



## **MJCCA Youth Baseball Player Pitch Rules**

### **4<sup>th</sup>-6<sup>th</sup> Grade**

### **NATIONAL LEAGUE: PLAYER PITCH BASEBALL**

The baseball used in this league will be a regular baseball.

Time Limit: No new inning after 1 hour 30 minutes. If the Home Team is ahead when time expires, it is up to the Visiting Team to decide if they would like to finish the inning.

#### **THE FIELD**

Little League Field

The distance between bases will be seventy feet (65').

The distance from the pitching rubber to home plate will be approximately forty-seven feet (47').

5 minutes prior to each game the umpires and head coaches will meet at home plate.

Head Coaches will present a line-up card to the umpire. This will be accepted as the batting line up and no player can be inserted into the line up once submitted. If a child is late to the game he will be overlooked until he arrives, upon which point he will resume his position in the batting line up. The umpire will also inspect all bats at this time. Coaches should have players lay all bats out in front of the dug-out for inspection.

#### **INDIVIDUAL PLAYING TIME**

1. All players will bat continuously through the batting order for the entire game.
2. No player will remain out of the game for two (2) consecutive innings during a game and no more than 2 innings per game. Ex.: If player #5 bats second in the batting order, does not get to start in the field in the first inning. Therefore, player #5 must play in the field in the second inning.

#### **PITCHING RULES**

1. Any team member may pitch, subject to the other restrictions of the pitching rules.

2. A pitcher shall not pitch any more than THREE (3) innings per game. A pitcher CANNOT re-enter the game as a pitcher if removed from the mound on one occasion?
3. Delivering one (1) pitch to a batter shall be considered as pitching one (1) inning.
4. A coach shall be entitled to request time, on defense, to talk to his pitcher once per inning. On the second visit in the same inning, he shall be required to remove the pitcher from the mound, but he can be placed at any other position in the field. This excludes attending to an injury. If the game clock is within the final 30 minutes of the game's end it shall be stopped during visits to the mound.
5. Relief pitchers will be allowed six (6) warm-up pitches.
6. The strike zone will be called 'liberally' with a zone ranging, vertically, from shoulder to knee and a bat length from the hitter's stance.

### **BASE-RUNNING RULES**

1. Stealing is allowed. Base runners are not allowed to lead off. Stealing can only occur when the ball crosses the plate. If a runner leaves beforehand the umpire can call that runner out. A runner cannot steal multiple bases on a play. He can only advance/attempt to steal 1 base on an attempted putout – No stealing on any subsequent overthrow from a catcher.
2. An overthrow from a 'position player' is a live ball and as such a base runner can advance 1 base at his own risk.
3. Any overthrow or misplay on an attempted put out of an advancing runner off a previous overthrow is a dead ball. There cannot be 2 overthrows in 1 play. All judgment calls deferred to the umpire and his final decision!
4. Stealing home is allowed. Note: A ball can be called dead by the umpire if a wild pitch becomes unplayable against the backstop/fence.
5. A batter **is out** when a third strike (called or swinging) is not caught by the catcher. The batter shall be called out and the ball shall remain in play, base-runners may advance at their own risk.
6. Base runners are NOT allowed to slide headfirst.

### **THE GAME**

1. Regulation game will consist of six (6) innings.
2. There will be a maximum of six (6) runs per team allowed in each inning, with the 6<sup>th</sup> Inning being unlimited/open.
3. A batter will be given 3 strikes or 4 balls.
4. Games shortened by reason of darkness, rain, or other Acts of God shall be considered regulation after four (4) complete innings. (3 1/2 innings if the Home Team is ahead.)
5. Games called before they become regulation shall be made up in their entirety. Coaches should notify the MJCCA to make-up these games.

6. Home Team scorekeeper is the official scorekeeper. Both teams will keep and maintain a scorebook for the game. The scorer MUST BE AN ADULT. The Home Team will also provide an Adult Scorekeeper for the scoreboard.
6. No new innings will be started after 1 hour and 30 minutes. Any inning in progress as the time expires MUST be completed. If the Home Team is ahead when time expires, it is up to the Visiting Team to decide if they would like to finish the inning.
7. Games tied after the regulation time or number of innings) will be considered a Tied Game. (Exception - If time limit has not expired, one (1) additional inning may be played.)
8. The maximum number of defensive players on the field during play will be nine (9). This will consist of a regular baseball infield, including a catcher, and three (3) outfielders. Before each pitch is made, all outfielders must be positioned on the outfield grass.
9. Substitutions are unlimited. (i.e. A player may come out of the field and go back later in the game.)
10. After a First Warning to a player for slinging a bat, the Second occurrence will result in the player being called out. (One warning per team)
11. The INFIELD FLY RULE will be in effect.
12. Bunting is allowed. Once attempting to bunt a batter may not “swing away” at the current pitch. The batter will be declared out if this occurs.
13. There are no forfeits due to insufficient players. All games will be played. If a team has less than eight (8) players, the opposing team may lend them players if the coach desires. Players who are not registered in the league will not be allowed to play.
14. Hard cast and splints will not be permitted on the playing field. Any player with a cast or splint will not be allowed to play.
15. Bat Specifications & Sizes: All bats should conform to BPF=1:15 standards.
  - No Composite bats will be allowed in the league.
  - No big barrel bats - Maximum bat size is 2 5/8’ diameter.(2 1/4 is standard)
  - Should a bat be discovered that is in violation of the rules it will be removed from circulation for any and all at bats (even if discovered in the middle of an at bat it must be changed out) from that point forward. If a play has taken place and is called dead it shall stand.
  - Coaches should inspect their team’s bats prior to each game to assure compliance. Use the charts below as a general guideline for determining **BAT WEIGHT**.

<b>Youth League (11-12 yrs)</b>	
<b>Player Weight</b>	<b>Bat Weight</b>
70-80 lbs.	18-19 oz.
81-100 lbs.	19-20 oz.
101-120 lbs.	20-21 oz.
121-140 lbs.	21-22 oz.
141+ lbs.	22-23 oz.

16. **ALL UMPIRES DECISIONS ARE FINAL!!**