

## **14.00 4<sup>TH</sup> GRADE SPECIFIC PLAYING RULES**

Rules in sections 4.00 - 9.00 are in effect for the 4<sup>th</sup> grade division. In addition, the following specific playing rules apply.

14.01 No lead offs.

14.02 Stealing is permitted but the runner may not leave the base until the ball leaves the pitchers hand.

PENALTY: *Runner is out and ball is dead.*

(a) Stealing of home on the pitch is not permitted.

14.03 All runners may advance at their own risk a maximum of one base regardless of the subsequent play

(a) On a wild pitch or passed ball.

(b) On errant throws from the catcher to the pitcher or other fielders.

(c) From the time of the pitch on an overthrow.

EXAMPLE ONE: *Runner at first. Runner on first attempts to steal second. Throw by catcher is an error or overthrow. Runner may not advance and must stay at second base.*

EXAMPLE TWO: *Runner on first and third. Runner on first attempts to steal second. Throw by catcher*

a) *Goes into outfield.*

b) *Is fielded cleanly and runner is safe.*

c) *Is fielded cleanly and runner is out.*

*In all three examples, the runner at third may attempt to advance home on the throw to second.*

EXAMPLE THREE: *Ground ball is fielded by shortstop. Shortstop overthrows first base. Defense chases down overthrow while batter/runner attempts to advance to second on the overthrow. Defense then overthrows second base. Batter/runner may not advance and must stay at second base.*

EXAMPLE FOUR: *Runner at second base. On a wild pitch/passed ball, runner at second attempts to advance to third base. Catcher's throw to third goes into left field. The runner may not advance and must stay at third base.*

EXAMPLE FIVE: *Runner at first (and/or second base). Catcher's throw back to pitcher is errant. Runner may advance at his own risk. If defensive player's subsequent throw, in attempt to retire the runner results in an error or overthrow, the runner may not advance and must remain at second base (and/or third base).*

EXAMPLE SIX: *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.*

EXAMPLE SEVEN: *Runner at third. Catcher's return throw to pitcher is errant and not caught/fielded cleanly by the pitcher. The runner at third may attempt to advance to home at his own risk.*

EXPLANATION: *The purpose of this rule is to encourage players to attempt to make plays without fear of making a bad play. Without this rule, The Club is concerned that managers/coaches will instruct players to hold the ball and not attempt to make plays that may result in errors and runner advancement. Holding the ball teaches the players nothing. Strict enforcement of the one base on an overthrow rule encourages coaches to instruct players to attempt to make plays without creating a merry-go-round scenario on the bases.*

Note to coaches: *When on offense, encouraging runners at 3<sup>rd</sup> base to not return to the bag after a pitch in an attempt to bait the catcher (or other defensive players) into making a play on the runner at third (so he can attempt to advance home) is discouraged. When on defense, coaches should encourage their players to ignore the runner at third if they do not return to the bag. The runner cannot advance until an errant throw has been made. An overthrow that follows a batted ball allows the batter-runner to advance one base past the overthrown base at his own peril.*

14.04 The infield fly rule shall not apply.

14.05 There are no balks.