



## Rules of Note for Indoor Baseball

### **Kindergarten** – *Have Fun / Be Safe / Game Length: 55 minutes*

Coach Pitch (soft toss on a knee). If 3 strikes, 1 swing using the tee (in play or out ... foul = swing again).

Bases = 50' Pitching = approximately 20' Ball = Safe-T-Ball

Batted ball must travel at least 10' from home plate (if not 10' = foul ball).

Coaches serve as Umpires – call strikes and out/safe. No walks or bases awarded for hit by pitch.

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

Defense: *up to 9 fielders*. Fill the four infield positions first (1B, 3B, SS, 2B), then Pitcher, then Catcher, then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

If Defense is fielding a catcher, the catcher must wear gear or (at least) a batting helmet at all times.

If no catcher’s gear, no crouch (stand in a safe spot until ball is put in play).

No bunting.

No Infield Fly Rule.

No leadoffs. Runners must maintain contact with base until ball is batted.

Runners may not advance on overthrows.

Once defense has control of the ball in the infield, runners stop.

### **1<sup>st</sup>/2<sup>nd</sup> Grade** – *Have Fun / Be Safe / Game Length: 55 minutes*

Coach Pitch (soft toss on a knee). If 3 strikes, 1 swing using the tee (in play or out ... foul = swing again).

Bases = 60' Pitching = approximately 30' Ball = Safe-T-Ball

Batted ball must travel at least 10' from home plate (if not 10' = foul ball).

Coaches serve as Umpires – call strikes and out/safe. No walks or bases awarded for hit by pitch.

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

Defense: *up to 9 fielders*. Fill the four infield positions first (1B, 3B, SS, 2B), then Pitcher, then Catcher, then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

If Defense is fielding a catcher, the catcher must wear gear or (at least) a batting helmet at all times.

If no catcher’s gear, no crouch (stand in a safe spot until ball is put in play).

No bunting.

No Infield Fly Rule.

No leadoffs. Runners must maintain contact with base until ball is batted.

Runners may advance (at their own risk) **one base** on overthrows.

Once defense has control of the ball in the infield, runners stop.



## Rules of Note for Indoor Baseball

**3<sup>rd</sup>/4<sup>th</sup> Grade** – *Have Fun / Be Safe / Game Length: 55 minutes*

Bases = 60'      Pitching = 40'

Half-inning is over when 3 outs are recorded or the number of players in attendance of the larger team have batted.

Pitchers are limited to 3 innings per day.

Pitchers may appear in both games of a DH, but may not exceed 3 total innings in a day.

Mound Visits: one free visit per inning. Second visit within an inning = pitcher must be removed.

A Pitcher may not return to the mound in the same game after being removed from the Pitcher position.

Defense: fill the infield positions first (P, C, 1B, 3B, SS, 2B), then outfield.

Defense: each team should play the same number of players on defense (sharing / borrowing is allowed).

Play in traditional defensive positions – no “crowding” the batter.

No bunting.

No Infield Fly Rule.

Balks: will not be called, however the Coach will instruct a player who consistently balks.

Dropped 3<sup>rd</sup> Strike rule is not in effect – a batter may **not** run on a dropped 3rd strike. (Batter is out.)

Stealing: is **not** allowed in 3<sup>rd</sup>/4<sup>th</sup> Grade. No leadoff – runner must maintain contact with base until the ball is batted.

**5<sup>th</sup>/6<sup>th</sup> Grade** – *Have Fun / Be Safe / Game Length: 55 minutes*

Bases = 70'      Pitching = 46'

Coaches serve as Umpires – call balls and strikes, out/safe from behind pitcher.

*Game Rules will be modified to fit the number of players in attendance.*

“Pod Ball” is the most likely format – 3 teams of 3-4 players each. One team bats, the other two teams play defense.

No bunting.

No Infield Fly Rule.

Balks: will not be called, however the Coach will instruct a player who consistently balks.

Dropped 3<sup>rd</sup> Strike rule is not in effect – a batter may **not** run on a dropped 3rd strike. (Batter is out.)

Stealing: is **not** allowed in 5<sup>th</sup>/6<sup>th</sup> Grade. No leadoff – runner must maintain contact with base until the ball is batted.