

3rd & 4th Grade BYLAWS

GENERAL RULES

- NFHS rules apply except where superseded by Farmington City bylaws.
- Players must wear the team-issued hat and shirt when playing a game. Alterations or additions to the uniforms require Farmington City approval. Jackets may be worn over the uniform during cold weather. Pants are required for league play but not for tryouts. Metal cleats are NOT allowed.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter, and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being thrown out of the game without warning.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Any violation of 3rd&4th Grade Bylaws could result in disciplinary action as determined by Farmington City.

TEAM SELECTION

- Team selection will be based on tryouts. Then coaches will pick players in a draft. Once the draft is done the teams are set unless Farmington City decides a change needs to take place.

GAME RULES

- The baselines are 60 feet with 44 feet pitching distance.
- Regulation games will consist of 4 innings or a time limit of one hour, and 10 minutes (drop dead). No new inning may start after 1 hour after the scheduled game time. A game can end in a tie. **There will be a maximum of 5 runs limit per inning including the last inning. If the team at bat already has 4 runs in any given inning and a hitter hits multiple runners in only one run will count.** If a team is up by 10 or more runs at the completion of the 2nd inning the game shall end in a mercy rule.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in a forfeit of the game. There will be NO GRACE PERIOD for the start of the game. The forfeit score will be 4-0. The 15 minutes will count toward the time limit for the game. Both teams will forfeit if neither team has at least 7 players. This game will not be rescheduled and the score will be a 0-0 tie.
- A team may start/finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.
- Players from lower leagues (Farmington City Recreation Leagues) may play up. They must wear their lower league uniform and both coaches must be notified of these players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide the scorekeeper with a copy of their line-up.

Each player will be listed in the batting lineup. This will include last names and uniform numbers.

- Both coaches are required to verify the pitching and final score.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays, Fridays, or Saturdays.
- Games shortened by the elements will be considered complete if at least 2 innings or half of the time limit have been completed.

BATTING

- All players will be included in the batting lineup and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.
- There are no bat restrictions in this age group. Bunting is allowed.

PITCHING

Pitchers may pitch a total of 5 innings per week. The week starts on Monday and ends on Sunday. One pitch constitutes an inning. Coaches must record who pitches in the scorebook. This rule is set for the safety of your players. You are required to keep track of pitching time and have this documented if a question arises regarding your pitchers. Coaches are encouraged to use multiple pitchers in each game, as well as to develop 4 or more pitchers on your team.

- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as a pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 7 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between-inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear batting gloves under their mitts or wear sweatbands.
- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of the play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- *Each player must play a minimum of two innings defensively.* All substitutes must enter the game by the beginning of the second inning.
- Defensively, there is a free substitution rule meaning you can remove a player from the game

and put him back into any position at any time. The batting order will not change. The exception to the rule is for pitchers. If a pitcher is removed from the mound, he cannot pitch anymore in that game.

- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.

BASE RUNNERS

- Base runners are NOT allowed to lead off. Once the ball crosses the plate the runner can go to the next base.
- Stealing is allowed between first, second third. Runners may not steal home unless a ball is thrown to third base. A runner may not advance from third to home on an overthrow of a catcher to the pitcher. A runner may only advance from third to home on a ball hit into fair territory OR A LEGAL TAG-UP ON.
- There will be no stealing home at all no matter whether the catcher catches the ball or not. (It is up to the discretion of the umpire as to whether he wants to give a warning or not on leaving the base early).
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 1 or more outs. The catcher will be the player who played the catcher during the last inning.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmets on until back in the dugout.
- Infield fly rule is in effect

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes malicious contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- There is no dropped third strike rule in this league.

