SCARSDALE LITTLE LEAGUE

SECOND GRADE RULES*

*These rules are not meant to be exhaustive. Any situation not covered herein will be ruled by the umpire(s) in accordance with Little League Baseball's Official Rulebook.

Revised date: January 2026

1. **Competitive Principles:** This program is devoted primarily to developing skills. While the teams will keep score to begin the process of transitioning the players to a more competitive environment, coaches shall not take any extraordinary measures to win the game, such as engineering the fielding rotations to have the most skilled players at key positions. At this level, the development of all players trumps winning a game.

2. **Fielding:**

   a. *Number of Fielders*: No more than 10 defensive players in the field per inning.

   b. *Location of Fielders*:

      (i) **April Games (no kid catcher):** Coach pitcher and ten defensive players (assuming a sufficient number of players): pitcher's helper, 1B, 2B, SS, 3B, LF, LCF, CF, RCF and RF.

      (ii) **May and June Games: Ten defensive players (assuming a sufficient** number **of players):** kid catcher**, pitcher's helper, 1B, 2B, SS, 3B, LF, LCF, RCF and RF.**

      (iii) No defensive player can be stationed **on** 2nd base, and no outfielder may start a play within 15 feet of any base path.

      (iv) If a player that is stationed **on** 2nd base makes any force out play (assist or putout) or if an outfielder that starts a play within 15 feet of any base path makes a force out play (assist or putout) at the two closest bases, the affected runners shall be safe. An outfielder that starts a play more than 15 feet away from a base path may make an *assisting* play at any base (that is, the outfielder can throw the ball to an infielder who makes the putout at a base).

   c. *Rotating Fielders*: The players are to be rotated amongst positions every game and throughout the season and encouraged to play *every* position. Each player MUST play the infield an equal number of times over the course of the season, and ideally each game if feasible given the number of players on the team. For this purpose, pitcher's helper and catcher constitute infield positions.

   d. *Rotating Players Not in Field*: Every player plays equal full innings in the field. In each game, no player shall sit out a second inning until all players have sat out one full inning. This rule applies on a season-long basis, so that each player has sat out an equal number of innings as of the end of the season.

   e. *Plays at the Plate*: If the ball beats the runner to the circle of dirt around the plate (not the plate itself for either the runner or the ball), the runner is out. However, the throw has to be reasonably accurate as determined by the umpire. Anywhere near the plate is sufficient. E.g., 20-30 feet away from the plate will not do. **To avoid collisions, catchers should NOT tag the runner.** If a ball is being thrown home by a fielder, the kid catcher shall stand **in front** of home plate to prevent the ball from hitting the runner and to provide an easier target for players. Once halfway to the plate, the runner cannot return to 3rd base.

   f. *No Infield Fly*: The infield fly rule shall never apply.

   g. *Substitutions*: There will be unlimited substitutions.

   h. *Pitcher's Helpers positioning:* Pitcher's helpers shall be positioned no closer to the batter than the front

of the pitching mound, or if a field has no pitching mound, then no closer than the pitcher.

3. **Batting:**

a. *All Players in Batting Order*: All players are in the batting order. Every player bats regardless of whether he or she played the field that inning.

b. *Batting Order Constant for Season*: The batting order shall be maintained throughout the year, with the leadoff batter each game being the next player due up from the previous game.

c. *Consistent Batting Order During the Game*: The batting order must remain consistent throughout each game.

d. *No Bunting*: No bunting is allowed.

e. *No Bat Throwing*: No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the batting order for the remainder of the game.

f. *Dropped Third Strike*: A batter cannot run to first base on a dropped third strike.

4. **Pitching:**

a. Coaches will pitch when their own team is at bat in all innings.

(i) Pitcher Location: Pitching shall be overhand and from no more than 2 feet in front of the pitching rubber. Pitching may be done from one knee if desired.

(ii) Strikeouts, but no Walks: Strikeouts shall be called on a swinging third strike. There are no called strikes. There are no walks.

5. **Baserunning:**

a. *Some Sliding, No Contact*:

(i) Feet first sliding should be taught and encouraged to players.

(ii) No head first slides to any base including home, other than diving back into the base originally occupied. If a runner slides head first, that runner is out.

(iii) No sliding into first base. A runner doing so will be called out.

(iv) **Coaches must emphasize that it is the runner's responsibility to avoid contact.** All runners must avoid contact with fielders at all times when a play at a base. If a play is being made, the runner may go in standing but must avoid contact. If there is contact as ruled by the umpire, the runner is out, and if in the opinion of the umpire, it was intentional, the player will be ejected. (THIS IS A NON-CONTACT RULE AND SHOULD NOT BE INTERPRETED AS A "MUST" SLIDE RULE.) Runners should slide feet first unless the runner is diving back into the base originally occupied.

(v) Runners should slide or get down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact

b. *No Stealing or Leading*: No stealing or leading.

c. *Advancing on Errors*: Runners may attempt to advance one additional base if the ball is overthrown past any base. They may not advance any further regardless of what happens during the rest of the play.

d. *Tagging Up Permitted*: Tagging up is allowed. If a runner leaves the base early, the runner shall be returned to that base.

e. *Pinch Runners*: No runner substitution except for injuries. Any pinch runner must be the last batter that made out prior to the substitution.

6. **Equipment:**

a. *Balls*: Only baseballs approved by Scarsdale Little League may be used in 3rd grade games. Approved baseballs are included in each team's equipment bag, and coaches should contact the grade coordinator(s) to acquire additional game baseballs.

b. *Helmets*: Players must use helmets at the plate AND on the bases. No helmet--no batting or running the bases.

c. *Uniform*: All players must wear their entire Scarsdale Little League uniform (cap, team shirt and baseball pants) at all times during the game. Players are encouraged to tuck in their team shirts.

d. *No Metal Cleats*: No metal cleats are permitted.

e. *Bats*: Only wood, metal or composite material baseball bats containing a "USA Baseball" marking on them may be used during league play. The USA Baseball stamp signifies that a bat meets the USA Baseball Bat standard (USABat) as adopted by Little League.

f. *Double First Base*: A double base included in equipment bags shall be used at first base.

g. *Cups*: Male players catching MUST wear a cup.

7. **Scoring:**

a. *Game Length*: Games are a maximum of 6 innings. If the coaches agree, games will be played through bottom half of the last inning (time permitting), even if home team is winning at top half of that inning.

b. *Weather Delays*: Once thunder is heard or lightning is seen, all players must immediately leave the field and move under cover (i.e., sit in cars). They are not to sit in dugouts. Players shall not be permitted to return to the field until 20 minutes have elapsed since the last thunder clap was heard or lightning bolt seen.

c. *Runs Counted*: Score will be kept.

d. *No Standings*: There will be no league standings.

e. *Inning Mercy Rule*: Half-inning ends with three outs or five runs, whichever comes first.

f. *Ending Games Early*: On weekends, no inning will start after ***an hour and 45 minutes*** after the start time for the game. On weeknights and late afternoon weekend games, the umpire shall terminate games prior to the end of the 6th inning if poor light risks the safety of the players. Play shall not start for an inning not reasonably likely to be completed. For all games, if the visiting team takes the lead in the top of an inning, and the game is called before the full inning has been completed, the visiting team's runs will NOT count in the score.

8. **Coaches' Roles:**

a. *Location on Defense*: A maximum of two coaches may supervise the team in the field, and one of those coaches may be on the infield.

b. *Location on Offense*: On offense, there may only be one coach in each of the first and third base coach's boxes and one coach pitcher. All other coaches must be on the bench or otherwise in the dugout area.

c. *Catcher's Helper*: Kids will catch the entire game in games occurring in May and June. In all innings, a coach shall act as either a catcher (if no kid catcher) or catcher's helper (if kid catcher) to retrieve wayward balls and to throw back to the pitcher to speed up the pace of play. The coach catcher's helper may be provided by either team depending on the number of available coaches, but ideally, a coach for the team batting shall be the catcher's helper to provide assistance/instruction on hitting to his or her own players.

d. *No Other Plays in the Field*: Coaches are not permitted to make plays in the field.

e. *Umpiring*: An umpire will be provided for each game; however, if an umpire is late or does not arrive, coaches from the team in the field shall act as umpires if there is no umpire present at the game.

9. **Setup and Organization:**

a. *Distance of Bases*: Bases are 60 feet from each other. Each coach is to have means for measuring this distance. The back tip of home plate is used for measuring distances to the bases, and the edges of first base and third base *farthest* from home plate are used (i.e., 60 feet from the back tip of home plate to the back of the base *not* the front). The midpoint of second base is lined up with the back edges of first and third base where these meet the baselines (i.e., 60 feet from the baseline corners of the back of first and third base to the midpoint of second base). For more details, see the field diagram in Section 11 below.

b. *Location of Pitching Rubber*: The front of the pitching rubber is 42 feet from the back tip of the plate farthest from the mound.

c. *Setting Up Field, Warm-Ups*: Home team occupies the first base dugout and is responsible for setting up the field (bases and pitching rubber) and supplying game balls. Home and away teams split time on the field for warm-ups during the 15 minutes before game time.

d. *Location of Non-Players/Coaches*: As coaches will be pitching and catching, they should encourage other parents of players to help coach the bases, get kids ready for at bats, keep kids on the bench behind fences, etc.

e. *Location of Batting Team*: The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.

f. *No On-Deck Batters, Do Not Use Bats When Not Hitting*: There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.

g. *Clean-Up*: Both teams are responsible for dugout and field cleanliness at end of game. Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.

h. *No Minimum Number of Players*: If a team has fewer than eight players, the teams shall scrimmage with coaches quickly working out a fair system for lending/borrowing players.

10. **Sportsmanship:**

a. *No Arguing*: No arguments are to be had by players, coaches, parents or other spectators.

b. *Resolving Rule Questions*: Before each game, a representative of each team shall meet (together with any umpire(s)) to discuss the ground rules for the field and go over the rules of play. If there is a question about the application of a rule, the coaches and umpire ONLY are to meet outside of earshot of parents, spectators and players and communicate civilly with one another to resolve the question. If the coaches are unable to resolve the question very promptly, play shall continue and a grade coordinator shall be notified by both coaches promptly after the game so that the question can be clarified prospectively.

c. *No Unsportsmanlike Behavior*: Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on others' plays. No one, including spectators, should attempt to influence umpires' calls—for example, by shouting "out" or "safe" at the time an umpire must make a call on a play. Players are accountable to all coaches, not just their own. The coaches shall promote good sportsmanship at all times. It is the coaches' responsibility to monitor the parents', spectators' and players' behavior. Coach, parental, spectator or player misbehavior will result in punitive action at the discretion of Scarsdale Little League. There will be zero tolerance for poor sportsmanship.

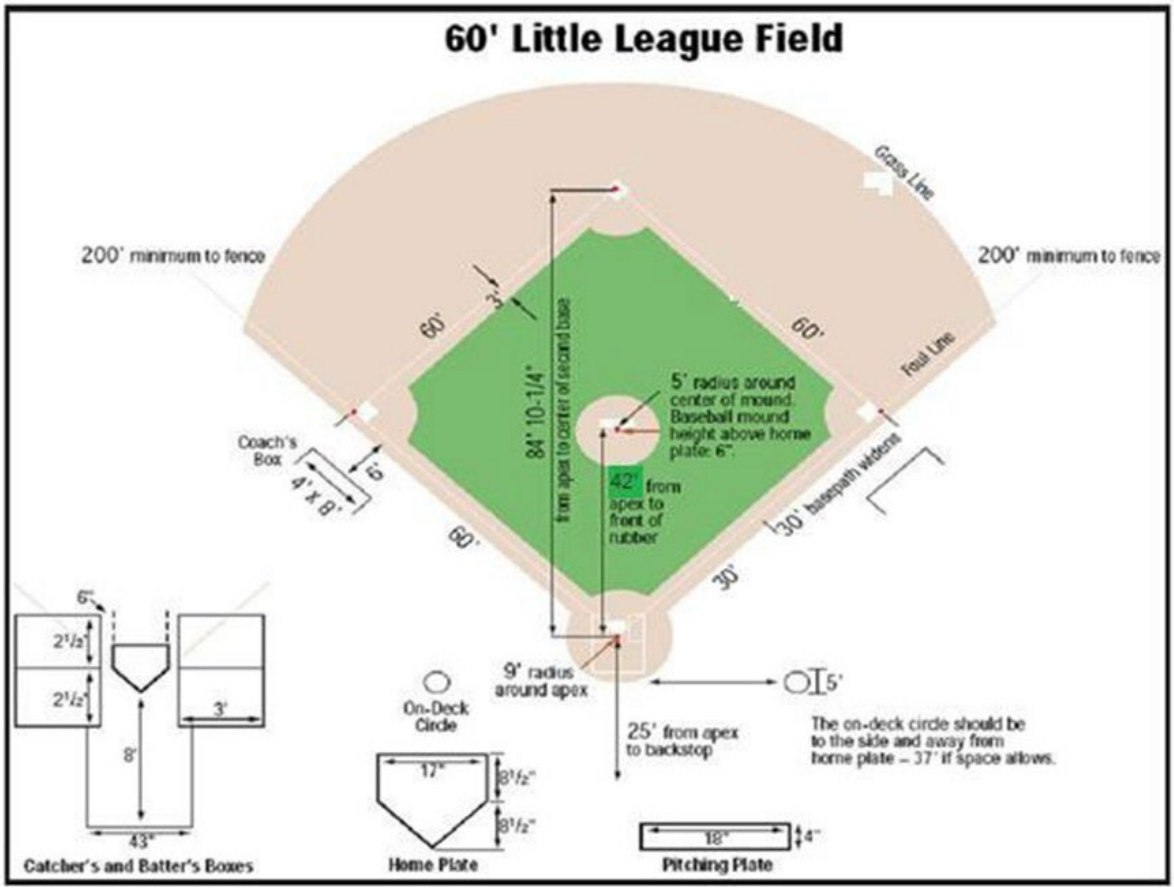
d. *Treat Umpires Respectfully*: Coaches are NEVER to question (except in a civil manner in a private conference with only the other coach present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Scarsdale Little League.

e. *Shake Hands After Games*: Teams line up at the end of every game to shake hands. Players and coaches are also encouraged to shake hands with the umpire(s).

f. *Reporting Violations of Rules*: All violations of these rules and other inappropriate conduct shall immediately be reported to the grade coordinator and to Scarsdale Little League.

g. Ejections and Automatic Suspension: Any coach, manager, parent, or spectator who is ejected from a game by an umpire or league official shall receive an automatic one-game suspension and may not attend that team's next scheduled game. This suspension is mandatory and not subject to appeal. For purposes of this rule, "that team" refers to the team the individual is coaching or otherwise supporting at the time of the ejection. If the ejected individual's team has no remaining games that season, the suspension shall be served at the next game in which that individual coaches or is otherwise affiliated, as determined by the League.

h. Suspension Requirements: An individual serving a suspension may not be present at the field or surrounding areas during the suspended game. This includes the stands, sidelines, parking areas, and any location where the game can be viewed.

i. Additional Discipline for Repeated or Severe Misconduct: The Scarsdale Little League Board of Directors may impose additional disciplinary action, including but not limited to multi-game or season-long suspensions as it deems appropriate in its sole discretion.

11. <u>Field Dimension Diagram</u>: