



Triple-A Baseball League Rules

(3rd-4th Grade Live Pitch)

1. Game Format:

- a. NFHS rules will apply except as amended below.
- b. Games consist of 6 innings or time. No new inning will begin after 60 minutes. The game is over at 60 minutes if the home team is up to bat and is winning, otherwise the inning will end by 3 outs or the 5-Run Rule. Games can end in a tie.
- c. 5-Run Rule: The half inning will end after the team scores their fifth run that inning. A team could have 8 runs scored in an inning if the bases were loaded.
- d. The team listed first on the schedule is the Home team. They will field first and occupy the third base dugout.
- e. Scorekeeping: The home team is responsible for the official book. However, both teams shall provide a scorekeeper and match scorebooks after each inning. If discrepancies are found, they must be reconciled prior to the start of the next inning otherwise the Home team's score book will be official. Scorekeepers will hand in the papers and report the score to the official or site leader at the end of each game.

2. Playing Field and Equipment:

- a. Pitching Distance: 44 feet
- b. Base Distance: 60 feet
- c. Each team is provided helmets, bats, balls, and catchers gear by Ogden Recreation. Contact the department if there are issues with any of the equipment.
- d. Equipment must be kept inside the dugout during play for safety and interference reasons.
- e. Hitting aids are not allowed on the field of play during a game.
- f. Players are required to wear protective equipment and protective cups during play.
- g. Players are permitted to use their own equipment granted they meet NOCSAE or USA Bat standards.
- h. Bat size: 2 5/8" is the largest bat size for this league. No drop restrictions.
- i. Cleats: No metal cleats allowed.

3. Players:

- a. All players must be registered and on the official roster provided by Ogden Recreation.
- b. Fielding a team: Any team unable to take the field no later than five minutes after scheduled time will forfeit the game. The game time officially starts at the scheduled game time.
- c. Forfeited games will be scored 6 to 0. Forfeited games will be played as a scrimmage by dividing up players or playing with the available players.
 - A team needs 8 players to avoid a forfeit.
- d. All players must play at least 2 innings on the field, and no player should sit out 2 innings consecutively.
- e. The batting order shall consist of all players present, continuing the same order throughout the whole game. If a player arrives late, they will join the end of the batting order.
- f. A team will play with 9 players defensively. All players must remain in the dugout if they are not playing defense.

4. Pitching:

- a. A pitcher is limited to 3 innings in one day. A pitch in any inning counts as a full inning.
- b. A pitching change must be made on the second coach's visit to the mound in the same half inning.
- c. A player once removed as a pitcher may re-enter only once as a pitcher but may continue to play any other position.

5. Base Runners:

- a. Stealing: Base runners may not leave the base until the ball crosses home plate.



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- Penalty: Upon appeal, the base runner would be called out.
- b. Advancing to Home: Base runners will not be allowed to advance home on a passed ball or wild pitch by the pitcher, they will be able to advance home on any other play.
- c. Speed up Rule: with two outs, running for the catcher is allowed but must be for the catcher from the previous inning. It is recommended, but not required. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on the bases.
 - **Note:** If the team decides not to use the speed up rule, it is suggested that they have either a coach or substitute from the bench (substitute must wear a catcher's mask) warm the pitcher while the catcher is putting on their equipment.
- d. Batters, base runners, and on-deck shall always wear a helmet.
- e. The runner must attempt to avoid contact with the catcher and/or slide when there is a close play at home.
 - Umpires' discretion to call player out if judged to be interference.
- f. If the ball goes out of play, runners will get the base they are going to, plus one.
- g. There is no dropped 3rd strike rule in this league.

6. Coaches:

- a. One coach is permitted to be in each coach's box. All other coaches must remain in the dugout. Each team will have a max of 3 coaches' total.
- b. Appeal: Any violation, or misinterpretation, of a rule (not a judgment call) must be appealed to the attention of the umpire before the next pitch. If the umpire cannot solve the problem the Field Supervisor will make the final ruling on the play/rule in question.
- c. Conferences:
 - Defensive Conference- Each team, when on defense will be allowed one free conference with a coach per inning, any subsequent conference requires substituting the pitcher.
 - Offensive Conference- Each team, when on offensive will be allowed one conference per inning.

7. Sportsmanship:

- a. Coaches are expected to act as role models and will be held accountable for their behavior and the behavior of any assistant coach, players, and parents. Parents are encouraged to always support their youth and their coach.
- b. Unsporting behavior will not be tolerated. This includes berating players, coaches, officials, or spectators. It also includes any form of tobacco use, intoxication, or vulgar language. Contact the site leader or supervisor for any instances of unsporting behavior.
- c. Spectators: Yelling at or harassing (swearing, bullying, intimidating, threatening) game officials, the opposing team's fans, any coaches, or players will not be tolerated. Such behavior may lead to an ejection from the game, forfeiture of the game, or a league suspension/ban.
- d. Ejection: Anyone ejected from the game is required to leave the facility immediately. Refusal to leave will result in a forfeit. Any coach, player, or spectator ejected from a game will be suspended for a minimum of one game and must meet with the program supervisor before they can continue to participate in the program.
- e. League Supervisor has the autonomy to enforce or negate any suspensions.

ALL OGDEN CITY PARKS ARE DRUG-FREE ENVIRONMENTS. NO USE OF TOBACCO, ALCOHOL, OR VAPING IS ALLOWED. SAID PERSON WILL BE ASKED TO LEAVE THE PARK IMMEDIATELY.