

3rd & 4th Grade SWCL Youth Baseball Rules

WIAA RULES WILL BE USED EXCEPT FOR CHANGES LISTED BELOW

1) FIELD

- a) Pitching Distance: 46 feet from the back of home plate to the front of the pitching plate.
- b) Bases: 60 Feet
- c) All Extra rubber mounds must be removed

2) EQUIPMENT

- a) Helmets: When outside the dugout, all members of the batting team must wear a helmet. The first time a player of the team at bat is caught outside the dugout without a helmet the team will be warned, each time after the team will be assessed an out.
- b) Catcher Gear: Throat guard, mask, chest protector, cup, and helmet are required equipment for catchers.
- c) Footwear: Metal cleats are prohibited.
- d) Bats Must be:
 - (1) Approved Bats
 - (a) USA Baseball Bats- Maximum length 32". Maximum 2 5/8 diameter.
 - (b) BBCOR Bats- Maximum length 32". Maximum 2 5/8 diameter
 - (2) If a NON-APPROVED/ILLEGAL bat is brought to the batter's box
 - (a) First offense: GAME IS FORFEITED and PLAYER IS SUSPENDED FOR NEXT GAME-WE RECOMMEND FINISHING GAME (we want to see kids play, the player)
Second offense: TEAM FORFEITS THE LEAGUE TOURNAMENT
 - (b) **All offenses must be reported to League Commissioner.
 - (c) The board will report this suspension to the next games head coach.
- e) Balls: Must be stamped or marked Little League approved.
 - (1) Balls stamped or marked "Official League" are not acceptable.
 - (2) Home team is responsible for providing one new ball and one good spare.
- f) Player Number: All players must have a number on their uniform/shirt.

3) GAME

- a) Games will be played at 6pm and 7:30pm unless agreed on by coaches.
 - i) Fields that do not have lights will have no game starting after 6pm.
- b) Length of game: 6 innings. Tied after 6 innings: The game ends in a tie.
 - (1) 90 Minute Time limit. No new inning shall begin 90 minutes after the start of the game. The NEW inning starts immediately after last out of previous inning. Once an inning has started the inning must be completed if the home team is behind.
 - (2) Games tied after 6 innings.
 - (i) The game is scored as a tie.
- c) If a game ends early due to darkness or weather, the game is considered complete if 3 1/2 innings are completed and the home team is ahead, or 4 innings are complete, and the visiting team is ahead.
- d) Innings 1-3 are closed innings. Innings 1-3 you can score max of 4 runs. NO CONTINUATION. Innings 4-6 are open innings.
- e) Mercy Rule: 10 run rule after 4th inning is in effect after the team that is behind has batted. Scoring stops after the play putting home team up by 10 or more runs.
- f) Number of players:
 - (1) 10 players are allowed on defense, a team may start with 8 players but forfeits with less than 8 players.
 - (2) No out will be assessed for the 9th and 10th position of the batting order of a team only has 8 players.
 - (3) May add late players to end of lineup without penalty.

- g)** Coaches must bat their bench in all League games and SWCL Tournament games.
- h)** Infield fly will be called with runners on first and second or bases loaded with less than two outs.
- i)** Rescheduling of Game:
 - (1) Both teams must try to reschedule the game.
 - (2) Games not completed before the tournament will be scored a tie.
 - (3) If a team cancels for reasons other than weather, the requesting team will be responsible for makeup date suitable with the other team or forfeit the game.
 - (4) Forfeited games are recorded as a 6-0 win**
- j)** The umpire's decision is final – no protesting of the game.

4) RUNNER

- a)** Sliding: Runners must slide OR avoid Malicious contact when there is a play at any base/plate, or he will be called out.
 - (1) A play is defined as the defender having control of the ball and attempting to tag the runner out.
 - (2) If the defender does not have control of the ball, the runner must still avoid malicious contact or slide.
 - (3) *If the runner is put out due to avoiding a defender without control of the ball, the umpire may call the runner safe due to obstruction.*
- b)** Headfirst sliding is permitted.
- c)** Base runners can lead off when the ball leaves the pitcher's hand.
 - (1) The base runner is not allowed to advance to the next base unless played upon.
 - (a) If base runners leave base early.
 - (i) a warning will be made the first time.
 - (ii) Any additional times it will be an out.
- d)** There is NO stealing. If the catcher throws a ball to a base, the runner can advance.
- e)** Home is closed, until ball is in play.
- f)** Runner(s) may not advance when the catcher overthrows the pitcher.
- g)** Runners must return to the base before the next pitch.

5) BATTER

- a)** NO Dropped 3rd Strike: The batter cannot attempt to advance to 1st base on a dropped third strike. They are out.
- b)** Bunting is Prohibited.
- c)** The batter must call time if he needs to talk to his coach.
- d)** NO WALKS. If the pitcher throws 4 balls to the batter, it is not a walk. A coach from the batting team will come in to pitch to each batter.
 - (1) Strike count continues from youth pitcher**
 - (2) Umpires continue to call balls and strikes**
 - (3) Called strikes count as well as swings.**
 - (4) Displaced pitcher must be in the vicinity of the mound, No 5th infielder**
 - (5) A batter CAN strike out and can be called out looking.
 - (6) Batters hit by pitch from opposing pitcher count and is awarded a base.
 - (7) Batters hit by pitch from coach **are not** rewarded a base.
 - (8) Coach will pitch from the rubber.
 - (9) Max of 4 pitches from the coach unless foul ball.
 - (a) After the fourth pitch from coach, the batter will be out.
 - (b) If a player fouls off on the Coach's 4th pitch it will be treated like a foul ball on a second strike. The batter will be allowed another pitch.
 - (c) If the batter does not swing on the 4th pitch, the batter is out.
- e)** **Courtesy runner(s):**
 - (1) may be used for the player(s) pitching and/or catching the subsequent half inning.**
 - (2) When there are one or two outs.**

(3) The player making the last out must be the courtesy runner.

(4) A pitcher and/or catcher receiving a courtesy runner must return in the subsequent half inning as the pitcher or catcher.

6) PITCHER

a) Pitchers are limited to 5 warm up pitches between innings.

b) A player can pitch no more than 3 innings in a game.

(1) One pitch to a batter is considered an inning.

c) Pitchers must pitch consecutive innings.

d) A pitcher hitting 3 batters in one inning must be removed and may not return as the pitcher.

e) No balks: The umpire will call a “no pitch” if a pitcher commits a balk e.g., pitches without coming to a complete pause (aka quick pitching), pitcher drops the ball while his pivot foot is in contact with the pitching plate and runner(s) are on base. Balk warning, no advancement.

f) Pitchers are allowed to wear sunglasses. (Unless obvious glare that affects vision of home plate umpire)

g) Catchers cannot come into pitch unless there is an injury.

(1) a catcher cannot come into pitch within the same inning unless there is an injury. If a player is not catching that inning, they can pitch.

7) PLAYER ELIGIBILITY

a) Each team can have a maximum of 2 players from outside the team’s community or school attended.

i) The board needs to be petitioned by assigned date for approval of these changes.

b) Rosters need to be completed and submitted to Baseball VP by determined date.

(1) Roster forms can be found on the SWCL website. Forms need to include players full name, jersey number, grade completed, school attended, shirt size.

(2) Any alterations to rosters must be submitted to the Baseball VP prior to game.

c) Players are only allowed to play on one team in each division (3/4,5/6,7/8) Players are not allowed to play both softball and baseball.

d) Players are not prohibited from playing in other organized youth baseball programs e.g., Cal Ripken.

a) A player playing on more than one team of the same age group, e.g. 5th/6th and 5th/6th, or playing on a younger team, e.g. a 7th/8th grade player playing on a 5th/ 6th grade team, is strictly prohibited.

(1) Forfeits the game(s)

8) RECORD KEEPING

a) Teams must keep complete books for each game. *Coaches must verify final score and sign opponent’s book.*

b) Records need to include (at minimum):

(1) Players’ full name

(2) Players’ uniform number

(3) Number of runs scored by each team.

(4) Number of innings each pitcher pitched.

c) WINNING team is to report game score on league website (SWCL.org), tie game home team reports. Failure to report the score of a game will result in a forfeit by each team. Coaches should verify final score and sign opponent’s book. Any team with 2 or more unreported scores by the deadline, the current head coach will not be allowed to coach the next year unless a \$150 fine is paid to the SWCL.

d) Teams participating in the SWCL Tournament need to be able to produce their full set of game records from all SWCL league games and present them to the league, if requested.

9) OFFICIATING

a) Umpire Qualifications

(1) League Games:

(a) The home plate and base umpires must be high school age (at least 15 years old).

- (b) The home team is responsible for providing the home plate and base umpires.
- (c) Plate umpire is required to wear shin guards, chest protector, and face mask.
- (d) Plate umpire is to print name on both team score books.

10) SWCL TOURNAMENT

- a)** Players must have played in at least 50% of their teams SWCL games during the SWCL regular season to participate in the SWCL Tournament.
 - (1) Exemption: If a player is injured (e.g., broken arm, etc.) and is unable to play and travels with his team he may participate in the league tournament.
- b)** The SWCL Board will make the final decision whether a player is eligible.
- c)** Tie breaker for seeding teams with same win/loss record.
 - (1) Head-to-head
 - (2) Winning %
 - (3) Least runs given up per game (if more that 2 teams have same win/loss record)
 - (4) Record against higher seeded teams
 - (5) By flip of a coin
- d)** The location of games will be:
 - (1) Monday through Wednesday at the higher seed location.
 - (2) Thursday Night Winners bracket will be played at the host site. Losers Bracket will be played at the higher seed location.
 - (3) All games will be played at the host site Friday and Saturday.
- e)** Home team:
 - (1) The higher seed will be home team.
- f)** Coaches must bat their bench in League and SWCL Tournament games. No outs will be taken for less than 10 players in the tournament. Teams can play with 8 players.
- g)** Balls must be stamped or marked Little League approved.
 - (1) Monday through Wednesday the home team is responsible for providing one new ball and one good spare.
 - (2) Thursday, Friday, and Saturday the tournament host will provide one new and two good spares for each game.
- h)** Games do not have a time limit.
 - (1) Rainout/delay games will be completed to 6 innings, unless the 10-run rule applies.
- i)** If the game is tied after 6 innings of play.
 - (1) The last player that made an out, from both teams, will be placed on 2nd base at the beginning of their half of the 7th inning and any necessary innings.
 - (2) The last out will continue to be placed on 2nd base until an extra inning ends without a tie.
 - (3) Pitcher earn extra innings in extra innings played. No consecutive innings. Pitch 1, Rest 1
- j)** Pitchers may pitch a maximum of 8 innings per day.
- k)** Regular season pitching game rules, see #6, Pitching
 - (a) Ex. If pitching 4,5,6 innings pitcher cannot pitch again until the 8th inning
- l)** The community that hosts the year end tournament will receive \$100 per game for umpires.
 - (1) The home plate umpire at the host site must be WIAA Certified Thursday, Friday, and Saturday.