

### **13.00 3<sup>RD</sup> GRADE SPECIFIC PLAYING RULES**

Rules in sections 4.00 - 9.00 are in effect for the 3<sup>rd</sup> grade division. In addition, the following specific playing rules apply.

13.01 No runner may leave base or lead off until the ball is hit.

PENALTY: Runner is out and ball is dead.

13.02 No base stealing is permitted.

PENALTY: Runner is out and ball is dead.

13.03 Runners may not advance on a passed ball or wild pitch or an errant throw from the catcher back to the pitcher.

13.04 Runners may advance at their own risk a maximum a one base on an overthrow regardless of the subsequent play.

EXAMPLE: *Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner must stay at third base.*

13.05 The infield fly rule shall not apply.

13.06 There are no balks.

13.07 Batters may not run on a dropped third strike.