

3rd & 4th GRADE BASEBALL RULES

- 1) Sportsmanship must be emphasized at all times. Unsportsmanlike conduct by players, coaches, or parents must be dealt with by the umpire with appropriate action for the situation. This can range from a warning to expulsion from the game for the individual or individuals involved.
- 2) Pitching distance should be 40 feet. Can play 70' bases instead of 60' if field allows.
- 3) No walking -- after pitcher throws 3 balls, coaches pitch. When the coach comes into pitch, player must stand to the left or right of coach. If the batter has two strikes, they will drop to 1 strike. If the batter has 1 or no strikes they will stay at their strike count. When the coach comes into pitch, they must throw overhand. (If batter is hit by a pitch thrown by coach it is not a walk).
- 4) Limit each pitcher to pitch up to 3 innings per game. Once a pitcher is removed from the mound, they can not reenter as a pitcher for the remainder of the game.
- 5) 10 players -- 4 outfielders (Left, Left Center, Right Center, Right) 6 Infielders (1st base, 2nd base, Short Stop, 3rd base, Catcher, Pitcher)
- 6) If you start the game with 9 or more players and at some point, get down to 8 players you must take an out when that 9th player's spot comes up in the lineup. For league play if you start with 8 players there will be no penalty.
- 7) Game time limit is 5 innings or 1 hour and 15 minutes, unless diamond is available and both coaches agree to play longer. If you are playing at 5:30 p.m. and there is another game following, please do not start another inning after 6:30 p.m. If a game is not completed at 6:45, it will stop no matter where you are at in the inning. Double headers will only be 1 hour games.
- 8) Inning length -- 5 runs or 3 outs, whichever comes first. New for 2010 all innings will have a run limit of 5 runs for league play. * Unless you are the last game & it's agreed upon by both coaches before the game starts.
- 9) No infield fly rule, but you can tag up.
- 10) Dropped 3rd strike is an out.
- 11) Stealing is allowed if ball gets out of catcher's zone but only one base unless play is made. Home is closed unless a play is made on you or elsewhere in the field. "The catcher's zone" width- from the outside of the right batter's box to the outside of the left batter's box. Length- from the front of the batters' boxes to just in front of the umpire.
- 12) Use continuous batting order.
- 13) Throwing of the bat is an automatic out.
- 14) Rubber cleats only!
- 15) Chin straps are optional. Effective 2019: Helmet face guards are mandatory when batting.
- 16) Sliding is the expectation into any base where there is the likelihood of collision. You can slide into first base but is not expected. If you do not want to slide--just stop to prevent the collision and you are automatically out (assuming the defensive player has control of the ball). The umpire has the final call regarding this issue.
- 17) Home field team provides game balls and umpires. The age of umpires is to be freshman and above and they need to see a copy of rules prior to start of game. Home plate umpire must wear face mask.
- 18) No bunting.
- 19) Leading off will be allowed as soon as the ball leaves the pitchers hand. If the runner leaves early, a team warning will be issued. If it happens again the runner will be out.
- 20) Extra innings- extra innings will be allowed if there is no game following and the score ends in a tie after regulation. We will use the International rules for extra innings.
International rule for extra innings- when a team is up to bat, they will start with one out and the last batter from the previous inning will start on second base.

- 21) If teams chose to modify these rules for a particular game, the coaches from each team must agree to the changes prior to the start of the game.
- 22) Keep the games moving, limit your pitcher to 5 warm up pitches or less between innings and have your catcher ready to go.
- 23) We will not play in inclement weather or if lightning is seen even at a distance. It is not worth risking any life. Home team decides if game will be made up.