



## YOUTH BASEBALL 1<sup>ST</sup>-2<sup>ND</sup> GRADE MACHINE PITCH

Season: Thursday, June 13th - Tuesday, July 23rd, 2024

Games: 8-game regular season at Vineyard's Gammon Park; Tuesdays & Thursdays

Gammon Park - 230 E. Center St. Vineyard

Practices: 6+ practices at Vineyard's Gammon Park; Mondays or Wednesdays

Schedules: All schedules can be found online at [www.quickscores.com/vineyardutah](http://www.quickscores.com/vineyardutah).

Standings: No score or standings will be kept for this division except for game management purposes outlined below.

Rosters: 10 players max per team (8 coed teams: Dodgers, Athletics, Rockies, Giants, Mariners, Angels, Braves, and Red Sox) *All participants must have been in 1<sup>st</sup>/2<sup>nd</sup> grade during the 2023-2024 school year or have been in kindergarten with a parent coaching on the team.*

Field Regulations: 60' baseline with 40' defensive infield arc and 100' defensive outfield arc

Equipment: Vineyard Recreation will provide soft-core baseballs, helmets, bats, jerseys, hats, and catcher's gear; all other equipment like mitts and gloves must be personally bought; personal helmets and bats may be used; cleats are not required but recommended; no metal cleats are allowed. *Coaches, please bring your provided team gear to every game.*

Machine: Vineyard Recreation will provide a pitching machine for all games and practices. The pitching speed will be set around 30-32 mph.

Referees: Vineyard Recreation will provide 1-2 umpire(s) for each game.

Rainouts: Cancellations will be determined at 4pm on gamedays. An email will be sent to all participants **only** if games are cancelled. If necessary, games may still be cancelled at the fields. If two (2) innings of a game have been played, prior to cancellation, the game will not be rescheduled.

Pre-packaged treats are optional and coordinated by parents of the children on each team.  
Vineyard Recreation will not provide any scheduled team photos.

**For additional questions, please contact Ben King**  
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# YOUTH BASEBALL 1<sup>ST</sup>-2<sup>ND</sup> GRADE MACHINE PITCH RULES

1. Official 2023-2024 NFHS (High School) Rules will govern all Vineyard Recreation games with the following exceptions below. NFHS rules, definitions, and interpretations can be clarified by asking Vineyard Recreation.
2. Prior to game time, the game umpire(s) will check-in with all coaches. Each coach will be asked for their team's batting order. Likewise, all players will need to check in with the umpire(s) to ensure proper equipment and roster eligibility. The listed **away** team should set up along the fence on the 1<sup>st</sup> base side. The listed **home** team should set up along the fence on the 3<sup>rd</sup> base side.
3. **Batting Order:** Every player must be placed in the batting order. The batting order will remain the same the entire game. Any player who arrives late will be added to the end of the batting order. Any player who leaves early during the game will be skipped with no penalty. **Please rotate your batting order throughout the season, so the same players aren't always hitting at the beginning or end of the order.**
4. Games will start at scheduled game time. Gameplay will consist of one or more innings. Each complete inning will consist of the away team batting first and then the home team batting next. No new inning will begin after 45 minutes of gameplay. After 45 minutes, the current inning will be finished, and the game will end. If the home team is ahead (or takes the lead), in the last inning, after the away team has finished hitting, the game will end before the home team hits (or finishes hitting). If the score is tied after the last inning, the game will end.
5. **No Forfeits:** Games should be played 10v10 with a maximum of eight (8) players in the field. A team must have a minimum of five (5) players to play. However, if a team does not, players will be swapped between teams to allow each team to have enough players to play. In some cases, a game may need to turn into a practice session if there aren't enough players. Please encourage your players to arrive before the scheduled game time.
6. **No Timeouts.**
7. **Substitutions:** All players should be wearing their provided youth baseball jersey. **Equal playing time in the field is expected.** Coaches may substitute players in the field in-between half-innings and when necessary, during a half-inning when the play becomes dead. Please rotate players through each position. The same player should not sit out again until all other players have sat out. Players not in the field should be in out-of-play territory by their team's side of the fence.
8. **Positions:** Eight players in the field should be in the following positions: 1<sup>st</sup> Base, 2<sup>nd</sup> Base, 3<sup>rd</sup> Base, Shortstop, Left Field, Center Field, Right Field, and either Catcher/4<sup>th</sup> Outfielder. Coaches may determine which positions they use and don't use when they have less than eight players. All fielders except for the catcher must start behind the 40' defensive infield arc. All outfielders must start behind the 100' defensive outfield arc. The umpire may warrant the batter and all base runners safe and if necessary, award an additional base to the batter and all base runners if either defensive arc is violated. The catcher must wear complete protective gear (a set is provided by Vineyard Recreation at games).
9. **Coaches / Parents:** Only **one (1)** coach or parent from the fielding team will be allowed in fair territory to coach and help their team in the field. Likewise, only one (1) coach or parent from the batting team will be allowed in foul territory along each 1<sup>st</sup> and 3<sup>rd</sup> baselines as base coaches. A second or third coach or parent may help their team's bench near the fence. All other parents and spectators should be out of play behind the designated line.
10. **Scoring:** Score will be kept by the game umpire to manage the game for the following two purposes. 1) A 6-run limit will be enforced each half-inning. The play when the sixth run is scored will remain live until the play is complete, and any runs scored after the sixth run will be scored and counted. 2) During the last inning, if the away team has finished batting and the home team is ahead in runs at any point, the game will end. All runs will count as one (1). A run is the score made by a runner who legally advances to and touches home plate. No scores will be posted online. No standings will be kept. No tournament will occur.

11. **Batting:** Only one (1) offensive player (batter) is allowed in the batter's box at any given time. Other than the on-deck hitter, all other offensive players should wait BEHIND the backstop fence for their turn to bat. The batter, the on-deck hitter, and all base runners must always wear their helmet. The batter will have six strikes to hit a ball in fair territory. There are no walks awarded to batters. However, if a batter is hit by a pitch that's not a strike, they will be awarded one base. No intentional bunts are allowed. An intentional bunt will result in a dead ball strike (runners can't advance). If this is the batter's 6<sup>th</sup> strike, he/she will be called out. If this is the batter's second intentional bunt of the game, he/she will be called out.
12. **Throwing the Bat:** After hitting the baseball, the batter should drop the bat before running to 1<sup>st</sup> base. **Please teach your players to not throw the bat!** The umpire(s) may warrant calling the batter out, if necessary.
13. **Base Running:** Runners are not allowed to steal bases between pitches. Runners may only attempt to advance bases during live balls off a hit. Runners are not allowed to leave the base they currently occupy until the baseball is hit by the batter. The umpire(s) may warrant to call a runner(s) out, if necessary. **Runners may continue to advance until the hit ball is thrown to the umpire, at which point all runners will be awarded the base they're already on or are going to.**
14. **Tag-Up Rule:** If a fielder catches the baseball before it hits the ground, all base runners must either return and touch the base they were previously at or must have remained on the occupied base until the ball was touched by the fielder before advancing to the next base. Otherwise, if the defense touches the previously occupied base with the baseball in hand before the base runner returns, the base runner will be called out.
15. **Sliding Rule:** All runners must slide at home plate if a patent play (umpire's judgement) can be made by the defensive team to tag the runner. Similarly, catchers must provide a path to the base. Runners that don't slide may be called out. Blocking the plate may result in the runner being called safe. At all other bases, a runner does not need to slide but may do so.
16. **Outs:** Outs will be enforced for all games. Three outs will end the half-inning and result in the offensive team and defensive team switching. A player may be called out for the following:
  - a. **Strike Out** - A batter fails to hit a fair ball (between bases) within six (6) strikes. All the following will count as strikes:
    - i. A pitch that passes over home plate AND between the batter's knees and below the upper part of the player's jersey lettering. The strike zone is determined by a batter's normal batting stance. If the batter crouches, the umpire determines height by what would be the batter's normal stance.
    - ii. A foul ball (except if the batter is already at five strikes)
    - iii. Any successful and intentional bunt (except if it's the batter's second intentional bunt of the game, at which point the batter is out)
    - iv. Any pitch swung at and missed by the batter even if the pitch hits the batter
    - v. Any bunt attempt that is offered at and missed or that is fouled off (this can count as the sixth strike)  
**Note: Dropped 6<sup>th</sup> strikes by the catcher will not be enforced and the batter will be called out. However, a caught foul-tip on the sixth strike will be enforced as an out.**
  - b. **Foul Out** – A foul ball (other than a foul tip that's not a sixth strike) is caught by a fielder before the baseball hits the ground. A foul tip is a batted ball that goes directly to the catcher's hand and is legally caught.
  - c. **Fly Out** - A fielder catches a hit fair ball before the baseball hits the ground.
  - d. **Force Out** – A fielder touches any base with the baseball in hand before the runner gets to it (if the runner is forced, meaning he/she must run to the next base because a new runner must occupy their base). If a player isn't forced, he/she must be tagged to be called out.
  - e. **Tag Out** – When a defensive player tags any runner with the hit baseball while not being on a base. However, the defender must maintain control of the baseball after the tag.
  - f. **Dead Ball Out** – When a base runner contacts a hit baseball. The play is over, and the batter and other base runners cannot advance. All runners return to the base he/she occupied before the hit ball unless forced to move up one base because a new runner must occupy their base.

- g. **Out of Base Path Out** – A runner will be called out if he/she runs more than three (3) feet away from the base path. A runner's base path is established when a tag attempt occurs and will be a direct line from the runner to the base he/she is attempting to reach. If a fielder is fielding a baseball in the base path, the runner must go around the defender to avoid interference and will not be called out.
17. **Red Circle:** A red circle will be painted around the pitching machine and generator. If a batted ball stops in the red circle or is in an unsafe location (deemed by the umpire), the play will be called dead, and the batter and all runners will be awarded one base. If a thrown ball from a fielder stops in the red circle or is in an unsafe location (deemed by the umpire), the ball will be ruled out of play and all base runners will be awarded the base they're going to plus an additional base. If the ball enters the red circle but then leaves the circle, even if it left the circle by contacting the machine or other equipment, the ball will be considered live and a fair ball. **Players are not allowed inside the red circle at any time.**
18. **Fair Ball:** A fair ball is a batted ball which:
- a. Settles on fair territory between home and third base or between home and first base
  - b. Contacts fair ground on or beyond an imaginary line between first and third base
  - c. Is on or over fair ground when bounding to the outfield past first or third base
  - d. First falls on fair ground on or beyond first or third base
  - e. Touches first, second, or third base
  - f. While on or over fair territory, touches an umpire or player, or the umpire/player's clothing or equipment
19. **Foul Ball:** A foul ball is a batted ball which:
- a. Settles on foul territory between home and first base or between home and third base
  - b. Bounds past first or third base on or over foul territory
  - c. First falls on foul territory beyond first or third base
  - d. While on or over foul territory, touches an umpire or player or any object foreign to the natural ground
  - e. Hits the batter in the batter's box
20. **Fair Territory:** The area between the lines that go from the back corner of home plate toward 1st and 3rd base and into the outfield. The lines themselves are in fair territory.
21. **Out of Play:** If a thrown ball or batted ball goes out of play (past the lines that extended from each fence post of the backstop into the outfield), all runners will be awarded the base they're running to (at the time the baseball goes out of play) plus an additional base.
22. **Infield Fly:** The infield-fly rule will not be enforced.
23. **Catcher's Interference:** If the catcher behind home plate interferes with the batter's swing (bat hits the catcher's glove), the batter will be awarded 1<sup>st</sup> base.
24. Any other rules or situations that aren't clarified here will be left to the judgement and decision of the game umpire(s).
25. Players and coaches are not allowed to add/switch any player(s) to any team without permission from Vineyard Recreation. Roster violations may result in suspensions. Coaches, please notify Vineyard Recreation if a player on your team decides to stop participating or misses several games.
- 26. Please be respectful to the referees, supervisors, players and coaches on both teams, other spectators, the fields, and any park staff. Any problems may result in the player, coach, and/or spectator being asked to leave the game. Serious or persistent problems may result in players, coaches, and/or spectators being suspended from further participation in Vineyard Recreation programs, including the current season.**
27. Coaches are responsible for making sure their teams (players and parents) know all the rules and conditions of playing in the league.

## VOLUNTEER COACH EXPECTATIONS

As a **HEAD COACH**, you could receive up to a 50% refund on your child's registration by completing the following criteria:

- Pass pre-season coaches survey by **Thursday, June 13th, 2024** (10%)
- Attend & coach at 75% of the assigned team's games (10%)
- Organize & coach at 4 practices on non-game days for your assigned team (10%)
- Submit response to post-season survey by **Monday, August 5th, 2024** (10%)
- The other 10% is automatically received.

As an **ASSISTANT COACH**, you could receive up to a 25% refund on your child's registration completing the following criteria:

- Pass pre-season coaches survey by **Thursday, June 13th, 2024** (5%)
- Attend & coach at 50% of the assigned team's games (5%)
- Organize & coach at 4 practices on non-game days for your assigned team (5%)
- Submit response to post-season survey by **Monday, August 5th, 2024** (5%)
- The other 5% is automatically received.

**\*Coach Refunds are dependent upon returning team equipment by  
Monday, August 5th, 2024\***

Tips for ensuring a successful season:

- Exemplify good sportsmanship.
- Communicate to your team parents frequently.
- Ask for help from your team parents and Vineyard Recreation if needed.
- Make it fun and enjoyable for every player! Please help each player have a positive experience in this league. **DON'T BE ANY KID'S LAST COACH.**
- Be positive and encouraging rather than negative and discouraging.
- Focus on the fundamentals: **Hitting**, Throwing, Catching, Fielding, Running, Positioning, Rules - Resources can be provided by Vineyard Recreation if needed or desired.

**\* If you can't attend a game, please contact the assistant coach to fill the head coaching role. If neither coach can attend, please contact Vineyard Recreation. \***