

## Rules for the 2018 season

### **Mid County Little League 1st & 2nd Grade Girls**

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1. Pitching distance is 36 feet. Do not use pitching rubber.
2. Pitching circle has a diameter of 10 feet.
3. Bases are 55 feet apart.
4. Radius line in front of home plate is 18 feet.
5. Running line is 30 feet from preceding base.
6. A PET size (10") softball will be used.
7. Bats must be marked "Approved for little league play".
8. Helmets are mandatory.
9. The catcher has to at a minimum wear a facemask.
10. No metal spikes.
11. Seven inning games, unless tied, then extra innings. There is a 2 hour time limit for games. If tied after 2 hours finish the inning you are playing.
12. If losing by 10 or more runs in the 7<sup>th</sup> inning, the losing team will bat first in the 7<sup>th</sup> inning.
13. Three outs or five runs constitute an inning, except for the 7<sup>th</sup> inning which requires 3 outs to end that inning.
14. In case of rain or darkness (field w/out lights), game is resumed where play was stopped unless official game of 5 innings has been completed.
15. A team must have a minimum of 9 players or forfeit the game.
16. A player may play in their division or higher, but cannot ever play in a division lower than their age.
17. Only one batting order during the game. Everyone bats.
18. No additions after the first inning.
19. Ten players maximum on defense, with free substitution.
20. Every player must play defense at least one inning.
21. When team is playing defense, two defensive coaches at most are allowed in fair play and if hit by a ball, ball is considered in play. No coach is allowed to touch a player while the ball is in play.
22. The batter has an option of hitting off of a tee or coach pitch during an at bat. However, the batter cannot switch options during the same at bat.  
  
In the case of a batter hitting off of a tee:  
The pitcher must go through the pitching motion before the batter can hit the ball; and  
The batter receives 3 swings off of the tee.  
  
In the case of a batter hitting coach pitch:  
The coach must pitch with one foot starting inside the pitcher's circle; and  
The batter receives a total of 5 pitches maximum from their coach.
23. When hitting off of a tee, if the batter hits the ball before the pitching motion, the ball is ruled dead and does not count as a strike.

24. When hitting off of a tee, the batter will be allowed 3 strikes to hit a ball in play off of the tee. Each missed ball, foul ball, or ball that does not pass the 18-foot line is a strike. A ball knocked off of the tee during practice swings is also a strike. The batter is permitted 2 practice swings after the pitching motion is made.
25. The pitcher must be in the pitching circle when making the pitching motion in the case of a batter hitting off of a tee.
26. The pitcher cannot leave the pitching circle before the ball is hit.
27. When hitting coach pitch, each batter will receive a total of 5 pitches maximum to try to hit the ball in play (so three strikes may not necessarily be an out in coach pitch as batter may have one or two of her 5 pitches left to try to hit the ball in play).
28. During coach pitch, if the coach pitching is hit by a batted ball, the ball remains in play.
29. No bunting and no infield fly rule.
30. Base runners may not leave base until the ball is hit. If any base runners leave their bases before the ball is hit, the base runners are out. Leaving the base when the tee is hit is not an out.
31. A base runner may not advance to the next base unless his entire body has crossed the 30-foot line between the bases when the ball is dead in the pitching circle.
32. All base runners must go back if the lead runner does not cross the 30-foot line.
33. Sliding at home plate is mandatory when the ball is thrown home for a play at the plate.
34. In case of an over-throw, the base runner can advance one base if ball is in foul territory. This does not apply if the ball is in fair territory. If in fair territory, the runners may advance at their own risk.
35. Ball is in play until umpire grants time-out or until ball is under control inside the pitching circle.
36. Only one umpire needed. Home team supplies the umpire. The umpire will stand by the pitching circle. Umpires must be at least 5<sup>th</sup> grade or older and must have completed said grade prior to the start of the season or a forfeit will be awarded to the other team. The coaches may help an umpire on a call but only if asked by the umpire.
37. The umpire's decision is final.
38. There will be no 1<sup>st</sup> or 2<sup>nd</sup> place trophies given out for this age group. No league standings will be determined.
39. Any game canceled must be made up within 2 weeks of the original scheduled date or within two week's of the rainout date or both teams will receive a forfeit.
40. Each forfeited game will cost both teams' town \$25.
41. If there is a problem with the fans, parents or coach excessively complaining to the ump and the ump has to give the coaches 2 warnings:
  - 1<sup>st</sup> warning---the umpire needs to have the coach ask them to stop, and/or warn the coach it is their 1<sup>st</sup> warning;
  - 2<sup>nd</sup> warning---that team will forfeit that game and game will stop immediately.