



Quad County Youth Baseball 2nd Grade League Rules

All leagues will follow the WIAA rulebook with the following exceptions:
All players must be in 2nd grade for the current school year.

I. Playing Time

1. The league operates on an equal playing time philosophy for all participants with a minimum expectation of 2 innings per player. All substitutions must be made by the third inning.

II. Game Time

1. A regulation game will last 6 innings. No inning shall start after 1 hour 30 minutes from the start of the game. Notification of the possible last inning may be given to both coaches when approaching time limit, but it is coaches' responsibility to monitor time limit. Exception: Tournament games will be played until a winner is determined.
2. Games will start at the time they are scheduled. There is no grace period.
3. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
4. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
5. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up. ***Players that show up late to the game, or leave early from a game, may be added at the end of the batting order, or subtracted from the batting order without penalty.***
6. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
7. **10 Run Rule:** At the end of 4 or more complete innings, if a team is ahead by 10 runs, the game is over and that team wins.
8. Teams wishing to warm-up before a game should be at the field early so as not to delay the game. The home team must complete any on-field warm-up 15 minutes prior to game time. The visiting team is given the courtesy of using the field for warm-up 15 minutes prior to the start of the game.
9. **The winning team must submit the final score within 48 hours of completion of the game, otherwise the winning team will automatically forfeit the game. Teams have one week after the date of the played game to dispute final score.**

III. Fields/Equipment/Supplies/Uniforms

A. Fields

1. The bases will be set at 60 feet.
2. The distance for the pitching rubber will be 43 feet.
3. Field conditions must meet the approval of both coaches prior to the game.

B. Equipment/Supplies

1. The home team must supply two Diamond DFXL5 balls for the game.
 2. Both teams must keep a legible scorebook for review by the umpire or the opposing coach at any time during the game.
 3. For safety purposes, all batters and base runners must wear batting helmets.
 4. Players coaching the bases must wear a helmet.
 5. **Bat size diameter of 2-1/4" will be allowed for 2021 that is stamped approved for Little League Play. Any bats larger than 2 1/4" must have stamped on the bat, USA Baseball approved. Starting in 2022, only USA Baseball approved bats will be allowed**
- ### C. Uniforms

1. Players are not allowed to wear jewelry.
2. Little league baseball shoes are recommended but not required. Metal spikes are not allowed.
3. All teams must have numbered uniforms and players must wear baseball caps.

IV. Batting

1. Bunting is not allowed.
2. Teams must bat all players on the roster and have free substitution defensively. In the case of injury, the injured player's spot can be skipped without an out being recorded.
3. A player who throws their bat will get one warning. If it happens again, they will be called out.
4. **The inning will be over after three outs or 3 runs are scored.**
5. **The last inning will be played until 3 outs have occurred.**
6. There is no advance on a dropped 3rd strike.
7. All batters shall be required to warm-up in designated on deck circles or behind the batter, whichever is safest. The batter shall utilize the safest available circle.
8. There are no walks – See in pitching rules.

V. Base Running

1. Base runners are allowed one base on an overthrow on a play of a batted ball.
2. All other overthrows are live.
3. A runner occupying 3rd base at the time of a pitch may only score from 3rd base during one of the following scenarios:
 - I. A batted ball put in play that touches the ground before being caught,
 - II. A batted ball put in play (fair or foul territory) that is caught and the runner from 3rd base tags up, III. A hit by pitch that forces in a run when all other bases are occupied.
4. A courtesy runner must be used for a catcher when there are 2 outs. The courtesy runner should be the player that made the last out in the inning.
5. When there is a play at any base the runner **must either slide or avoid contact** by stepping around the defensive player. It is not mandatory that a base runner must slide. Should a runner make significant contact with a fielder on a play at a base, the runner will be warned. Any subsequent violations by either team after that will result in the base runner being called out. Players are allowed to dive headfirst back to a base they have reached or already occupy. Head first sliding is not allowed.
6. There will be NO Infield Fly Rule.
7. The ball is considered live on throws back to the pitcher.

VI. Coaches

1. Coaches are in charge of scorekeeping.
2. The league will keep rules posted on a website and each community is responsible to promote parental knowledge of league rules.
3. A coaching staff will be limited to no more than 3 coaches with an additional scorekeeper. Only team members and coaches are allowed in the dugout or on the field during a game.

VII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.** Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Players ejected from a game will also have to sit out the very next game as a disciplinary measure.
3. Parents are not allowed on the field unless a coach has requested their assistance.
4. Fans are not allowed to sit directly behind home plate.
5. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
6. No throwing of bats, helmets or other equipment in anger. This will lead to immediate ejection from the game.
7. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and from future games, as well as possible forfeiture of the game.

8. There will be **no smoking or chewing tobacco** on the playing field, bench, or bench area. Offenders will be removed from the game or bench area. Some communities may not allow tobacco products at their fields and/or facilities. Local ordinances and rules above league rules must be followed.
9. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game. No Exceptions!
10. **THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR! Any acts of poor sportsmanship resulting in ejection will be reviewed by the league's disciplinary committee.**

VIII. Pitching 1. Any player warming up a pitcher must wear a catcher's mask.

2. Warm-up pitches between innings will be limited to 5.
3. Relief pitcher is entitled to 8 warm-up pitches.
4. The strike zone shall be from the armpits to the bottom of the knees.
5. No curve balls allowed. If a curve ball has been thrown, the pitch will be counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive coach. In the event that the batter hit the ball and safely reaches base, the play can stand, and the pitcher will still receive a warning. Two occurrences in a game require the pitcher to be prohibited from pitching any more that day.
6. The count will be 4 balls and 3 strikes. If pitcher throws ball 4 the batter will then have the option of either throwing ball up and hitting or the coach soft tossing ball from foul territory. Either option will require hitter to continue count from the last pitch. If the batter fails to make contact on a strike 3 pitch, throw up or soft toss it is a strike out.
7. Pitchers may pitch a total of 6 consecutive outs per game. A pitcher cannot re-enter the game as a pitcher once they have been removed.
8. Pitchers may pitch 2 innings per game and 6 per 7 calendars days. One pitch in an inning is considered a full inning. A pitcher cannot re-enter the game as a pitcher once they have been removed.
9. If a wild pitch hits a batter, choice will be given to the batter to continue at-bat with ball in hand or soft toss. It is not the coach's decision,
10. If a pitcher hits three batters during an inning or four batters during a game, they must be taken out and cannot return to the game as a pitcher.

IX. Defensive Positioning

1. There will be ten (10) players on the field at a time, including four (4) outfielders.
2. There must be 4 outfielders at all times, unless the team has less than 10 players available to play.
3. Roving fielders will not be allowed.

X. Inclement Weather/Cancellations

1. All postponed games should be made up as quickly as possible.
2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.
3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. 4 innings is considered a complete game if weather forces the completion of a game.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible, and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Thirty (30) minutes after the last visible lightning strike or audible thunder, the game can resume.

XI. Umpiring

1. The defensive team's coach shall act as the on-field umpire. Coach shall situate themselves behind the pitcher and make ball and strike calls along with safe and out calls at the bases. Head coach should have ball-strike-out counter as part of their equipment.

XII. Injury

1. If a player has an injury that causes bleeding, they must leave the game and can not return until the bleeding has stopped and the injury has been properly treated.
2. Any player who becomes unconscious at any time during the game may not return to the game that day.