

2024 Second Grade Rules Supplement

The current [high school rules](#) are used with these exceptions:

Field Dimensions

- The distance between all bases shall be 60 feet.
- The distance between the "point" of the home plate and the front of the pitching slab shall be 38 feet. (NOTE: typical 60' fields use 46' pitching slab distances. 38' is used for BLACK FLAME pitching. See the [Pitching](#) section for details).
- A double first base shall be used. Half the base shall be white (on the baseline) and half shall be orange (in foul territory). The white half shall be considered fair and any ball hitting it is a fair ball. If there is a play on the batter-runner, the defender must use the white half of the base and the batter-runner must run to the orange half of the base. If there is no play, the batter-runner may use either the white or orange half of the base.

General Rules

- Only the head or assistant coaches may coach the bases.
- Home team has the choice of dugouts for all regular season games.
- The on-deck batter must warm up in the on-deck circle on the safe side of the batter (behind the batter at the plate). With a left-handed batter up to bat, the on-deck circle is in front of the 1st base dugout. With a right-handed batter up to bat, the on-deck circle is in front of the 3rd base dugout.
- Two defensive team coaches are permitted on the field for instructional purposes. One should be positioned by the pitcher and one should be in the outfield.
- PACE OF PLAY: An offensive coach should assist with ball collection at home plate.
- ***Clear the bases after three defensive outs and continue to hit through the rest of the lineup.***
 - ***(Defensive team records three outs. bases will clear to simulate three outs and an inning change - the team batting will still continue to hit until completely through their lineup)***
- Applause should be heard from all spectators for outs that are achieved!

Length of Innings

- Each ½ inning will consist of a full trip through the lineup. batters. Any number of outs or runs may occur during those at bats.
- When the last batter steps to the plate, the inning will end whatever happens first, an out occurs or the batter reaches 1st base.
- PACE OF PLAY: Do not allow base runners/batter-runners to run all the bases at the last batter.

- Recommended to rotate the last batter each inning so a player gets more chances to run the bases during their teams at bats.
- When the last batter steps to the plate, the inning will end whatever happens first, an out occurs or the defense has possession of the ball in the infield.

Length of Games

- Regulation games shall be 6 innings.
- No inning may start after one hour and forty-five minutes from the start time.
- Games still being played at 8:00pm shall be ended immediately.

Player Participation

- To be eligible to participate in RYBA at a specific grade level, the player must be in the specific grade at registration time, and must have registered with RYBA as a player.
- Continuous batting rule (all players bat in order) shall be used with free defensive substitution.
- The batting order should rotate between games. That is, the place in the order in which a player bats should change between games.
NOTE: This may be done by any method the coach wishes to use. Recommendations are a rolling batting order or one based on position rotation.
- Each player shall play equally and rotate positions.
- Players should not play the same position more than one inning per game if possible.
- The defensive team shall consist of 10 players. Four players are in the outfield playing left field, left center field, right center field, and right field (no short outfielder or "roamer" is allowed).
- If a team has less than 9 players present, suggest sharing players from the other team to equal playing opportunities
- Players arriving late are added to the bottom of the batting order.
- Players that leave early, become ill, or are injured during the game may miss at-bats but are only temporarily removed from the lineup and are not an automatic out. Players may return to the game should the coach determine they are ready.
- If a coach benches a player because of disciplinary reasons, he must report the player's name to the opposing coach prior to game time. Both coaches must enter the player's name in their scorebooks indicating disciplinary action. The coach of the disciplined player must report the player's name and reason to the commissioner within 24 hours after the game is completed.
- Players ejected from the game are considered an automatic out at their time of at-bat.

Equipment Rules

General Equipment

- All players must wear the RYBA issued hat and sponsor shirt.

- Sponsor shirts may not be changed (e.g. tie-dyed).
- Baseball pants are recommended.
- Plastic spikes are recommended. No metal spikes are allowed.
- A protective cup is highly recommended.

Helmets

- All players must have their own regulation helmet.
- Regulation helmets must be certified by the National Operating Committee on Standards for Athletic Equipment. These helmets will be stamped, usually on the back, with "Meets NOCSAE Standard".

Bats

The following bats are legal:

- Maximum diameter at the thickest part: 2 1/4", 2 1/2", 2 5/8" or 2 3/4" with UNLIMITED weight differential and a USSSA or USA mark and meet Bat Performance Standards
- 36" or less in length
- Wood bats are allowed

Pitching

- Teams may use the BLACK FLAME pitching machines for practice and games. As pitching machines may be temperamental, coaches may elect to overhand coach pitch to their team rather than use the BLACK FLAME at their discretion.
- Distance from home plate to the rubber(BLACK FLAME pitching machine or coach pitch) shall be 38'.
- An at-bat shall consist of FIVE pitches. After 5 pitches, the batter shall return to the dugout (regardless of foul balls, more than 3 strikes, etc).
 - NOTE: The heart of this rule assumes the BLACK FLAME is pitching hittable strikes at least 60% of the time. With 5 pitches, each batter should see at least 3 good pitches in an at-bat. Because spring-loaded machines can be temperamental, coaches should use their best judgment whether or not to give a batter extra pitches during an at-bat (due to less than three hittable pitches, for example). Both coaches must agree on extra pitches.
 - NOTE: When time is running short, an inning may be played giving players less than 5 pitches per at-bat. An at-bat may be shortened to 3 pitches, for example, to play a "quick" inning.
- The player playing the pitching position should be to the side of the pitching machine, not behind it and the coach.
- No intentional walks.

- PACE OF PLAY: It is recommended that two buckets are available to allow for the collection of baseballs at home and their transfer/storage at the pitcher.

Late Season Pitching

- “For the final two games of the season, if both coaches are in mutual agreement, the games may be player pitch/coach pitch. If the coaches elect to proceed with this option, the player will pitch initially. There will be no walks. After two balls thrown by a player, the coach will take over pitching for the remainder of that batter. After three strikes (from player or coach pitcher) the batter will sit down. Every batter will hit each inning regardless of outs. Coaches may elect to continue with machine pitch for the final two games at their discretion.”

Batting

The following rules are generally in effect

- No bunting. Penalty after an initial warning is an out (dead ball and base runners may not advance)
- Players may receive a warning if they throw the bat outside of the virtual circle around home plate. Repeated violations will result in an out being declared.

Base running

NOTE: At first base, only the white portion of the base is in play when considering stealing. That is, base runners can be called out if tagged while in contact with the orange portion of the base if they are not in contact with the white portion.

- The base runner may leave the base only when the bat strikes the ball. No stealing or advancing on passed balls or wild pitches. Penalty after the initial warning of leaving a base early is an out (dead ball and base runners may not advance).
- ***Base runners may advance ONE base on an overthrow to an infielder.***
- Base runners may not advance once the ball is in the infield and in control of a defensive player.

Fielding

- Infielders must play "appropriate" positions (at or behind base paths).
- No infield fly rule is in effect. The fly ball must be caught to be an out.
- Catchers must wear full gear at all times.