



Westfield Baseball



3rd Grade Spring In-town Baseball Rules (Updated 2019)

Administration:

1. The 3rd grade league is an instructional and competitive league. Its objective is to help players develop skills of hitting, throwing, fielding, running, and understanding of the game. In addition, coaches should provide an enjoyable atmosphere and help players develop good sportsmanship, teamwork, leadership, and team spirit.
2. One Cadet Umpire will be provided for each game.
3. There will be a championship game (#1 seed vs #2 seed) played on the final Saturday of the season.
4. The Home Team shall use the 1st base dugout.
5. Each Coach shall provide the umpire with two game balls.
6. Each Coach must prepare a line-up before the start of a game, listing all players in attendance.
7. Games MUST start promptly in order to complete a game within the time constraints and without impacting other game schedules. Coaches please remind parents to have the players show up early.
8. Coaches must keep score. The winning coach should report the score to the League Director no later than the day following the game. In the event of a tie game, the coaches can decide who will report the score to the 3rd Grade League Director.
9. Coaches shall provide assessments of players on their team at the end of the season to the 3rd Grade League Director to be used for next year's draft.

Equipment:

1. Catchers must wear appropriate catchers gear.
2. Batters and runners must wear helmets.
3. All bats must have the USA Baseball Sticker
4. All players must wear cups.
5. All players should wear cleats. Metal spikes are NOT permitted.



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Basic Rules of Play:

1. Base distances shall be set to 60 ft [Sect 6.12].
2. Pitching distance shall be 46 ft from the pitching rubber to the rear point of home plate. Pitchers must pitch from the rubber.
3. A game is considered complete in any of the following cases
 - a. Innings are completed regardless of score.
 - b. A minimum of 4 full innings are completed, regardless of score, and the game is halted by umpire because of time, darkness or inclement weather. If the game was stopped due to inclement weather, it may be resumed if time, weather and field conditions permit.
 - c. A minimum of 3 and one-half innings are completed, and the home team is in the lead, and the game is halted by umpire because of time, darkness, or inclement weather. If the game was stopped due to inclement weather, it may be resumed if time, weather and field conditions permit.

NOTE: A game may end in a tie except for the Championship Game.

4. No new inning may start more than 1 hour and 45 minutes after the first pitch of the game.
5. The umpire shall record the starting time of the game and shall notify each coach when an inning will be the last. For example, if a new inning starts 1 hour and 30 minutes into the game and the umpire does not believe that another inning can be played there-after, the inning will be considered the last and the **LAST INNING RULE** described below will apply.
6. A team must begin the game with at least 8 players. If a team is short players, coaches may agree, prior to the start of the game, to borrow players each inning from the opposing team in order to field the minimum number of players.
7. Borrowed players must still bat for their own team. A team should borrow players that are at the bottom of the line-up for a given inning. If a borrowed player is required to bat for their team, the player making the last out shall replace that player.



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8. The defensive team may have up to nine players on the field. No more than six defensive players (including the pitcher and the catcher) may be on the infield dirt until the ball is hit by the batter.
9. Each team will provide a line-up that consists of all eligible players in attendance. Players will bat in the order listed in the line-up even if they did not play defense that inning. And the batting order shall remain in effect for the entire game. Players arriving late shall be appended to the end of the team's batting order
10. No player can sit on the bench for two consecutive defensive innings. Exception is if a player is injured or due to illness. If a player is injured or ill, they may be skipped in the batting order without penalty.
11. There will be 3 outs per half inning.
12. There will be a **4 RUN LIMIT RULE** limit per half inning. If 4 runs are recorded prior to a team making 3 outs, the half inning will end and the opposing team will come to bat.
13. When the umpire declares an inning to be the last inning, the **LAST INNING RULE** will be in effect. The last inning is unlimited in terms of runs scored. A half inning ends when 3 outs are recorded.
14. No mercy rule shall apply. The goal is to provide the players as much playing time as possible.
15. Coaches are **ONLY** permitted in the first and third base Coaches box while their team is batting
16. Coaches are **NOT** permitted in the field when their team is playing defense.
17. The Infield fly rule will **NOT** be in effect.
18. Bunting is not permitted.
19. Tagging up is not permitted.

Base Running:

1. Base runners are permitted to take a lead **ONLY** after the pitch has crossed home plate.



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2. **A base runner may only steal from 2nd base to 3rd base. Stealing 2nd and Home is not permitted.** A base runner may steal 3rd only after the pitch has crossed home plate.
3. If a team is ahead by 10 runs when they bat a **SLOW DOWN RULE** will be in effect for that half inning. The team will NOT be allowed to steal when this rule is in effect.
4. Base runners must slide to avoid contact when there is a close play at a base. Failure to do so will result in the runner being called out. NO HEAD-FIRST sliding is permitted. A runner sliding HEAD-FIRST will result in the runner being called out. **[EXCEPTION]** This does NOT apply if a runner is returning to a base from a rundown or pick-off situation. This only applies when attempting to advance a base.
5. If a fielder fakes possession of the ball, causing a runner to make an unnecessary slide, that runner will be awarded one extra base (except home plate)
20. Play ends when the ball is returned to the Pitcher's mound. No further advances by base runners are permitted at this time.
21. In an effort to avoid unlimited running, base runners may ONLY advance one base on an error. **[EXCEPTION]** Base runners may NOT advance on an errant throw from the catcher on a steal attempt. Base runners may not advance on subsequent errors. For example,
 - a. If a batted ball is overthrown to first base, the base runner(s) may ONLY advance one base on the error. They may not advance further if the defense then throws the ball again in error.
 - b. If a runner is on first and a batted ball is over-thrown to second during an attempted force-out, the runners may ONLY advance one base. They may not advance on subsequent errors.
 - c. If a batted ball is hit to the outfield and the ball is overthrown back to the infielders, the runner(s) may ONLY advance one base.

NOTE: Coaches use your discretion. Ultimately we don't want players to run around the bases on multiple errors during the same play. The underlying purpose is to teach proper execution of both offense and defense surrounding a play.

22. Catcher speed-up rule - When there are two outs and the catcher is a base- runner, the base runner should be replaced with a teammate that made the last out.



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23. An injured base-runner may be replaced by a teammate who made the last batted out.

Pitching:

1. A pitcher may pitch a maximum of 2 innings per game and 4 innings per week.
2. A pitcher is limited to 8 warm-up pitches in the first inning and 5 warm-up pitches each inning there-after.
3. Umpires shall call balls and strikes.
4. Coaches will NOT pitch.
5. If a player pitches more than one inning, he will not be allowed to play catcher during the game.
6. If a player catches two or more innings, he will not be allowed to pitch during the game.

NOTE: Coaches may agree to use discretion during a game if time constraints become an issue.

7. The count starts on the first pitch. Batters shall walk if a pitcher pitches 4 balls. A batter hit by a pitch shall be awarded first base.

Sportsmanship:

1. Harassment of opposing players is not permitted. This includes catchers talking to batters, rattling the screens in the dugouts, and attempts to distract the pitcher when delivering a pitch.
2. Once a pitcher comes to the set position, all cheering, yelling or distractive action must stop. Intentionally trying to rattle or disturb a pitcher or a batter is considered unsportsmanlike conduct and will not be permitted.
3. Arguing umpire ball and strike calls is not permitted.
4. Each team is responsible for cleaning out the dugouts after their game is over.



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Championship Game:

1. Regular season rules apply except for what is described within this section.
2. A team must field a minimum of 8 players. Borrowing of players will NOT be permitted. If a team does not have a minimum of 8 players the team forfeits the Championship Game.
3. The last inning of the Championship Game will be unlimited. The 4 run limit will NOT apply.
4. In the event of a tie, extra innings shall be played as necessary.
5. Below is the point system for each Game Result:
 - a. Win = 3 points
 - b. Tie = 2 points
 - c. Loss = 1 point
6. Only the top 2 seeded teams (those with the most points) will qualify for the championship game.

If two teams finish in a tie for a play-off spot, the following tie breaking formula will be used:

1. Best record head to head competition
2. Fewest runs allowed against all opponents.
3. Coin Flip

If three or more teams are tied,

1. When all tied teams have played each other and one team has beaten ALL the other tied teams without a loss, that team will be awarded the play-off spot.
2. Fewest runs allowed in all games played.
3. Coin Flip

Championship:

The #1 seed will play the #2 seed for the Championship

****The highest seeded team for each game will be the home team***