

Owatonna Little League

Level 2 – 3rd and 4th Grade Player Pitch Rules

The current High School rule book will be used with these exceptions:

Pitching

- Every team member is encouraged to pitch.
- A pitcher should be limited to a maximum of 1 inning per game.
 - Coaches will use discretion based on number of pitches thrown during inning.
- A pitcher is limited to 35 pitches per game.
- No intentional walks.
- No curve balls or any type of breaking ball.

Hitting

- **No walk rule** – in the event of a walk - instead of taking first base, a coach will soft toss to the batter to get ball into play. The ball will be played “live” as though the pitcher threw the ball. A maximum of 4 tosses can be made to the batter in order to get ball in play. If ball is not put into play, the batter will be considered “out”.
- In the event the batter is hit by a pitch, they can choose if they want to take first base or have a coach soft toss to the batter to get the ball into play. Same number of tosses and rules as the no walk rule.
- No bunting allowed.

Length of Games

- Regulation games shall be 5 innings or 1 hour and 30 minutes of game time.
- 5-run inning rule – the ball is dead and the inning is over in the event that a team scores 5 runs in one inning. Coaches must not hold runners at third base in order to extend an inning.
- In the event of inclement weather:
 - **Prior to 4:30pm** – Little League will follow the Owatonna Park & Recreation guidelines for game cancellation. Please check the Owatonna Park & Recreation web site or owatonnabaseball.com or Park and Recreation phone hotline for information (507-444-4321 option 2). Rainout games will not be made up.
 - **After 4:30pm or during a game** – the coaches shall use their discretion as to whether the game should be cancelled or not.
- No inning shall start after 1 hour and 15 minutes of elapsed game time.

Player Participation

- To be eligible to participate in the Little League Level 2 program, a player must be in the 3rd or 4th grade at registration time.
- Every player present will play and be listed in the scorebook before the game starts, and will bat in that order without change. Late arriving players must be added to the bottom of the order.

- All attempts will be made to have each player play a minimum of 3 complete innings defensively. Defense will consist of 9 players and free defensive substitution is allowed. Coaches will encourage players to play different defensive positions during the season.

Equipment

- Uniforms, including a hat, jersey, and pants will be provided and must be worn for all league games.
- Only tennis shoes, or rubber-soled or rubber cleat athletic shoes will be permitted. No metal spikes allowed.
- Only baseballs issued by Little League will be used. Bats and helmets will be provided.
- Catchers must wear the full set of gear, including helmet, provided by the Little League. Catchers must wear a protective cup in order to play catcher.

Playing Field

- The distance between all bases shall be 60 feet. The distance between home plate and the pitching rubber shall be 46 feet.
- For instructional purposes, coaches from the defensive team should be on the field. Use this opportunity to coach kids during the game!

Base Running

- Runners will not lead off base, attempt to steal a base, or advance on a passed ball or wild pitch. A runner is allowed to leave base when a ball is batted into play or as a pitched ball crosses the plate.
- When an overthrow occurs at first or third base, the ball will be deemed dead and runners may not advance.
- Only coaches or parents are allowed to coach first or third base.

Speedup Rule

- A pitcher is allowed only 4 warm-up pitches between innings. When the catcher of a team at bat is a base runner and there is 2 outs, he/she must be replaced with a base runner. The courtesy runner must be the last player to have made an out.
- Only a coach/parent or player with full gear is allowed to warm up a pitcher between innings.