



FISHERS-HSE YOUTH BASEBALL RULES

3rd and 4th Grade League

Reviewed and Approved April 8, 2019

GENERAL

The 3rd and 4th Grade League is a competitive league. All Rules within are for the National League Blue (NLB), National League White (NLW), and American Leagues. Scores will be kept for each game. Standings will determine the seeding for the tournament to be held at the end of the season. Regular Little League Rules will apply with the following additions noted below. You can view Little League rules at www.littleleague.org/learn/rules.htm.

1. **Calendar Week.** The calendar week is Monday through Sunday.
2. **Uniform.** Each player must wear the complete uniform at all times. The complete uniform will consist of team shirt, team cap, baseball socks, and baseball pants (long). Shirts must be tucked in. If cold weather, additional clothing can be worn except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
3. **Equipment.**
 - a. Only approved BASEBALL bats are to be used. The length of the bat should not exceed the HSE supplied bats and the barrel must be 2 ¾" or less. Aluminum or wood may be used.
 - b. Every batter must have a helmet on while hitting and while on deck.
 - c. Mouth guards are RECOMMENDED but not provided by the League.
 - d. Catchers must wear **ALL** of the protective gear provided including a protective cup. During warm-ups on the field or in the warm-up area, the catcher must wear a mask. Only an adult can warm up a pitcher without a mask.
 - e. Only the first baseman can use an over-sized glove.
 - f. The wearing of jewelry except for medical identification is not allowed.
 - g. Metal cleats are NOT allowed in this league.
4. **Conduct.**
 - a. The team Coach is responsible for the conduct of his Assistant Coaches, players and fans. No foul language will be allowed by the players, coaches or fans. Good sportsmanship must be displayed at all times. No players should throw any equipment (helmet, bat, glove etc.). Trash talking above and beyond normal



baseball chatter talk or any verbal or physical abuse of the umpire by players, coaches or fans will NOT be tolerated. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or commissioner has the discretion to remove one or more individuals (coaches, players, fans) from the grounds for inappropriate behavior. A team and/or a player may be forfeited from a game and/or tournament for repeated violations of conduct.

- b. No smoking on the diamond, including the dugouts.
 - c. No alcoholic beverages are permitted.
5. **Post-Game.** After the game, both teams are responsible for picking up all trash from the dugouts and stands and disposing of it in the proper trash cans or trash bags. Both teams should help with field prep prior to the game, but it is ultimately the home team's responsibility. Both teams should help with post game clean up (tarps on diamond etc.) but ultimately it is the visiting team's responsibility. Each team should make a schedule for cleaning duty similar to the drink/snack schedule. If you are not the last game of the night on your field you must have post-game meetings after you have cleared the dugout allowing the next team to take the field.

ROSTER

1. An official team roster will consist of no more than twelve (12) players (unless approved by the Commissioner), One (1) Coach, Two (2) Co-coaches, and a team scorekeeper in the dugout. Only the Coach and/or Co-coach are permitted to coach the bases
2. The official team roster will consist of only those players selected by the coach during the league draft. At the discretion of the Commissioner, if a team has less than twelve (12) players on their roster and a new player becomes available (i.e. a kid on the waiting list or a kid that moves into town after the registration cutoff) that player may be added to complete their team roster.
3. The team roster chosen at the beginning of the season cannot change except by approval of the commissioner.
4. **Forfeited Game.** A game will be forfeited if a team cannot field, at the start of the game, (including the 10 minute grace period) a minimum of eight players. However, the Farm System can be used for a game to avoid a forfeit and or increase your game time roster up to nine players. Farm System players can only be used to bring the game time roster to a maximum of nine. If a tenth player shows up after the start of the game, the Farm System player must be allowed to play the minimum number of innings. Players from the Farm System must be played ONLY in the outfield. Farm System players must be a current Registered Member of the Fishers-HSE Youth Baseball League.



5. **Farm System:** Any current registered participating member of the League (including Travel players) that plays in a League beneath yours is a member of your Farm System.

GAME RULES

1. **Home Team designation.** Home team designation will be determined by the designated schedule. Home team will sit on the third base side and the Visitors will sit on the first base side.
2. **Pre-Game Warm-up.** To ensure games start on time, teams should be at the diamond 30 minutes before scheduled game time; the Visitors have the field for the first 15 minutes and the Home team has the field the last 15 minutes before the start of the game. No infield practice is to be taken by either team prior to the second game of the night.
3. **Game Ball.** The home team will be responsible for providing three game balls. The balls should be new or relatively white.
4. **Official Scorekeeper.** The Home team is the official scorekeeper. The scorekeeper of both teams SHALL consult after each inning. Any discrepancies at the end of any inning must be resolved AT THAT TIME. Any disputes will be settled by the League Commissioner if needed.
5. **Grace Period and Forfeit.** A 10 minute grace period will be extended after the scheduled start of the game. After this grace time has passed, and a team has not shown itself to be ready to play, then the game will be forfeited. A game cannot be played with less than eight (8) players. If a grace period is needed and the game is played; the official start time of the game is from the scheduled start time, not the end of the grace period.
6. **Fair Play/Guaranteed Playing Time.**
 - a. **Regular Season:**
 - i. All players, except in the case of injury/illness or disciplinary action, must play in the infield a minimum of three (3) innings in a 6-inning game (two (2) innings if their team is only in the field for five (5) innings or less).
 - ii. Every player MUST be allowed to play an EQUAL amount of time during the regular season as all of the other players.
 - iii. The safety of a player should be considered at all times. Do not put a player in a position that would put them at risk of injury. If a player is not getting an opportunity to play a position due to safety reasons, it is imperative that the coach discuss the decision with the player's parents.



Tournament:

Equal playing time as well as infield/outfield positioning of all players is NOT mandatory for tournament play, however it is encouraged that coaches follow a similar format.

7. **Protests.** Balls, strikes and all other judgment calls by the umpire may **NOT** be protested or argued. Protests of a rule interpretation are allowed and will be settled by the umpire and/or commissioner at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed or protested and play will continue.
8. **No Umpire.** In the instance there is no umpire for a game, a coach from the team at bat will be the umpire or the coaches can pick a parent(s) to umpire. The coach that is pitching to his team cannot be the umpire.
9. NO one is allowed to stand behind the backstop.
10. **First Aid Kit.** Coaches are issued first aid kits. Coaches are responsible for having the kits available.
11. **Field Maintenance.** The fields are supposed to be dragged, plate and mound filled in, and bases lined before each game by the teams preparing to play. If the fields are not being maintained in this manner, please report this to the Commissioner. Home teams are responsible for preparing the field for play. Visitors are responsible for closing the fields.

LENGTH OF GAME

12. **Game Length/Time Limit.** The game will be six (6) innings or one and a half (1 ½) hours. Any inning starting within 15 minutes of the game-ending time limit will be considered the final inning. No additional innings are to begin after the final inning regardless of the time remaining.

Situations related to time limit

Team H = Home

Team V = Visitors

Situation #1 - Game starts 12:00 noon. Team H is batting when 3rd out of the bottom of 3rd inning occurs at 1:10pm (20 minutes left). Team V and H will bat in 4th inning. Team H 3rd out occurs in bottom of 4th at 1:20pm (10 minutes left). Umpires and both coaches will then declare the 5th inning as the last inning.



Note: 6th inning will not be played even if the 5th inning ends before 90 minute time limit since the last inning has been declared.

Situation #2 - Game starts 12:00 noon. Team H is batting when 3rd out of the bottom of 4th inning occurs at 1:10pm (20 minutes left). Team V and H will bat in 5th inning. Team H 3rd out occurs in bottom of 5th at 1:35pm (5 minutes over time limit). Umpires and both coaches will then declare game over since game is over 90 minute time limit. Regardless that the “last inning” was not called prior to starting the 5th inning.

Note: If home team is batting and leading in the bottom of an inning when the 90 minute- time limit is reached, there is no need to continue the game. You must end the game at the 90 minute time limit in order to start the next game scheduled.

Note for regular season: If visiting team is leading by 7 runs in the last declared inning or top of 6th inning, game will be called as home team is not able to score more than 6 runs in their at bat. **SEE LENGTH OF GAME 4. Maximum Run Rule.**

Note: ‘Inning starting’ refers to the moment the last out occurs in the bottom of an inning. That is the time you determine if the game is in the last 15 minutes or over the time limit.

13. **Complete Game.** A complete game will consist of six (6) innings; however, a ten (10) run rule after four (4) innings, eight (8) run rule after five (5) innings, will apply.
14. **Minimum Game Length.** A minimum of four (4) innings played, (3 1/2 if the home team is ahead), or the 1 ½ hour time limit is reached, will constitute a complete game. If a game is suspended due to weather or darkness and has not completed the minimum number of innings to be considered a complete game, that game will be rescheduled and completed from the point where it was suspended. There will be no completely replayed games. **SEE LENGTH OF GAME 10. Game Continuation.**
15. **Maximum Run Rule.** A team may score a maximum of six (6) runs per inning, in any inning including the sixth inning, or designated final inning. **SEE LENGTH OF GAME 1. Game Length/Tim Limit.**
16. **Weather.** Prior to the game check the league website (<http://www.fishershseyouthbaseball.com/>) or Twitter feed (@Fishersfields) for field status.



17. **Lightning and Thunder.** If inclement weather moves in during the game, the game will immediately be terminated and all players and family must leave the field if **ANY** lightning is seen or thunder is heard. 30 minutes must pass after a lightning strike or thunder before play can resume. If it is only raining and **NO** lightning and/or thunder, the game can continue as long as the coaches from both teams agree that the playing conditions are safe and playable.
18. **Championship Game Length.** There will be no time limit for the championship game.
19. **Suspended Game.** If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a complete game, then the final result of that game will revert back to the previous full inning played. If the minimum has not been played the balance of the game will be rescheduled.
20. **Ties.** If a game is tied at the end of the time limit the game shall end in a tie. No extra time can be taken to break the tie. No rescheduling to determine a winner.
21. **Game Continuation.** A game that was suspended due to weather or darkness, that had not completed the minimum number of innings or game time to constitute a complete game, when continued will begin from the point where the game was suspended (i.e. runners on base, outs, runs etc. as it existed when the game was suspended) until there is a winner. This includes, keeping the same batting line up (except if a player is missing) and the pitcher situation will continue where it left off (i.e. innings and pitches pitched). The batter that was up when the game was suspended will start with a no balls no strikes count.

REPORTING GAME RESULTS

1. At the conclusion of each game, **EACH** team will call or email the Commissioner within 24 hours to report:
 - a. The results of the game: Team name and number for winner and loser and score of the game.
 - b. Pitching: The names of the pitchers, their number of pitches **AND** number of innings pitched.
 - c. The name(s) of any Farm System players used.

The commissioner will be responsible for updating the league standings.



HITTING

1. **Batting Order. ALL PLAYERS WILL BAT.** A batting order will be established prior to the start of the game. Only those players present and part of the official team roster or a player picked up from the Farm system at the start of the game can be in the batting order. This batting order will be kept for the entire game once the game has started. A player arriving after the game has started will be put at the end of the batting order.
2. **Balls and Strikes.** The umpire will call all balls and strikes.
3. **On Deck.** When a team is at bat, all players are to be in the dugout except for the batter at the plate and the on-deck batter. The on-deck batter must be wearing a helmet.
4. **Throwing the Bat.** Throwing of bats by a batter is dangerous. Umpires will warn the batter and the team on the first offense. The second offense by any batter will result in a dead ball, and that batter will be called out.
5. **Bunting.** Bunting is allowed.
6. **Playing 8 Players.** A team that fields only eight (8) players must count what would be the ninth batter as an out.
7. **Speed-up Rule.** Speed-up Rule will be in effect. If your catcher (if he is catching in your next defensive half of the inning) reaches base with 2 outs, he may be replaced on base by the previous batter in your line up that is not still on base.
8. **Uncaught Third Strike.** The uncaught third strike "Drop Third Strike" rule will NOT be in effect in this league.
9. **Time Outs.** The coach is allowed to stop play to only one (1) batter per inning while their team is at bat.

FIELDING

1. **Lineup.** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (1B, 2B, SS, and 3B), and three (3) outfielders.
2. **Stopping the Runner.** If the base runner is forced back towards the base by the defensive team, the base runner is NOT allowed to advance until the next pitch. However, if an attempt is made to throw a base runner out, the base runners may advance at will. This rule is to eliminate delays in the game from the fielder/runner taunting.



3. **Infield Fly Rule.**

- a. **NLB and NLW:** The Infield Fly rule WILL be played. The infield fly rule provides that when a catchable (umpire's judgment) FLY ball is hit in the infield, with runners at first and second or bases loaded and there are less than 2 outs, the batter is called out. The base runners are not forced to advance but may advance at their own risk. The runners must tag up if the ball is caught. They do not have to tag up, even though the batter is called out, if the ball is not caught. Line Drives and Bunts do not constitute Infield Flies. An Infield Fly must be a fair ball. If the Umpire calls Infield Fly, the ball drifts foul, and is not caught, it is a foul ball. The batter continues his at bat. If the umpire calls infield fly and the ball hits the ground fair and rolls foul untouched prior to passing 1st or 3rd base, it is a foul ball and the batter continues his a bat. The umpire must call the Infield Fly while the ball is still in the air.
- b. **AMERICAN:** There is no infield fly rule in this league.

PITCHING

The Calendar week for pitching is Monday through Sunday

1. **Hitting a Batter.**

- a. **NLB and NLW:** A pitcher that hits three batters in an inning must be replaced with a new pitcher to finish the inning and is done pitching for the game and cannot re-enter as a pitcher. The new pitcher or another pitcher must pitch the next inning.
- b. **AMERICAN:** A pitcher that hits four batters in a game or three batters in an inning must be removed as the pitcher and cannot re-enter the game in the pitcher position. If the pitching team (one or more pitchers) hits three batters during any one inning, a coach pitcher finishes that inning. The player must remain in the game as the fielder for the pitcher's position for the remainder of the inning. They have not been removed as the pitcher of record. He just has a coach pitching the ball for him. Once the defensive half of an inning is completed by a coach pitcher, the player is no longer that pitcher and cannot reenter the game in the pitcher position.

2. **Walks and Coach-Pitcher Substitution.**

- a. **AMERICAN (ONLY):** During an inning, after 4 walks by the pitching team (by one or more pitchers), a coach pitcher (from the hitting team) will finish that inning. A pitcher that hits four batters in a game or three batters in an inning must be removed as the pitcher and cannot re-enter the game in the pitcher position. If the pitching team (one or more pitchers) hits three batters during any one inning, a coach pitcher finishes that inning. The player must remain in the game as the fielder for the pitcher's position for the remainder of the inning. They have not



been removed as the pitcher of record. He just has a coach pitching the ball for him. Once the defensive half of an inning is completed by a coach pitcher, the player is no longer that pitcher and cannot reenter the game in the pitcher position.

3. **Number of Pitches.**

- a. A pitcher may not throw more than sixty (60) pitches or three (3) innings, whichever is reached first, in a single game. No additional pitching innings are allowed for more than three (3) games in a week. Note: The league commissioner may, at his/her discretion, allow additional innings for the post-season tourney, i.e. 2 innings for a fourth game, etc. However, all other pitching rules must apply.
- b. Required rest for all pitchers should adhere to the following chart:

Required Rest (Days)*:	0	1	2	3	4
Number of Pitches:	1-20	21-35	36-50	51-65	66+

* *Required Rest (Days) is defined as a Calendar Day (midnight to midnight)*

- c. One pitch in an inning counts as an inning pitched.
- d. If the sixty (60) pitch count is reached in the middle of an at bat, the pitcher may continue to pitch until any of the following conditions occur:
 - i. Batter reaches base
 - ii. Batter is put out
 - iii. Third out is made to complete the half-inning
- e. The pitcher cannot re-enter the game as a pitcher once the pitcher has been removed from the game.
- f. Coaches **MUST** count the number of pitches and report, to the league commissioner, (1) pitcher's name, (2) innings pitched, and (3) number of pitches thrown.
- g. No breaking pitches to be taught by League Coaches.
- h. ***Any violations of 3a through 3g will result in the game being forfeited.***
- i. Although not required it is recommended that early in the season (May) coaches should limit the total pitches per game to sixty (60) or less (not counting warm-ups).
- j. Warm-ups between innings are a maximum of five (5) pitches. There is no minimum. The pitcher and/or his Coach determine how many, if any, warm-ups the pitcher will throw, up to the maximum of 5. Batters should be next to the batter's box and prepared to start with no warm-up pitches thrown. If a pitcher throws his maximum 5 pitches to a Coach, he does not get additional warm-up pitches to his catcher. Once the catcher gets behind the plate, if the pitcher has thrown 5 pitches, batter is up. Exception: If through no fault of his own he has reached the maximum 5 warm-ups and the game cannot proceed, the pitcher may continue to warm-up until play is resumed.

4. **Balks.** There are no Balks.



5. **Intentional Walks.** There are no intentional walks.
6. **Coach Trip to the Mound.**
 - a. **NLB and NLW:** A coach is allowed two trips to the mound to consult with their pitcher in one game. On the third trip, the pitcher must be replaced with a new pitcher. If the second trip is in the same inning as the first trip, the pitcher must be removed for a new pitcher.
 - b. **AMERICAN:** A coach is allowed one trip per pitcher per inning, three (3) trips total per game to the same pitcher, to the mound for consultation. If the coach makes a second trip in the same inning as the first trip, the pitcher must be removed for a new pitcher.

BASE RUNNING

1. **Close Play Safety Rule.**
 - a. Defender cannot impede base runner in any base path.
 - b. Defender must give the base runner access to all bases. They cannot block any base.
 - c. Base runner must avoid contact with the defender.
 - d. A player not sliding when a slide is warranted and intentionally hitting another player will be ejected from the game.

If the defender has the ball in his possession, he may stand with his foot on the edge of the base for a force out or straddle the base in a position that allows the defender to place his glove between the base runner and the next base for a tag out, whichever is fundamentally appropriate for the play that is about to occur. He cannot block the plate with anything except his glove having the ball in it. If the defender has the ball in his possession in time, he may run up the line to tag the runner or force his retreat. The defender however cannot cause a collision. If the defender has the ball in his possession, the runner must slide, give himself up, attempt to avoid the tag without making contact, or retreat to the previous base. If he cannot / does not do one of the four, he will be out. If the runner collides with a defender with the ball in his possession, he will be out even if the defender drops the ball as a result.

If the defender does not have the ball in his possession, he cannot in anyway impede the runner's progress. He cannot stand on or around the base in a position that slows or stops the runner. He cannot be standing in the base path. If he does, the base runner can be awarded the base regardless (refer to base runner interference rule). The base runner has the right to the base path in all cases except when the defender is making a play on the ball that is in the base path. The base runner must avoid a collision with a defender making a play on the ball in his path. The umpire(s) must determine if the base runner is out for not sliding when warranted or if the base runner is safe due to the defender being



improperly positioned in the base runners path. Coaches must instruct all runners to slide anytime a play could be close. Coaches must instruct all defenders to cover their base in a way, prior to having possession of the ball that will not impede the runner. The Player Agent, League Commissioner, and Umpire Commissioner must review any violations of this rule that might warrant further consequences such as additional game suspensions.

2. **Lead-offs.** There are no lead-offs in this league.
3. **Passed Ball/Wild Pitch.**
 - a. **NLB and NLW:** The base runner can run on a passed ball or wild pitch.
 - b. **AMERICAN:** The base runner **CANNOT** run on a passed ball or wild pitch.
4. **Base Stealing.**
 - a. **NLB and NLW:** Runners may steal any base once the ball has crossed home plate.
 - b. **AMERICAN:** Runners may steal second or third base only after the pitch crosses home plate, and the pitch is not a passed ball or wild pitch. *Coaches are not to instruct their catchers to intentionally drop pitches to prevent stolen base attempts.* An umpire may allow base runners to advance if he or she perceives a catcher to have intentionally dropped a pitch. No stealing home (including muffed throws to the pitcher) unless the catcher or pitchers makes a play on a base runner.
5. **Coach Interference.** NO coach may touch or assist a player between the bases during a play. This is an AUTOMATIC OUT.
6. **Tag Ups.** Runners can tag up on all fly balls (fair or foul) and run if caught.
7. **Infield Fly Rule.**
 - a. **NLB and NLW:** Infield Fly Rule is in effect.
 - b. **AMERICAN:** There will be no Infield Fly Rule in this league.
8. **Lead-offs.** Leading off is not allowed in this league.
9. **Speed Up Rule.** Speed Up Rule will be in effect for the catcher. If your catcher (if they are catching in your next defensive half of the inning) reaches base with 2 outs, they should be replaced on base by the previous batter in your line up that is not still on base.
10. **Throwing the Helmet.** Any runner deliberately discarding a helmet while running the bases will be declared out by the umpire.
11. **Head First Slides.** Head First Slides are NOT allowed at any base and will result in an out unless the base runner is diving back (retreating) to the previous base.



12. **Leaving Base Early.** The base runner CANNOT leave the base until the pitch crosses home plate. If a runner leaves a base early, the umpire will issue a team 1st offense warning. If a runner leaves early on a ball that is hit and this is the team's 1st offense, the play will be called dead and the pitch will not count. The batter will resume his position at the plate with the count where it was previously and all base runners will return to the base they previously occupied. The 2nd time any runner on that team that leaves the base early in the judgment of the umpire, that runner will be out and the play is considered stopped. IF a runner leaves early on a ball that is hit and this is the team's 2nd offense, the play will be called dead and the pitch will not count. The batter will resume his position at the plate with the count where it was previously and any base runner will return to the base they previously occupied; except for the offending base runner who will be called out.

TOURNAMENT RULES

1. At the end of the regular season, there will be a single game elimination tournament. Regular season rules will apply except for the time limit requirement for the Championship game and Guaranteed Playing Time Exception.
2. **Seeding.** If the number of teams in the league are either 8 or 16 teams, the regular season first place team will play the last place team. The second place team will play the second to last place team. If the number of teams in the league are other than 8 or 16, the regular season top place team(s) will get a bye until the amount of teams remaining can be bracketed for a championship game.
3. **Home Team.** Home team designation will be the team with the highest seeding (Number 1 seed being the highest).
4. **Tie Breakers.** If there is a tie for a regular season place standing, the first tie breaker will be the Head-to-Head game winner. If there are three or more teams with the same record or a tie in the Head-to-Head games, the second tie breaker for those teams will be the team with the lowest number of runs allowed for all the games played between the tied group. If there is still a tie, the third tie breaker is the highest number of runs scored for the games between the tied group. If this is still a tie, the fourth tie breaker will be a blind draw or coin toss by the Commissioner to decide the place standing.

ALL STAR GAME

At the Commissioners discretion, there may be an All Star game at the end of the season and after the Tournament. The All Star team will NOT include any Travel team players. The game format, All Star selection and coach selection will be determined by the league Commissioner.



TRAVEL TEAM

1. **Number of Players.** The Travel team will be determined prior to the start of the season by an independent evaluation process. The number of players and Travel teams selected is predicated on the talent level of that age group, the number of kids trying out for the team(s) and Travel coach preference.
2. **Age Cutoff.** For the 9-year old Travel team, no player can be 10 years-old as of July 31. For the 10 year-old Travel team, no player can be 11 years-old as of July 31. Birth certificates will be required to substantiate the age.
3. **Eligibility.** All players participating in the league are eligible to try out for the Travel Team.
4. **Evaluation and Selection Procedure.** All evaluations will be conducted by an independent group of Evaluators that do NOT coach in or have any kids of their own in the 9/10 year-old League. The Evaluators have a set rating system to judge each player. The Travel team will be selected based upon those players trying out and those players meeting the minimum rating.
5. **Head Coach and Co-coach Selection.** Head Coach for the Travel team may be picked prior to the Evaluations. Otherwise, the head coach will not be selected until the Travel team has been selected. The head coach will be selected by the Travel Commissioner, Player Agent and League President. Once the head coach and Travel team has been selected, the head coach will select his co-coaches.