

# MYGS Minor Division Rules – 2026



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1<sup>st</sup> Grade – 2<sup>nd</sup> Grade

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**MYGS reserves the right to make rule changes during the season if needed. If a rule is changed, the MYGS President will notify all coaches of the rule change before their next game.**

1. **GAME DURATION:** Games will be one hour (60 minutes). A new inning cannot be started after that time. A team trailing and playing defense in the bottom of the last inning has the option to complete the inning or play until five (5) minutes before scheduled time of next game.
2. **SCOREBOARD REMOTE:** HOME team will oversee the scoreboard remote (located inside the Concessions Stand). Please designate the remote to either one coach or parent helper.
3. **HOME PLATE ATTENDANT:** A coach/parent agreed upon by both teams will be responsible for being a home plate attendant (this person could also serve as the helper to the catcher-see below) and all calls on the field will be made by the coach (Offensive or Defensive) that is closest to the play.
4. **UNIFORM REQUIREMENTS:** All players on a team shall wear the team tee issued by MYGS for games. Coats may be worn over uniform if weather dictates. Jewelry IS allowed. Shoes with metal spikes are NOT allowed.
5. **FACEMASK REQUIREMENT:** Facemasks are required to be worn by ALL defensive players regardless of position. Anyone without a facemask will NOT be allowed to play defense.
6. **FIELD CLEANUP:** The early games will pick up own garbage in the dugouts. After the late games, BOTH TEAMS will pick up garbage around stands, ball field and dugouts. COACHES WILL MAKE SURE PLAYERS DO THIS.
7. **PRE-GAME PRACTICE** – No infield/batting practice on the infield before the start of games (allowed in foul territory only). THIS IS UP TO BOTH COACHES TO MAKE SURE THIS HAPPENS.
8. **ON-DECK PLAYERS:** On deck players should always be on the back side of the batter.
9. **NO INFIELD FLY RULE.**
10. **BATTING ORDER:** No girl may sit out more than one inning in a row. The round robin batting order will be used. If a girl is injured and misses her turn at bat, she will be allowed to return in that game. A player arriving late must be added to the bottom of the batting line-up. Ten players with four outfielders (on the grass) will be used in the field. A game may be started or continued with a minimum of five (5) players.
11. **BORROWED PLAYERS:** If a situation occurs where a team needs to borrow a player from another team to have enough players, the borrowed player will play an outfield position (unless a pitcher or catcher is needed) and bat at the end of the order unless both coaches agree on a different arrangement.
12. **CHANGING PLAYER POSITIONS:** You can change player positions during the game, but only in between at-bats. If in the middle of an inning, a player should only be replaced by someone

already on the field (switching positions). Only exceptions would be for an injury or a player that needs to use restroom.

13. **INJURY REPLACEMENT:** The teammate who made the previous out may be used as a replacement runner in case of an injury. A player injured while batting who can't continue the at-bat may be skipped.
14. **COACH/PITCHING MACHINE INTERFERENCE:** If the ball hits any coach, the pitching machine or bucket of balls BEFORE being touched by a defensive player, it is a dead ball (no pitch).
15. **RUN LIMIT:** Teams are allowed a maximum of five (5) runs per inning. NO EXCEPTIONS.
16. **BOUNCED PITCHES** – A pitched ball (by player or coach) that bounces before home plate and hit by the batter is considered a live ball.
17. **DEFENSIVE COACHING AREAS:** Defensive coaches can either coach from the dugout or behind the infield grass. No defensive coach will be allowed to coach from behind the home plate or between the home plate and the dugout.
18. **PITCHING:** The pitching machine will be used for all batters throughout the season to promote consistency and player development. Coaches may adjust the machine's speed and placement as needed for each batter, within reasonable limits, to ensure fair and hittable pitches. Each batter will receive up to three hittable pitches from the machine. If the batter does not hit any of the three pitches into fair territory, they will receive one additional swing off the tee.
19. **PITCHER POSITION:** Pitcher must stand behind (can be off to the side) the coach that is pitching until the ball is hit. When hitting off the tee, the pitcher may be positioned anywhere in the circle.
20. **RESTRICTED PITCHER AREA:** A restricted area exists down first base line where the pitcher is NOT allowed to tag the runner going to first base. This rule forces player development.
21. **TEE PLACEMENT:** When the tee is needed, tee can be placed within a reasonable distance (one to two feet max) of the home plate to insinuate an inside or outside pitch without having to move location of player in the batter's box.
22. **BATTING RULES:** Each batter gets three (3) swings from the coach. The fourth (4<sup>th</sup>) swing will be off of the tee. No strikeouts. (Fouling on the third swing allows players to continue hitting off the pitching machine until she misses).
23. **BUNTING PROHIBITION:** No bunting is allowed. Batter must take a full swing when hitting off tee. A ten-foot arc will be lined in front of home plate. Any ball struck off the tee in fair territory that doesn't completely cross this line will be a foul ball.
24. **CATCHERS** – Each team will fulfill the catching position with a player. Catching gear is required to be worn for safety. Balls do not need to be caught and returned to the coach/pitching machine after each pitch. A coach/parent may help to return the balls in between batters to speed up the game, this person can also serve as the Home Plate Attendant (see above). No defensive coaching from behind home plate will be allowed. Catchers can and should field the ball to get outs at home plate.
25. **BASE RUNNING AND OVERTHROWS OR NON-CATCH:** Allowed on FIRST BASE ONLY. On a throw to first base, the batter may advance to second base (at their own risk) because of an

errant throw or non-catch to first base. All other runners may only advance one base past the base they are going to on an errant throw or non-catch by first base player at first base with liability of being put out if the ball stays in live ball territory. **Errant throws to pitcher OR any other base do not allow runners to advance.**

26. **MAXIMUM BASES:** A maximum of two (2) bases may be taken by all base runners on a batted ball off the tee or pitching machine when ball makes grass in the air. Base runners can only advance at their own risk the same number of bases as the hitter.
27. **STEALING PROHIBITION:** No stealing is allowed. Base runners can't leave the base until the batter contacts the ball.
28. **RUNNER HIT BY BALL:** Base runners hit directly by a batted ball, when not on a base, in fair territory will be called out.
29. **DEFENSE PARTICIPATION:** All players will play defense with extras in the outfield. A game may be started or continued with a minimum of five (5) players.
30. **THROWING:** All players **must be encouraged by coaches** to throw balls overhand to each base to make an out. Only when players are close enough to make an underhand throw (in the air) to the fielder a teach base should that type of play be encouraged. **MYGS does not want players rolling balls in the infield in an attempt to make outs.**