play.

The 1 Warning for Balks in 4th grade baseball is to be interpreted as 1 warning per pitcher.

Time Limits and Length of Game: (*Baseball-Rule 3, Sec. 16 and Softball-Rule 5, Sec. 5*)

- Pre-K & K boys/girls, see grade specific supplemental rules.
- 1st Grade boys/girls (St. Charles divisions) No new inning to start after 60 minutes of play.
- 2nd Grade boys/girls (St. Charles divisions) No new inning to start after 60 minutes of play.
- 3rd and 4th Grade boys/girls – No new inning to start after 80 minutes of play.
- 5th Grade and older boy's divisions – No new inning to start after 90 minutes of play.
- 5th Grade and older girl's divisions – No new inning to start after 80 minutes of play.
- Regulation games shall consist of seven (7) innings or the maximum time allowed. No inning shall start after the time limit has expired. **Time limit starts when the umpire completes ground rules with coaches**, not the when the 1st pitch is made. For divisions that do not use umpires, time limit starts at the posted game time as shown on the schedule, unless games are delayed by weather, etc.
- Unless called for darkness or inclement weather, all innings started before these time limits shall be completed.
- If seven innings have not been completed, but the game has exceeded the time limit, the game is considered complete.
- If a game is called for inclement weather or darkness, it is considered a complete game after 50 minutes or after 3 and 1/2 innings have been played.

Start of Game and Grace Period:

Teams not ready to start within **15 minutes after scheduled starting time** shall forfeit. For example, a team that does not have the required number of players to start a 6:15pm game at 6:31pm shall forfeit the game. (Umpires and coaches should make allowances for situations in which a traffic accident, etc. causes players/coaches to be late.) (*Baseball-Rule 3, Sec. 1, Paragraph C(3) and Softball-Rule 5, Sec. 6 Paragraph f(1)*)

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Game Cards:

For 2nd grade and older games, both teams are required to supply a league specified game card for the game. The game card is to be filled out by each team's coach with game specific information on the front side and list the players and coaches that are participating in that game on the back side. The completed game card is to be given to the umpire(s) when the umpire checks the players CYC ID cards against the team's "formal" roster, or no later than before the end of the pre-game conference. The umpire will fill in the final score for the game on the game cards and have the coach from each team sign the game cards. The coaches are only signing the card as a way to verify that the final score written by the umpire is correct. When there is a disagreement between teams that cannot be resolved regarding the score, the home team scorekeeper is the official scorekeeper.

CYC ID Card and Roster Requirements:

For all grade levels, all participating players and coaches must have valid CYC ID cards at each game per the CYC requirements as listed in the current CYC baseball and softball rule books. Additionally, each team must have their "formal" roster at each game per the CYC policy and rules. Only adults that are listed the team's approved "formal" roster may participate with the team at games. This is to help ensure that we are following Archdiocesan and CYC policies regarding Protecting God's Children program, background check and the Coaching to Make a Positive Difference course. If a player listed on the team's roster does not have a CYC ID card, paper or electronic copy of that card at to show the umpire(s) prior to the time that said player participates in the game, his or her team shall forfeit the game. (The game is to be played as a practice game)

Players Leaving a Game:

Any player having to leave a game early may do so with no penalty to their team, and their place in the batting order will simply be skipped. A player who leaves the game after the 4th full inning, but before the game is over, must play the CYC minimum number of innings in the field. Failure to do so may result in a forfeit. (*Baseball-Rule 3, Sec. 4 and Softball-Rule 4, Sec. 3*)

Coaches in the Field:

A maximum of two (2) coaches may be positioned in the outfield to instruct their defensive players. Those coaches must remain in the outfield or in foul territory. (Up through 2nd Grade)

Dropped Third Strike:

In 1st Grade through 4th Grade, the batter is automatically out on a dropped or caught third strike. (*Baseball-Rule 6, Sec. 5 and Softball-Rule 8, Sec. 1*)

Infield Fly Rule:

The infield fly rule does not apply for 1st through 4th grade baseball and softball. (*Baseball-Rule 2, Sec. 40 and Softball-Rule 1, Sec 39*)

Stealing and Leadoffs – Baseball (Rule 7, Sec.1):

1st -3rd grade – No stealing and no lead-offs. In 3rd Grade, a runner shall be called out for leaving a base before the ball is hit, or being forced by a walk or a batter hit by a pitch.

4th grade – Runners may steal both second and third base, but not home. During a steal or pick-off play, no advancement shall be allowed beyond the base attempted (on a steal) or occupied (on a pickoff) for that runner or any other runners on base for any reason. Runners will be returned to the last base safely reached in any runner inadvertently advances. Leadoffs are allowed for 4th grade and up.

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Any player who legally leaves their base is at risk to be put out, even in grades where there is no stealing allowed.

Stealing – Softball (Rule 8, Sec. 4):

1st/2nd grade – No stealing. In 1st/2nd grade, a runner shall be called out for leaving a base before a pitch reaches the plate.

3rd grade and older – CYC rules pertaining to stealing are in effect.

Scoring – Baseball & Softball

A runner may score under the following circumstances:

- In 1st and 2nd grade – on a continuing play following a fairly hit ball only.
- In 3rd and 4th grade – on a continuing play following a fairly hit ball, or if forced by virtue of the batter becoming a base runner (walk, hit by pitch, etc.)
- In 5th grade and up – by any legal means (refer to CYC rule books)

Pitching Restrictions:

In all 3rd and 4th grade baseball games, pitchers are restricted to pitching a maximum of 12 outs per game (a complete inning will count as 3 outs even if run limits prevent the pitcher from recording 3 outs), and coaches are strongly encouraged to follow the new guidelines on pitch counts in the CYC rulebook. In 5th grade and up the CYC pitching restrictions are in place. Also, baseball pitchers are not allowed to return to the pitching position once they have thrown a legal pitch and are subsequently officially removed from the pitching position, regardless of the number of outs they have recorded (see Rule 8, Sec. 2). They may play other defensive positions after they have been removed as pitcher (see the CYC rules Rule 8, Sec. 1 for more information).

While there are no inning limits on softball pitchers, the district requests that coaches use common sense and work to develop several pitchers.

Illegal Delivery in 3rd & 4th Grade:

Because balks are not enforced in 3rd & 4th grade, umpires will discuss balks between innings so that coach and pitcher can be present without delaying the game unnecessarily. In the case of an infraction that is giving the pitcher an unfair advantage over the batter (i.e. crow's hop) the umpire will address it immediately with the pitcher.

Rule for 3rd Grade Boys & Girls only:

No Walks will be issued to a batter

- When ball four is called by the plate umpire, the batter will hit off a tee.
- A coach from the batting team will ask for time out, and, once granted, will move quickly to get a batting tee placed on home plate. When time is brought back in, the batter will be free to swing at a ball placed on the tee.
- The batter will be given up to 3 swings to put the ball into play. The number of swings will not be greater than the strikes remaining at the time the batter reached ball four.
 - Example: If the count is 4 balls and 0 strikes, the batter will get up to 3 swings. If the count is 4 balls and 2 strikes, the batter will get 1 swing at the ball on the tee.
- Bunting, lead-offs and stealing are not permitted while the tee is being used.
- The No Walk Rule does not supersede the "Hit by Pitch" rule when pitches are being delivered by the defensive team
- Foul balls will be treated the same as if being pitched by a player from the defensive team

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- Batter cannot foul out on the 3rd strike unless caught in the air by a defensive player.
- A batter that does not reach base safely within the allowed swings at the ball on the tee will be called out.
- *The purposes of this no-walk rule are to encourage:*
 - *Batters to swing at live pitches*
 - *Pitchers to be aggressive without fear of walks*
 - *Balls to be put in play to provide more defensive opportunities*
 - *Games to move quickly.*
 - *Managers shall use this rule for such purposes and not for tactical advantage.*

Hit by Pitch:

In 3rd and 4th grade **softball**, a ball that hits the ground prior to hitting the batter and results in the batter being awarded 1st base will not count against the pitcher in regard to the number of batters hit by the pitcher. Any pitched ball that hits a batter in flight and results in the batter being awarded 1st base still counts against the pitcher (3 batters per inning or 5 batters per game, and the pitcher must be removed).

Coach Pitched Games: (West County 1st & 2nd Grade only)

The manager shall designate a person to pitch to his/her team. The designated pitcher may coach the batter. In 1st grade baseball, pitching can be overhand or underhand; in 2nd grade baseball, pitching must be overhand. Pitching for softball grades 1 and 2 will always be underhanded. A player-pitcher from the defensive team may be positioned in the vicinity of the pitcher, but not in front of or directly behind the designated pitcher. When the ball is hit, the designated pitcher must attempt to avoid interfering with any fielding play. If the umpire believes the designated pitcher has interfered, the ball shall be dead and batter and runners returned to their original positions. Any batted ball that hits the designated pitcher shall be declared dead and the play will be re-played. In 1st and 2nd grade baseball, no balk rules apply. The pitcher (coach) must take a position in contact with the rubber to start the pitch. He or she may stand or kneel, and if he or she takes a step, that step must be toward the batter.

SPECIAL RULES FOR 1st AND 2nd GRADE ONLY:

Errant Throws: In 1st and 2nd grade, the batter and runner(s) shall be awarded only the base attempted when a ball is thrown out of play. Runners will also not be awarded second base on an errant throw to first base.

Vicinity Rule: On a batted ball, runners may advance until the ball is returned to the vicinity of the infield. This shall be defined by an imaginary line five feet outside the baseline. Once the ball reaches the vicinity of the infield the umpire shall assess runners to determine their bases. The ball remains live and runners are at risk to be put out. At the completion of play, runners who have advanced beyond the halfway point to the next base shall be awarded that base. Other runners will be returned to the last base legally touched. Base assignment starts with the runner closest to home. On an infield hit, the vicinity rule applies, meaning if the ball does not leave the infield, runners may only advance one base. This rule is based on the umpire's judgment and is not a basis for protest.

The Batter: In 1st grade, only swinging strikes will be called. In 2nd grade coach pitched games, all strikes will be called*. Walk and hit batter rules do not apply in 1st and 2nd grade.

*Note – umpires recognize coaches are not here to improve pitching stats. Therefore, calling strikes is at the discretion of the umpire. Younger umpires are learning to call the zone and will call strikes more frequently. Many umps will only call strikes if a hitter is not swinging at good pitches, in an attempt to keep the game moving.

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District Notes: Please adhere to the pitch count rules listed above. Failure to follow the rules prolongs the inning, creates tension among adults, and limits batting opportunities for all other children for both teams. Some parishes have elected to utilize a single umpire for first grade for the purposes of umpire development and to control the game. In these cases, umpires shall call and control the game as they would in any game 2nd grade and up.

Rules for Parish Girls and Boys Pre-K and K T-Ball League

This sheet applies to St. Charles District Parishes

2019 Season

The Players

1. You may play up to 10 players (4 outfielders) in the field. Conversely, you can play with as few as 5 (field all infield positions). Players must play a traditional baseball/softball position. (I.e. you cannot play 6 or more players in the infield).
2. The defensive team may have two coaches assisting from the outfield area. The batting team may have four coaches on the field (first base, third base, pitching and assisting the batters).
3. Batter must wear a helmet.
4. If you play a catcher, catcher must wear a mask and chest protector to protect them from thrown bats and balls (shin guards optional). Playing a player at this position is optional.
5. No child will sit out two innings in a row.
6. Players must be rotated defensively. No child should play the same position twice during a game.
7. A batter throwing the bat must redo his/her turn at bat.
8. A batter can take no more than two bases on a hit. If the ball does not leave the infield the coach should hold the batter/runner at first base.
9. If an out is made, the player will be called out and will return to the bench. Note: For Pre- K only – the runner may remain on the base.

The Game

10. A ½ inning will consist of batting the entire roster. Once complete the fielding team will then come in to bat. Rationale: rotating after batting ½ the roster takes too much time and the game moves faster when teams bat their roster and then rotate. This should allow each player more batting opportunities.
11. Score keeping is prohibited. All games end in a tie.
12. In the event a team is short of players, they may borrow players from the opposing team. There is no "forfeit". The objective is to play and have fun.
13. Coaches have the option of coach pitch. Each batter will be allowed 3 pitches to put the ball in play. After 3 pitches, the batter WILL then hit from a tee. A coach reserves the right to use the tee and not pitch.
14. Rain-outs will be made up. Coaches will be notified by the Coordinator/Scheduler regarding reschedules.
15. No new inning should start after 45 minutes. The game ends (play stops) at one hour.
16. Base length is 40 feet.

Please check the schedule for game sites.

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Note: You do not have to pitch if you do not want to, or feel your team is not ready. It is everyone's responsibility to ensure rule #13 is followed, and coaches do not throw extra pitches. This only slows down the game.

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1st Grade Machine Pitch – Baseball & Softball (St. Charles Divisions)

1. TIME LIMITS: A complete game will consist of a maximum of six innings or one-hour and fifteen-minute time limit. No new inning shall start after 60 minutes. The game ends (play stops) at one hour and fifteen minutes.
2. RUN LIMITS: Baseball & Softball - 5 runs per half inning.
3. BASE LENGTH: Will be 45 feet for girls and 50 feet for boys. Bases must be secured (no thrown down bases). Home team will provide the bases.
4. GAME BALLS: Game balls will be provided by the home team. (See pitching machine section below)
5. THE MACHINE:
 - a. The machine shall be placed 40 feet from home plate.
 - b. Any ball striking the machine or related equipment is a dead ball and the batter and runners are awarded one base. Note: The coach is part of the machine.
 - c. The machine should be set at approximately 34 mph and shall not be adjusted during the game. Adjustments for the height of the pitch should be set prior to the game and not changed during the game.
 - d. Should a machine fail to be available for a game, the game may be played by having each coach pitch to his/her team. All other rules remain in place.
 - e. Boys Baseball 1st & 2nd Grade – 9” leather regulation baseball with Kevlar seams
 - f. Girls Softball 1st & 2nd Grade – 9” leather regulation baseball with Kevlar seams
 - g. The batter shall receive up to six pitches from the machine to put the ball into play. All can be swinging strikes – the object is for the batter to put the ball into play, not to strike out. Once the ball is put into play, and the batter becomes a “batter-runner” the at-bat is completed.
 - h. If no contact is made after six pitches, the batter will be required to hit off of a tee.
6. No player may sit out two consecutive innings.
7. No player may play the same position twice in any one game.
8. Batter, runner, and on-deck batter must wear protective helmet.
9. Catcher must wear full catchers gear to include a chest protector and protective mask with helmet. (shin guards are optional).
10. There will be no stealing and/or lead-off.
11. A half inning will consist of 3 outs or 5 runs, whichever comes first.
12. The play will be considered stopped, once a fielder has returned the ball to the infield. It does not have to be in the player’s possession, it must just cross the plane of the infield. A runner may not advance multiple bases if the ball does not leave the infield.
13. The defensive team is allowed two coaches on the field, and will be responsible for the umpiring. The coaches for the defensive team shall stand in foul territory or in the outfield so as not to interfere with play.
14. 1st grade girls must not exceed 10 players on defense. 1st grade boys must not exceed 9 players on defense. Players must play a traditional baseball/softball position. (I.e. you cannot play 6 or more players in the infield).

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15. Uniform shirts with numbers are required. Baseball pants are not required, but recommended.
16. The score will be kept, but standings will not be posted, nor will there be any Division or District awards presented.

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2nd Grade Baseball/Softball Pitching Machine League Supplemental Rules (St. Charles District)

A. The Machine

1. The machine shall be placed 40 feet from home plate.
2. Any ball striking the machine or related equipment is a dead ball and the batter and runners are awarded one base. Note: The coach is part of the machine.
3. The machine should be set at approximately **38 mph** and shall not be adjusted during the game. Adjustments for the height of the pitch should be set prior to the game and not changed during the game.
4. Should a machine fail to be available for a game, the game may be played by having each coach pitch to his/her team. All other rules remain in place.

B. The Ball

1. Boys Baseball 1st & 2nd Grade – 9” leather regulation baseball with Kevlar seams
2. Girls Softball 1st & 2nd Grade – 9” leather regulation baseball with Kevlar seams

C. The Hitting Team

1. Each batter receives 6 pitches or 3 swinging strikes, whichever comes first. If the ball has not been put into play after 6 pitches or 3 swinging strikes, the batter is out.
 - a. Should the machine throw a “wild” sixth pitch (In the dirt or over the batter’s head), the batter will be allowed an additional pitch. This process will be repeated as needed.
 - b. The batter can maintain their at bat if they foul off the sixth pitch or any consecutive pitch thereafter until the ball is put into play.
2. Base runners must remain on base until the ball is hit. Stealing is not permitted.
3. All players on the roster for that game shall hit.
4. A coach from the hitting team will feed the pitching machine.
5. The umpire shall stop play when the ball is returned to the infield. The ball does not have to be in the possession of a fielder, it must simply cross the plane of the infield. See the Vicinity Rule on page 5 of the District Supplemental Rules for further details.

D. The Defensive Team

1. A player is placed in the pitcher’s position. This player must start behind the pitching machine outside a ten (10) foot diameter.
2. One coach may be on the field, but must be in the outfield.
3. The catcher MUST wear full protective gear. The balls are returned to the coach feeding the machine only after the ball has been put into play or the batter is out.
4. The umpire or the defensive team coach reserves the right to move a catcher from directly behind the plate to the side. This is for safety reasons and should be done only if the catcher demonstrates an inability to catch the ball. (Note: The defensive team can have a coach assist in retrieving balls, but cannot coach)
5. Players must play a traditional baseball/softball position. (I.e. you cannot play 6 or more players in the infield).

E. Length of Game/Score

1. Game length will not exceed 6 innings OR no new inning will start after 1 hour. The game ends (play stops) at one hour and fifteen minutes.
2. Maximum allowable runs per inning per team is 5. If a team scores 5 runs prior to the defensive team recording three outs, the half inning shall end.

F. The Umpire

1. The umpire(s) shall keep track of the number of pitches to each batter and will make all the calls necessary during the game.

G. Base Length

1. 2nd Grade girls – 45 feet base length
2. 2nd grade boys – 50 feet base length

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NOTES:

Infield fly rule will not apply to 1st & 2nd grade baseball/softball machine pitch.

Coaches shall refer to the Official CYC Baseball or Softball rule book to address any non-machine rule not addressed within the Supplemental Pitching Machine League Rules or St. Charles Supplemental Rules.

If the machine throws a wild pitch, in most cases it is usually due to a defective ball.

Baseballs and softballs should be inspected and removed from service as needed.

Common sense prevails!!! The objective of machine pitch is to increase hitting opportunities for batters, thus increasing fielding opportunities for fielders. This will improve the speed and quality of the game.

For the 1st & 2nd Grade Divisions, a team may start and end a game with as few as 6 players.

The District will maintain standings for 2nd grade, not 1st grade.

Rule for 3rd Grade Boys & Girls only

No Walks will be issued to a batter

- When ball four is called by the plate umpire, the batter will hit off a tee.
- A coach from the batting team will ask for time out, and, once granted, will move quickly to get a batting tee placed on home plate. When time is brought back in, the batter will be free to swing at a ball placed on the tee.
- The batter will be given up to 3 swings to put the ball into play. The number of swings will not be greater than the strikes remaining at the time the batter reached ball four.
 - Example: If the count is 4 balls and 0 strikes, the batter will get up to 3 swings. If the count is 4 balls and 2 strikes, the batter will get 1 swing at the ball on the tee.
- Bunting, lead-offs and stealing are not permitted while the tee is being used.
- The No Walk Rule does not supersede the "Hit by Pitch" rule when pitches are being delivered by the defensive team
- Foul balls will be treated the same as if being pitched by a player from the defensive team
 - Batter cannot foul out on the 3rd strike, unless caught in the air by a defensive player.
- A batter that does not reach base safely within the allowed swings at the ball on the tee will be called out.
- *The purposes of this no-walk rule are to encourage:*
 - *Batters to swing at live pitches*
 - *Pitchers to be aggressive without fear of walks*
 - *Balls to be put in play to provide more defensive opportunities*
 - *Games to move quickly.*
 - *Managers should use this rule for such purposes and not for tactical advantage.*