

EG/Jefferson/Ogden Youth Baseball & Softball League

3-4 Grade Baseball Rules

Rev. 4/10

General Rules

- The home plate umpire is provided by the home team, and the base umpire is provided by the visiting team.
- A team who is short 1 or 2 players may borrow players from another local team to play outfield. Extra players will bat in the last spots on the roster and will play outfield, starting with right field.
- The entire roster bats, regardless if the players are playing in the field or not. If a player is available and uninjured, he must bat. If he does not, it will be considered an out.
- Only a player wearing catching gear may warm up the pitcher prior to the start of an inning.
- All regulation games are 6 innings in length with no new inning starting one and one-half hour after the beginning of the game.
- A game may be called after four innings by the 10-run mercy rule.
- 5-run rule: 5 runs scored or 3 outs, and any runs scored by a hit when the 5th run scores will not be counted. Players who were on base after the 5th run was scored will return to those bases for the next inning. Outs will reset to zero.
- Games called due to weather or darkness after 1 inning has been played, but before 4 innings have been completed, will be continued from the exact point of the suspension.
- Wooden bats are legal, provided they meet Little League standards.
- **Before June 1**, the coach will pitch after four balls. No stealing bases when the coaches pitch. No stealing home at any time.
- **Starting June 1**, walks are allowed. Stealing home is allowed.

Playing Rules

- A pitched ball that hits the ground before it reaches the plate is a live ball. The batter may hit it legally, or the ball may hit the batter and is awarded first base.
- A batted ball that strikes the plate is a legal hit and is fair or foul depending on where the ball ends up.
- Catcher's Interference – If the ball is not put in play and the batter/runner reaches first base safely, then the ball is dead and the batter is awarded first base.
- The batter is not out when the catcher catches a foul tip on the 3rd strike.
- The batter is out regardless if the catcher loses the ball on the 3rd strike.
- Infield Fly Rule – The infield fly rule is in effect if there are 2 or less outs and runners on 1st and 2nd base (or bases are loaded). The batter is automatically out and the runners may advance at their own risk. The infield fly must be able to be caught with normal effort from an infield position. It cannot be a line drive or attempted bunt.
- A runner is out if he fails to retouch the base on a fly ball (fair or foul) when a fielder touches the base first.
- A runner is out if he runs more than 3 feet away from a direct line between bases to avoid being tagged, unless it is to avoid interference with a fielder fielding a batted ball.
- A runner cannot leave the base until the pitched ball crosses home plate.
- A runner will be called out if he does not attempt to slide when the fielder has the ball at the base and is waiting to make the tag.
- Strike Zone – Armpits to top of knees in a standard batting stance.
- A coach may make 3 trips to the mound per inning to talk with the pitcher. These trips can only include the pitcher and the catcher. The pitcher must be replaced on the third trip.

Pitching Rules

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- A pitcher once removed from the mound cannot return as a pitcher.
- A player may pitch up to 75 pitches per game
- Rest Requirements:
 - If a player pitches 61 or more pitches in a day, 3 days of rest
 - 41-60, 2 days
 - 21-40, 1 day
 - 1-20, 0 days