

# KAYSVILLE RECREATION BASEBALL



## LEAGUE RULES FOR 3<sup>RD</sup>/4<sup>TH</sup> GRADE DIVISION:

1. THIS LEAGUE WILL PLAY ACCORDING TO NFHS (High School) BASEBALL RULES UNLESS SPECIFIED BELOW.
2. ALL LINE UPS (WITH NAMES AND NUMBERS) MUST BE TURNED IN TO THE OFFICIAL SCOREKEEPER 15 MINUTES BEFORE GAME TIME. EACH TEAM SHALL HAVE THEIR OWN SCOREKEEPER WHO RECORDS THE PITCHING LOGS. PLEASE HAVE THE SITE SUPERVISOR SIGN THE PITCHING LOG.
3. A PLAYER MAY ONLY PITCH 5 INNINGS PER WEEK (MONDAY – SUNDAY). IF A PITCHER PITCHES ONE PITCH IN THE INNING IT IS COUNTED AS A PITCHED INNING. 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.
4. NO NEW INNING WILL START AFTER 65 MINUTES. A PLAYING SCHEDULE MUST BE KEPT. THERE WILL BE NO GRACE PERIOD FOR THE START OF THE GAME. IF A TEAM HAS LESS THAN 8 PLAYERS AT THE GAME STARTING TIME, THE GAME IS A FORFEIT. IF A TEAM HAS 8 PLAYERS, AN OUT WILL BE ASSESSED EVERY TIME THE 9<sup>TH</sup> BATTER IS SUPPOSED TO BAT.
5. EVERY PLAYER WILL BAT AND THERE IS FREE DEFENSIVE SUBSTITUTION IN THE FIELD. PLAYERS MUST PLAY AT LEAST EVERY OTHER INNING.
6. BASE DISTANCE WILL BE 60 FEET. PITCHING DISTANCE IS 44 FEET.
7. THERE ARE NO BAT RESTRICTIONS IN THIS AGE GROUP.
8. NO METAL CLEATS ALLOWED.
9. DROPPED THIRD STRIKE RULE **DOES NOT** APPLY.
10. Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch **until the pitched ball has reached or passed the catcher**. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitched shall be considered as a dead ball. *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).
11. A runner may not advance from third to home on an overthrow of a catcher trying to throw out a runner attempting to steal. A runner may only advance from third to home on a ball hit into fair territory OR A LEGAL TAG UP ON FOUL BALL THAT IS CAUGHT.
12. THERE WILL BE A **FIVE** RUN MAX RULE EACH 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.**
13. Coaches are encouraged to use multiple pitchers in each game, as well as to develop 4 or more pitchers on your team
14. **PICK UP RULE:** WHEN A TEAM CANNOT FIELD 8 OR 9 PLAYERS, A PLAYER MAY BE PICKED UP UNDER THE FOLLOWING RULES. FAILURE TO FOLLOW THESE RULES WILL RESULT IN A FORFEITURE OF THE GAME:
  - A. A TEAM MAY ONLY PICK UP A PLAYER FROM THE LEAGUE BELOW.
  - B. THE PLAYER MUST BE FROM AND REGISTERED WITH KAYSVILLE CITY RECREATION.
  - C. A TEAM MAY PICK UP AS MANY AS 3 PLAYERS, BUT ONLY ENOUGH TO FIELD A FULL TEAM OF 9 PLAYERS.
  - D. PICK UP PLAYERS MUST BAT AT THE END OF THE BATTING ORDER AND PLAY IN THE OUTFIELD.
  - E. PICK UP PLAYERS SHOULD COME IN HIS OWN TEAM UNIFORM.
  - F. IF A PLAYER SHOWS UP, THE PICK UP PLAYER MUST SIT OUT (THIS SHOULD BE DONE AT THE END OF THE FULL INNING).
  - G. OPPOSING TEAM COACH, GAME OFFICIALS AND THE SCOREKEEPER MUST BE NOTIFIED THAT A PICK UP PLAYER IS BEING USED.
  - H. PICK UP PLAYERS MAY NOT BE USED IF A PLAYER HAS BEEN EJECTED FROM THE GAME.

***SINGLE ELIMINATION LEAGUE TOURNAMENT WILL FOLLOW LEAGUE PLAY.  
LEAGUE RULES WILL BE IN EFFECT DURING LEAGUE TOURNAMENT.***