

MYBS 3rd Grade League General Rules

Last updated April 14, 2026

Team & Player Participation

- 9 players in the field at a time.
 - o Must not sit out **more than 1 consecutive inning**.
 - o Must not sit out **more than 2 total innings per game**.
 - o Must play **at least 4 innings in the field**.
- Borrowing players - At least 7 players must be fielded by a team. Opposing teams can lend players to play defensively or the entire game. If a borrowed fielder fails to make an attempt at a play and both coaches agree that an average player would have made the play (i.e., caught a fly ball), then the batter can be considered out. Coaches should make it a point to let borrowed fielders know what is expected behavior. The last batter(s) from the previous inning will serve as borrowed fielder (Pitcher and Catcher can be excluded).
- All players bat in continuous order, regardless of their status in the field. If a player arrives late they are added to the last spot in the order (e.g. 10 kids in line up, they will bat in the 11th spot)

Game Structure

- Games are scheduled for 6 innings however no inning may start after 1 hr 50 min.
- There is no 10 run mercy rule, coaches are encouraged to use large leads as an opportunity to allow players to try new positions (pitching/catching/etc)
- A half inning is over after 3 outs or 5 runs, except in the 6th inning when there is no run limit.
 - o If time/daylight is fading, it is **BOTH head coaches' decision at the start of the inning** to determine if a prior inning will be the last inning (and therefore have unlimited runs).
- Visiting teams warms up first and must allow the home 10 minutes to warm up before the game begins.
- Each team shall maintain a complete and accurate score in Game Changer.
- All scores must be posted promptly on the website by the BOTH teams.
- During the regular season, if a **game is tied after 6 innings**, the game is over. Extra innings will be played in the playoffs if time permits and both coaches agree.
- **Playoffs** – if playoffs are held, each team makes the playoffs. Typically each town will hold their own playoffs, or if towns would like to agree to a playoff structure they can organize that amongst the other coaches in the league. Please confirm with league Presidents if plans differ from in-town only playoffs.

In Game Rules

- **Bunting** is **NOT** allowed, “Slashing” (squaring to bunt and then pulling back to hit) is prohibited.
- **Infield fly rules** is NOT in play
- Pitchers must pitch from the rubber (46’).
- **Courtesy runner** – Catchers are allowed a courtesy runner only with 2 outs (last player to make an out).

Base Running

- Base runners must slide at any base on which there is a play. Failure to slide will cause the runner to be called out (umpire discretion). In the case of a potential double play, both base runners may be called out if the lead runner does not slide.

- **Stealing** is allowed after the ball has crossed the plate. There is no leading allowed.
 - In order to develop catchers and encourage throws during a steal, there can be no advancement on a catcher's overthrow to a base.
 - There is NO stealing of home on pitches or pass balls in 3rd grade.
 - When runners are on 1st and 3rd, and the catcher attempts to throw to 2nd base the runner on 3rd can not steal home.

Pitching

- We will follow Little League Pitching Rules for innings pitched and days rest.
<https://www.littleleague.org/playing-rules/pitch-count/>
- A pitcher hitting more than 2 batters in an inning or 3 batters in a game must be removed from the mound and cannot continue pitching.
- Once a pitcher has been replaced, he/she cannot return to the pitch under any circumstances.
 - 1-20 Pitches = 0 Days Rest
 - 21-35 Pitches = 1 Day Rest
 - 36-50 Pitches = 2 Days Rest
 - 51-65 Pitches = 3 Days Rest
 - 66+ Pitches = 4 Days Rest

**A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Behavior and Non-Game Play Rules

- Umpire strike zone may vary, coaches should agree if it should be tightened or expanded.
- Players should be instructed not to throw bats or helmets at any time.
- All players must wear a batting helmet with a cage when they are at bat, on deck, and on the bases. C-flaps (or cages) are required for Medfield, and highly recommended for other towns.
- Bat swinging is only allowed when being instructed by a coach, at home plate, or in the batter's box. **There is no on-deck batter** (fenced or otherwise) - NO swings will be allowed per Little League rules.
- The home team is responsible for supplying 2 new balls.
- Umpires are coordinated and paid by the home team.
- 1st and 3rd base can be **coached by adults only**—no kids.
- All catchers are required to wear a plastic cup/athletic supporter.
- All catchers must wear equipment including a face mask in practice, games, or warm ups. No exceptions.
- Arguing with an Umpire--under any circumstance is not allowed and may lead to suspension for those individuals involved.
- Only Little League approved bats (USA Baseball) may be used. USSSA & BBCOR bats are illegal, and if a player uses one in game and a ball is put in play they **will be considered out** and players return to their last base occupied. If a player is still at bat, they can change bats without consequence, a second infraction will be an automatic out regardless if the ball is put in play.