

3rd/4th Grade Pitching Developmental League

I. GAME FORMAT

1. Games consist of 6 innings or 80 minutes. No new innings can begin after 60 minutes.
2. Games ending in a tie will remain tied and count as a win for both teams.
3. An inning or half-inning ends when a team scores 7 or more runs regardless of the number of outs. All runs will count until the completion of the play in which the seventh run is scored.
4. First team listed is home team. Home team starts in the field on defense.

II. EQUIPMENT/FIELD SIZE

1. Bases will be 60 feet apart.
2. Bats: 26"-29" bats will be provided
3. Ball: 9 in. dimpled pitching machine baseball for pitching machine and 9 in. baseball
4. No metal cleats will be allowed on the field.
5. Batters and base runners will be required to wear batting helmets.
6. Hard casts or braces must be covered with a soft material.
7. No jewelry shall be worn except religious or medical jewelry which must be taped down.
8. Catchers must wear a face mask with helmet, chest protector, shin guards, and must use a catcher's glove.

III. PLAYERS

1. Each team roster shall consist of 13 players maximum.
2. 9 players will play defensively (on the field) each inning.
3. Batting order consists of all team players present, each batting in the same rotation throughout the game. Players arriving late will be added to the bottom of the batting order.
4. All players must remain in the dugout if they are not playing defense, batting, on deck, or base running.
5. Any team unable to take the field at the scheduled time will forfeit the game; forfeited games will be played for fun.
6. Once a pitcher is removed, they cannot re-enter as pitcher.
7. Pitcher's limited to 12 outs per week.

IV. SUBSTITUTIONS

1. Substitutions may not be made in the middle of an inning. Players must play the entire inning

defensively, unless injured.

2. No player will sit out 2 innings consecutively.

3. Each team has an unlimited number of defensive substitutions provided it is done in between innings.

V. PITCHING MACHINE RULES OF PLAY

1. Pitching machine speed is set by the official at approximately 40-55 mph depending on game and field conditions.

2. The umpire has the right to adjust the pitching machine as needed throughout the game.

3. Most pitches are a strike; however, the umpire may rule a pitch to be a "no pitch" if it is out of the strike zone and the batter did not swing.

4. Each batter receives 3 pitches unless a no-pitch is called. The player will be called out who fails to fairly hit one of the three strikes. However, if the player fouls on the third strike he/she will remain at bat until the ball is hit fairly or the player strikes out.

5. The batter may not attempt to advance to 1st base on a dropped 3rd strike.

6. A batter hit by a pitch will be awarded first base.

7. A "dead ball" will be declared by the umpire in the following situations:

a) A batted ball hits the pitching machine. (Ruling: Batter will be awarded first base)

b) A batted ball is judged to be unplayable due to the placement of the pitching machine.

(Ruling: Batter will be awarded first base.)

c) A batted ball is popped up directly above the pitching machine. (Ruling: Batter will bat again- the count will remain the same.)

VI. BASE RUNNERS

1. No stealing.

2. All base runners must tag up and may not leave the base until the ball crosses home plate. Penalty: base runner may be declared out.

3. Base runner must attempt to avoid contact with the catcher by sliding into home plate whenever there is a play at home (as determined by the official). Penalty: base runner may be declared out and may be ejected if the contact is deemed intentional by the umpire.

4. Any attempted throw to the pitcher is a dead ball, runners cannot advance.

VIII. CONFERENCES/COACHES

1. One adult coach is permitted in each coach's box. All other coaches must remain in the dugout.

Coaches under the age of 18, must wear a helmet if they are in a coach's box.

2. Defensive Conference – While on defense, each team is allowed two conferences during a six inning game, without penalty. These conferences are used for coaches or non-playing representatives to confer with a defensive player or players.

3. Time granted for an obviously incapacitated player shall not constitute a charged conference.

IX. SCOREKEEPER

1. All line-ups must be submitted to the scorekeeper(s) at least 10 minutes prior to the scheduled game time.

2. The scorekeeper will keep track of individual runs, outs, and team score.

X. PROTESTS

1. Any violation or misinterpretation of a rule (not judgment calls) must be brought to the attention of the umpire BEFORE THE NEXT PITCH.

2. If the umpire cannot solve the problem the Site Supervisor should be found to make a final ruling on the play in question.

3. Anyone ejected must leave the field/park immediately.

4. Spectators should not interrupt the game. If a spectator, coach, or player has become disruptive, the umpire and / or field supervisor may ask them to leave the park.

XI. SPORTSMANSHIP PHILOSOPHY

1. Clearfield City Recreation is dedicated to providing quality recreational sports programs in a spirit of sportsmanship and fellowship for our community. It is expected that all players, coaches, parents, and spectators will strongly adhere to all rules of play and etiquette involving the program.