

Glenn W. Shippy Recreational League Special Divisional Baseball & Softball Rules

*Revised April 2017

1. Grade 1 & 2 Boys & Girls (Coach Pitch) Special Rules

- A. The pitching rubber will be set at 35 feet from home plate.
- B. A regular 9-inch baseball and 11-inch softball will be used.
- C. An adult from the batting team will serve as the pitcher for his or her batters. The adult pitcher must stand with at least one foot on the rubber and the second foot must be on or behind the rubber. The adult will exit the playing field and move to foul territory once the ball is hit into play and has passed his/her position at the pitcher mound. The coach must make every effort to avoid contact or obstruction of players and live balls.
- D. The defensive team must position a fielder within six (6) feet of the pitching rubber as a defensive player. Player must be beside or behind the adult pitcher.
- E. Each batter will be allowed a maximum of **six pitches**. If the batter does not hit the ball into play within six pitches, the batter is out. If the batter hits the six-pitch foul, the batter will be allowed another pitch. They can keep batting if they keep fouling off the pitch. Batters can still strike out but will not have non-swinging strikes called on them. The umpires will be responsible for counting the number of pitches. If a pitched ball hits the batter, the ball will be considered dead and the pitch is not considered in the pitch count of 6; batter will NOT be awarded first base.
- F. No batter can walk, but a batter can strike out.
- G. A batter may bunt.
- H. If the batted ball hits the adult pitcher (coach), the ball will be dead, but the batter will hit again and no base runners shall advance or be put out. The pitch will not count against the 7 total.
- I. No stealing, runners may not step off their base until the pitch crosses home plate. First offense is dead ball and team receives a warning. Second time it is a dead ball and runner is out. The warning is per team, not per player.
- J. Any style of bat is legal (i.e. baseball, softball and/or T-ball)
- K. The batter is out on a third strike. Catchers do not have to catch the pitch
- L. The defensive team must place an adult coach behind the home plate umpire to retrieve pitched balls that are not hit. The coach can coach players during an active play. No defensive coach is allowed in any other part of the playing field.
- M. Three (3) outs or five (5) runs per inning.
- N. Play will be stopped and the umpire(s) will declare time when the ball is inside the base line and controlled by a defensive player and the umpire(s) feels there is no further play to be made by the defensive or offensive team.
- O. No infield fly rule

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1. (Continued) Grade 1 & 2 Boys & Girls (Coach Pitch) Special Rules

- P. Runners will only be allowed two bases on any initial over throw by any infielder. (Definition of an infielder is first base, second base, third base, shortstop, pitcher, catcher) Runners are at liability of being put out while trying to advance to the next base or returning to the first base touched on an overthrow. Once the runner(s) have reached the two base maximum, the umpire(s) will call time-out. Time will not be called until all runners have reached their two-base maximum as the defense may be trying to get an out. Overthrow is defined as any initial throw from an infielder that is not caught by the fielder being thrown to and the ball gets past them. Plays (throws) to first or third must go into foul territory to be considered an overthrow. The umpire determines the final decision of an overthrow. The runner's positions at the time of the pitch will be used to determine the two bases allowed. The overthrow rule will not apply when any defensive player fields a ball in the outfield. When need the umpire will determine if the ball is in the outfield.**
- Q. When the home team is ahead by more than five (5) runs at the end of 6 ½ innings or when the minimum time limit has expired the home team does not bat.**

2. Grade 3 & 4 Girls (Petite) Special Rules:

- A. Runners may steal one base per pitch. Stealing home is allowed but only with the opposing team's girl pitching. Stealing home will not be allowed while batting team's coach is pitching. If bases are loaded, and the count on the batter is three balls and the opposing team's pitcher is pitching, the ball becomes dead immediately when the umpire calls ball four. The runner from third cannot steal home even if the catcher does not catch the ball. The runner is also not liable of being put out. Batter cannot steal second base on a walk. A runner cannot leave the base until the ball crosses home. First offense is a dead ball and team receives a warning. Second offense is a dead ball and the runner is out. The warning is per team, not per player.**
- i.e.: A runner at first (1st) base steals second (2nd) base and the throw from the catcher goes past the second (2nd) baseman. The runner cannot advance to third (3rd) base.**
- B. A run cannot score on a walk. When bases are loaded and the batter receives their fourth pitched called ball, they do not walk and the runner from third does not score (if bases loaded). A coach from the batting team will pitch to the batter. The batter retains their strike count. The coach pitcher will be allowed to throw up to 3 pitches. If the batter does not put the ball in play in the 3 pitches then they are out. If they foul off the last pitch then they will be allowed another pitch. After the batter either puts the ball in play or is out then the pitcher will resume their position and face the next batter. While the coach is pitching to their batter the defensive pitcher will stand within 6 feet of the coach pitching but cannot be in front of the pitching rubber.**
- C. Three (3) outs or five (5) runs end the inning.**
- D. The batter is out on a third (3rd) strike. The catcher does not have to catch the pitched ball.**
- E. No infield fly rule**

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- F. When the home team is ahead by more than five (5) runs at the end of 6 ½ innings or when the minimum time limit has expired the home team does not bat.
- G. A circle shall be drawn around the pitching rubber in all petite girl's softball games as required by the National Federation of High School rules.

3. Grade 5 & 6 Girls (Chic) Special Rules

- A. Three (3) outs or seven (7) runs per inning.
- B. Spread rule applies – 15 after 3 innings and 10 after 5 innings.
- C. A circle shall be drawn around the pitching rubber in all Chic girl's softball games as required by the National Federation of High School rules.

4. Grade 3 & 4 Boys (Atom) Special Rules

- A. Three (3) outs or five (5) runs scored end the inning.
- B. Runners may steal one base per pitch. Batter cannot steal second base on a walk. Runners can steal home. A runner cannot leave the base until the ball crosses home. First time it happens it is a dead ball and team receives a warning. Second time it is a dead ball and the runner is out. The warning is per team, not per player.

i.e.: A runner at first (1st) base steals second (2nd) base and the throw from the catcher goes past the second (2nd) baseman. The runner cannot advance to third (3rd) base.

NOTE (New in 2011) When catcher has possession of the ball at the plate and there is no active play in progress, the umpire will call timeout and play stops; all base runners must immediately return to the previous base they had safely reached.

- C. The batter is out on the third (3rd) strike. The catcher does not have to catch the pitched ball.
- D. When the home team is ahead by more than five (5) runs at the end of 6 ½ innings or when the minimum time limit has expired the home team does not bat.
- E. The additional defensive player in baseball must be positioned in the outfield in line with the normal three outfield positions. Positions will be left field, left center field, right center field, and right field.
- F. No infield fly rule

5. Grades 5 & 6 Boys (Bantam) Special Run Rule

- A. Three (3) outs or seven (7) runs scored end the inning.
- B. Spread rule applies – 15 after 3 innings and 10 after 5 innings.