

# MAJOR LEAGUE BASEBALL RULES

## 3<sup>RD</sup>-9<sup>TH</sup> GRADE



**pr**  **vo**  
**PARKS &  
RECREATION**

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## THE CITY OF PROVO RECREATION RULE BOOK

Provo Recreation has adopted the baseball rules of the High School Federation as their official playing rules. The information herein will act as a supplemental to anything found in the rule books produced by the High School Federation.

### MANAGERS / COACHES

1. The conduct of a manager/coach on the field should be of the highest type at all times and should reflect the best interest of the youth involved. Personality and leadership are more important than sheer knowledge of baseball. A manager/coach may be replaced at any time if the sports department deems it necessary.
2. Managers/coaches should not incite the fans or the players by their actions. Managers/coaches should help ensure spectator conduct is positive and does not detract from the game. The manager and/or coach should confine themselves to the dugout or approved area during a game unless conferring with an umpire or player under authorized baseball conditions. Coaches are responsible for filling out the Parent Pledge and for helping the team abide by it.
3. Only two adult coaches may be on the field, coaching bases, while their team is at bat. When their team is on defense, coaches will remain in the dugout or extended area.
4. The use of tobacco chew, smoking, alcohol, or un-prescribed drugs in any form by player, coaches, or adult leaders in the dugout, bench, on the playing field, or any time during the game, is not permitted and such offenders are ineligible for further participation for the year.

### UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike behavior of any manager, coach or player will not be tolerated.
  - a) If a manager or coach is removed from a game for unsportsmanlike conduct, he must leave the facility, out of sight and out of sound or his team will be caused to forfeit. That person will be suspended for the next scheduled game.
  - b) An ejected player can remain in the dugout as long as there is no adult for the player to leave with. If there are any further conduct related issues with this ejected player during the remainder of the game, he must leave the facility, or his team will be caused to forfeit. An ejected player will be suspended for their team's next scheduled game.
  - c) The offending person will be asked to meet with the Program Coordinator.
2. Per the Parent Pledge, Coaches should encourage sportsmanship for their own fans at all games.

## TEAM AND PLAYER ASSIGNMENTS

1. The organization of teams will be under the direction of the League Coordinator. The selection and assignment of players will be on a fair and equitable basis (including grade).
2. Only the players on the registered roster of a team shall be in uniform.

## THE GAME

1. A Regulation Game:
  - a) 3<sup>rd</sup>-6<sup>th</sup> Grade leagues shall be for six innings or a time limit of 1 hour 15 minutes.
  - b) 3<sup>rd</sup>/4<sup>th</sup> Grade games will play a six run offensive limit during each inning. The play where the sixth run is scored is live and all runs will be counted until the play is complete. Pitcher charged 3 outs.
  - c) 7<sup>th</sup>-9<sup>th</sup> Grade league shall be seven innings or a time limit of 1 hour 45 minutes.
  - d) Tie Games: In the case of a tie ball game we will have one extra inning in the regular season and games can end in a tie. For all post season games we will play till a winner is declared. All extra innings will start with a runner on 2nd base. This runner should be the last out of the previous inning.
  - e) All divisions will have four outfielders.
2. Basis of Play:
  - a) 3<sup>rd</sup>/4<sup>th</sup> League - No Lead-offs, for this reason the pitcher is not allowed to make pick-off moves or balk. Steals are allowed, baserunners are not allowed to leave the base until a pitched ball crosses home plate. No running on dropped 3<sup>rd</sup> strikes.
  - b) 5<sup>th</sup>/6<sup>th</sup> League- Lead-offs and pick-off moves are allowed, with modifications to balks and awarding of bases. The batter may run on dropped 3<sup>rd</sup> strike if less than 2 outs and first base is not occupied or any situation with two outs.
    - i) Base runners that are picked off due to an illegal move (balk) will be awarded the base which they are trying to obtain. The base runner that gets caught in a pickle due to an illegal balk (play will immediately be called dead), the runner will be awarded the advancing base.
    - ii) In conjunction with traditional balks, multiple base runners will be awarded base advancements when a balk is enforced. For example, a balk occurs while the base runner dives back to the original base, the ball becomes dead and no bases are awarded. If a balk occurs while attempting to advance bases, the ball becomes dead and all runners advance to the next base.

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- iii) 3<sup>rd</sup> to 1<sup>st</sup> pick-off moves ARE legal.
  - iv) Balks are a judgment call, umpires judgment may not be protested. Balks will only be called if the move is an act of deception.
- c) 7th-9th Grade League- All play is based on High School Federation Rules. Lead-off/ pick-off and balks will be enforced as per the rule book.

### 3. Called Games:

If the game is called for weather or other reasons, the team with the lead is the winner, if more than the following innings have been played:

#### a) Completed Game Requirements:

3rd/4th Grade and 5th/6th Grade: After three or more equal innings.  
7th-9th Grade: After four or more equal innings

b) Provo Parks and Recreation format requires that games stopped due to weather or other reasons, are to resume at the point that they left off. Games that have met completed game requirements will be considered finished.

c) In resumed games, pitching regulations will be enforced as if the game was being played in the week originally scheduled. No combination of regular league games and make-up games can a pitcher exceed the number of outs per week.

### 4. 90 second Rule – 7TH-9TH GRADE League only:

Teams have 90 seconds from the point when the last out occurs to when the first pitch is to be thrown to start the new half-inning. This rule is to help pick up the pace of the game. Coaches are to teach players to hustle on and off the field, this will allow for more playing time and complete games.

a) Speed up the runner for the catcher only, must be **last out** (7th-9th Grade only).

b) If the pitcher is not ready at the end of 90 seconds, a ball will be called.

c) If the batter is not ready at the end of 90 seconds, a strike will be called.

d) In cold weather situations, the umpire should use good judgment in enforcing this run and error on the side of safety for the players.

5. If either the offense or defense waives their right to 90 seconds, the opposing team still has the option to utilize their time.

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### Mercy Run Rule:

For **ALL** leagues, if a team is leading by 15 runs after three innings, 12 runs after four innings or 8 runs after five innings, the team in the lead will be declared the winner.

Mercy Rule Innings/Time	Runs Ahead	Visiting Team Innings Played	Home Team Innings Played
At 3 Innings	15	3	2 ½
At 4 Innings	12	4	3 ½
At 5 Innings	8	5	4 ½

### PROTESTS AND PENALTIES

1. Any team failing to field at least 9 uniformed players will be assessed an out in the batting order for each missing player at the place designated by the coach. If a team has 9 eligible players, the coach must use those players and will not have the option of playing with less and taking an automatic out. This rule applies to team members only.
2. The play of illegal players shall result in the forfeiture of the game in which players have participated illegally if the game is protested by any of the league managers or officials in writing within 24 hours of the game or games in question (an illegal player is one who is not legally a member of the team because he does not meet the age, grade, resident, or the registration requirements).
3. The penalty for the use of an ineligible player, due to prior disciplinary action, shall be the removal of the player from the line-up upon appeal by the opposing manager, or notification by the official scorer or league records to verify the ineligibility of the player concerned. Such players may also be declared ineligible to play in the team's next game if such a violation is determined to be deliberate on the part of the player or his manager.
4. In the event a manager of an ineligible player refused to remove the player in question from the line-up when the appeal is made and verified, the game is subject to forfeit when protested properly.
5. The official scorer should notify the umpire concerning an ineligible player who is about to be used in the game, but failure to do so does not change the rules but can have the effect on the participant's removal from the game.
6. A protest based on a play that involves an umpire's judgment is not permitted.
7. In league play for rules violation, the objecting manager must at the time of the violation notify

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the umpire, the official scorekeeper, and the opposing manager of their protest. If an immediate decision cannot be reached, the game will continue in protest status and the objecting manager must file with the League Coordinator their written protest within 24 hours.

The following information is needed:

- a) The inning?
- b) The score?
- c) The number of outs?
- d) How many base runners and on what bases?
- e) The count on the batter?
- f) Who was pitching?
- g) What happened and what rule was violated?

If the League Coordinator upholds the protest, the game concerned shall be played from the point of protest.

8. Protests should be discouraged on technicalities and it should be observed that unless an illegal player is being used or some unusual or major violation committed, a game forfeiture should not be involved.
9. If a manager or coach has been removed from the game and refuses to leave the playing field or ballpark, the game will be deemed a forfeit.
10. Coaches should be notified of a rule violation he/she is making at the time and point in the game that it is made and noticed by anyone.

### PITCHING REGULATIONS

***It is the coaches' responsibility to monitor and adhere to all pitching regulations.***

### PITCHERS IN LEAGUE GAMES

1.

TIME PERIOD	3RD/4TH GRADE & 5TH/6TH GRADE	7TH-9TH GRADE
Maximum outs in 1 day	18	21
Maximum outs in 1 week	18	24

- a) There is no rest required if a pitcher has pitched 12 outs or less in 3rd/4th Grade, 5th/6th Grade, or 7th-9th Grade in 1 day.
- b) The minimum hours of rest if a pitcher has exceeded pitching limits is one (1) complete calendar day. Example: If a pitcher pitches on Monday and exceeds the pitching restrictions, he may not pitch on Tuesday. They may pitch again on Wednesday.

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- c) In order to further protect young pitchers, a pitcher must have one (1) calendar days' rest if he has pitched in his fifth inning in 3rd/4th Grade, 5th/6th Grade, or 7th-9th Grade. The pitching of one pitch to a batter is to be considered as having pitched in that inning insofar as rest is concerned, but not insofar as the accumulation of his total outs for the week is concerned.
- d) Innings pitched in a tie game, postponed game, or non-contest game shall be charged against the number of outs pitched that week. In the playoff of a postponed or tie game, the ineligible pitchers will remain ineligible during the replay.
- e) A pitching week is defined as Monday through Saturday.
- f) SAME DAY COMBINATION PITCHING RULE: 3rd/4th Grade/5th/6th Grade may pitch 18 outs in a day. 7th-9th Grade may pitch 21 outs in a day. Pitchers may pitch any combination between the two games in one day, however, the rest rules still apply.

### **EXAMPLES OF THE PITCHING RULES FROM THE 3RD/4TH GRADE/5TH/6TH GRADE LEAGUE ARE:**

A pitcher is charged with only fifteen (15) outs if he is on the visiting team and the home team wins without playing the last half of the sixth inning. That pitcher has three (3) outs left for that week after one calendar day of rest (see above schedule).

A pitcher on Monday pitches thirteen (13) outs and is relieved. He would not be eligible to pitch until Wednesday.

A pitcher on Monday, who pitches twelve (12) outs and is relieved before the fifth inning begins, would be eligible to pitch again on Tuesday.

- 2. The second and/or third outs exceeding maximum outs resulting from a multiple play will not be assessed to the pitcher in determining maximum outs.
- 3. **A pitcher cannot pitch again in the same game once he is removed from the mound even though he remains in the line-up at another position.**
- 4. Any violation of a pitching rule may be subject to forfeiture of the game.
- 5. Intentional Walks: No pitches need to be thrown. All leagues: Cannot steal 2<sup>nd</sup> on a walk.



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### CLARIFICATION

6. Regardless of rainouts, a player may not pitch more than the designated number of outs or innings for his league during a calendar week. Innings or count may not be carried into another week because of a rainout if he is planning to also use eligibility for that current week.
7. Exhibition games are permitted before, during, or after the season, however, if playing during the season, the pitching outs apply to the pitcher for that week.
8. In all leagues, a defensive conference is when a defensive manager or a coach goes on the playing field to talk to a player. The umpire will have final judgment as to when a conference will be charged.

A pitching change must be made if there is more than one defensive conference in a half-inning while the same player is pitching.

- a) The only exception to this rule is in case of injury.
- b) No more than eight warm-up pitches will be allowed for relief pitchers.
- c) Teams are allowed 3 free defensive visits per game, on the 4<sup>th</sup> visit and upon each subsequent visit, a pitching change must be made. Teams are limited to 1 visit per inning; each subsequent visit will require a pitching change. Refer to charged conferences - High School Rules.

### THE PLAYING FIELD

1. These field dimensions will be used for state tournament play:

FIELD DIMENSIONS	3RD/4TH GRADE	5TH/6TH GRADE	7TH-9TH GRADE
Base Line Distance	60'	70'	80'
Home Plate to Pitcher's Mound	46'	50'	54'
Minimum Home Run	175'	175'	250'
Pitcher's Mound Elevation	6"	6"	8"
Home Plate to Backstop (optional)	30'	30'	40'
Batter's Box Measurements	3' x 6'	3' x 6'	3'6" x 6'
Home Plate to Batter's Box	4"	4"	4"
Catcher's Box (optional)	43" x 6'	43" x 6'	43" x 7'

2. Infield batting practice: There will be no infield or batting practice taken on the field prior to game time.

### THE SCHEDULES

1. All game scheduling and, where necessary, rescheduling, will be handled by the League Coordinator.
2. All schedules will be posted to QuickScores at: [www.quickscores.com/provo](http://www.quickscores.com/provo).

## THE OFFICIAL SCORER

1. An official scorer for the league shall record the necessary data to be able to rule on the eligibility of a pitcher regarding the number of innings pitched, and days of rest.
2. The official scorer should notify the umpire concerning an ineligible player who is about to be used in the game, but his failure to do so does not change the rules but can have the effect on the participant's removal from the game.
3. In league play for rules violation, the objecting manager must at the time of the violation notify the umpire, the official scorekeeper, and the opposing manager of their protest.
4. Coaches and umpires should be notified of a rule violation at the time and point in the game that it is made and noticed by anyone.
5. The official scorer's records will be considered official and shall be the basis for settlement.
6. Each playing field must have a trained scorekeeper, and umpires for each game.
7. The official scorer will keep the pitching record for all tournament play.

## PLAYING EQUIPMENT

1. Uniforms, official baseballs, and official baseball bats, as approved by the Provo Recreation Center, will be used at all times. A uniform is an identical jersey in color. A uniform shall include numbers on their backs and the name of the team or town on the front. It is suggested that pants be matching in color. Players need to wear uniforms issued by their league. Each player must furnish their own glove and shoes. Uniform issues are not grounds for protests.
2. All catching equipment is to be furnished by the league, including a full head cover and **throat protector**. Catchers must wear a protective helmet. Any time a player is warming up a pitcher, they must wear a protective mask.
3. Each batter and runner is required to use protective batting helmets that give protection to the temples, ears, and base of the skull. Runners must make every effort to keep helmets on while base running. It is recommended that players do not remove helmets until they are off the playing field.
4. **No metal spikes are allowed on the playing field or practice field in 3rd/4th Grade and 5th/6th Grade Leagues.** This includes all players, managers, coaches, and umpires.
  - a) Metal cleats are allowed in 7th-9th Grade League (except on portable mounds).

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5. It is recommended that the catcher in regular games or at practice wear cup-type supporters of metal, plastic, or fiber. All players should wear supporters.
6. \*\*\*For 7th-9th Grade league...All bats for the 7th-9th Grade Division must be -5 or lower.

<b>BATS (official baseball only)</b>	<b>3RD/4TH GRADE</b>	<b>5TH/6TH GRADE</b>	<b>7TH-9TH GRADE</b>
Maximum Length	33"	33"	34"
Maximum Diameter	2 ¾" or 2 5/8"	2 ¾" or 2 5/8"	2 ¾" or 2 5/8"
Weight/Length Differential Max	None	None	-5
In 7th-9th Grade League, a 2 ¼" bat may be used with any weight/length differential			
<b>We will follow the USSSA current restricted bat list. Wood bats will be allowed as long as they meet the specifications for each league. No retooled bats are allowed.</b>			
<b>BASEBALLS</b>	<b>3RD/4TH GRADE</b>	<b>5TH/6TH GRADE</b>	<b>7TH-9TH GRADE</b>
Weight (Avoirdupois ounces)	5 – 5 ¼	5 – 5 ¼	5 – 5 ¼
Circumference	9 – 9 ¼	9 – 9 ¼	9 – 9 ¼

