



CDC Rec Baseball Rules

3rd/4th/5th-6th Grades

Section 1: Rule Interpretation/Protests/Suspensions

- 1.1 Judgment calls made by the umpire are final and may not be protested.
- 1.2 Only a Head Coach may request a rule interpretation.
 - Rule interpretation requests must be made before the next pitch
 - Umpires will call timeout to discuss the rule interpretation. Discussion will occur between the home umpire, field umpire and both Head Coaches only.
- 1.3 Only the Head Umpire can request a commissioner on duty to assist with the interpretation.
- 1.4 Only the Head Coach may discuss on field questions or clarifications with an umpire.
- 1.5 Any rule not outlined specifically herein will be governed by the rules for baseball published by the NFSHA.

Section 2: Time Limits

2.1 Games are scheduled for 1 hour and 45 minutes with a 15 minute for extended play. All games are dead stop at 2 hours, except for playoff games.

2.2 Umpires announce the official start time as of the first pitch of the game – that is when the 1:45 begins. Home team shall record the time in the scorebook. Umpires track 1:45 against their clock.

2.3 Playoff games may finish the inning after 1:45 and does not abide by the 2 hour dead stop.

2.4 In the event a game is called to end prematurely (i.e. weather, expiration of time) the score from the last completed inning will be used to determine the winner.

Section 3: Weather

3.1 All decisions regarding games and practices are subject to the CDC weather policy. Commissioner On-duty and CDC staff will make decision on field conditions.

Section 4: Minimum Roster

4.1 All teams must have a minimum of 7 players to start a game.

4.2 If a team has less than 9 players (10 for 3rd grade) they may “call up” players from a designated team in the league below the one you are playing in.

4.3 Players who arrive late are added to the bottom of the batting order.

Section 5: 10-run rule

5.1 A game shall be completed after 4 innings if either team is up by 10 runs.

5.2 If the 10-run rule is applied to any game before 90 minutes of game time has expired:

- Teams are encouraged to continue to play the game in an exhibition manner.
- If teams choose to play an exhibition game, the game will be complete at 1:45

Section 6: Pregame Warm ups

6.1 On field warm up time needs to be balanced between the coaches for each team.

6.2 Coaches' meeting for both Head Coaches and the umpire will take place 10 minutes before game time start.

Section 7: Team Duties for All Games

7.1 Coaches shall exchange game lineups compliant with playing time rules at least 15 minutes prior to the scheduled game start time. Lineups include BOTH batting order and field positions for 6 innings.

7.2 Both teams provide an adult score keeper. The home team score keeper is considered "official scorekeeper." The official start time should be recorded at the top of the official scorebook.

Section 8: Pitching

8.1 Any pitch in an inning constitutes an inning pitched.

8.2 A pitcher must retire or walk the first batter they face before they can be removed (except in the case of injury)

8.3 Pitching limitations

3rd grade – 1 inning – 30 pitches

4th grade – 2 innings – 50 pitches

5th-6th grade – 3 innings – 70 pitches

Pitching Limits for Double Headers

3rd grade – 2 innings – 50 pitches

4th grade – 3 innings – 70 pitches

5th-6th grade – 4 innings – 90 pitches

8.4 Pitchers are permitted to complete pitching to the batter they are facing when they reach their pitch count.

8.5 Pitchers may receive one visit per inning from their coach without being removed. Upon the second visit, the pitcher must be removed.

8.6 Pitchers removed in the middle of an inning are allowed to return in later innings subject to pitch count and innings pitched requirements.

8.7 A pitcher who hits 3 batters in the same game must be immediately removed from the game and they are ineligible to pitch for the remainder of the game.

8.8 Extra innings count as innings pitched.

8.9 Balks are only called in 5th-6th grade league. Balk warnings are one warning per pitcher from umpires.

8.10 Pitching machines is used in the 3rd grade league. They must be used for first 2 innings and Grade Level Commissioner may decide if it needs to be used for a 3rd inning.

- If the pitching machine is not working, coaches may coach pitch.

- 7 pitches or 3 swinging strikes is a complete at-bat.

Section 9: Batting

9.1 In innings 1-4, the maximum number of runs that can be scored is 6 runs. Innings 5-6 are unlimited. However, the 10 run rule is still in play.

9.2 Any batter injured while batting is replaced by the batter who made the previous out. The new batter assumes the count that the original batter had prior to the injury.

9.3 Infield Fly Rule and Bunting rule are listed for each grade level below. Dropped 3rd strike rule does not apply for any 3rd-6th grade league.

3rd Grade – No bunting allowed – No Infield fly rule

4th Grade – Bunting allowed – No infield fly rule

5th-6th Grade – Bunting allowed – Infield fly rule applies

Section 10: Baserunning

10.1 Runners are not required to slide. However, runners that do not slide and make contact with a defensive player who is making a defensive play may be called out by the umpire. This is judgment call by the umpire. If a player makes intentional contact with a defensive player and does not slide may be removed from the game. This is also a judgment call by the umpire.

10.2 Any runner injured shall be replaced by the player who made the last out.

10.3 Teams may use a “courtesy” runner with 2 outs for the catcher.

10.4 Teams cannot steal home on a passed ball with a runner on 3rd base and leading by 5 or more runs

10.5 Only one base advancement on an overthrow (5th-6th grade). The runner must steal the base, it is not entitled.

10.6 Base stealing:

3rd grade – No stealing – No advancing on wild pitches or passed balls – Runners may advance on balls in play

4th grade – Stealing is allowed once the ball is over the plate – No leadoffs – Advancing on wild pitches or passed balls allowed except for stealing of home base.

5th-6th grade – Stealing allowed any time – Leadoffs allowed – Advancing on wild pitches or passed balls allowed

10.7 3rd grade only – Play is live until the lead runner is stopped or the pitcher's helper has control of the ball in the pitcher's circle. Runners who are over halfway when the pitcher's helper receives the ball may take that base. Overthrows at 1st and 3rd base are live balls. Runners may take one base as long as the defensive team throws the ball to the pitcher's helper.

Section 11: Guaranteed Playing Time on Defense

11.1 Every player will play the infield 2 times in the first 4 innings.

11.2 No player may be scheduled to be on the bench for a second inning until every player has been on the bench once. No player may be scheduled to be on the bench for consecutive innings.

11.3 Pitcher and catcher are considered infield positions.

Section 12: Equipment

12.1 All players wear white or gray baseball pants.

12.2 Players must wear a helmet in the "on deck" circle.

12.3 CDC will provide jerseys, socks and hats.

12.4 No jewelry allowed. Metal cleats are not allowed.

12.5 Catchers must wear a protective mask to warm up a pitcher. Catchers must wear full gear (chest protector, shin guards, catcher's mask) and protective cup to catch in the game.

Bat Requirements per grade level

3rd and 4th Grade – Maximum barrel size 2 ¼ - No restrictions on drop size

5th-6th Grade – The drop is defined as the length of the bat in inches less the weight of the bat in ounces. Therefore a 28 inch bat that weighs 20 ounces is a drop 8. If -8.5 is the maximum drop allowed: drop 7 is legal, drop 10 is not.

12.6 CDC will provide 2 new game balls per game.

12.7 If there is discrepancy on a bat being legal, the Head Coach may ask for the umpire to check the bat for the player. If the bat is deemed illegal, the batter is out.

Section 13: Coaching Expectations

13.1 All coaches are expected to treat every player on their team fairly and look to give each player opportunities, not just the best players on your team.

13.2 All coaches should remain in consistent contact with their team throughout the season and remind families of practices and games. Check the CDC schedule for any schedule updates.

Other:

-No dogs or pets of any kind of CDC property.