



2022 Majors-American League Rules (3rd/4th Grade)

High School Baseball Rules apply with the following exceptions:

1. **Bases are 60 ft. apart and pitching mound is 44 ft. from the point of home plate.** Home team or earliest arrival will set up the field. Note that we rely on the school district and municipalities to chalk and prep many of our fields. Occasionally, this doesn't happen and you will need to be flexible and make due with equipment from your bag.
2. 9 players in the field with 3 outfielders. Coaches are expected to play all players' approximately equal innings. Must play with a minimum of 8 players to start the game otherwise it is a forfeit for standings; in all situations efforts must be made to play the game. Borrowing players for defense may be necessary.
3. One parent from each team shall be recruited to umpire. They are allowed to umpire from behind the pitcher or plate by choice. The strike zone shall be enlarged as follows:
 - **From the bottom of the chin to about 3 inches below the knee.**
 - **1/2 extra ball-width to each side of the plate.**
 - **Home plate is 17" wide; a baseball is three inches wide. If any part of the ball goes over any part of the plate, then it is in the zone... so the strike zone is really 26" wide. Make it an extra half a baseball on each side of the plate and it will be fair.**
 - Home team umpire will call balls/strikes when the visiting team is pitching. Visiting team umpire will call balls/strikes when the home team is pitching.
4. Umpires calls are final, and coaches should not argue judgment calls. Umpires shall strive to be as fair and consistent as possible.
5. Games are 6 innings long, with no NEW inning starting after 8:15 p.m. Any inning that has been started will be completed unless the home team is winning.
6. Bunting is allowed. High school rules apply, including bunting foul with two strikes = strikeout.
7. Catchers must wear an athletic supporter and cup. Masks, chest protectors and shin pads will be provided by the league.
8. Baserunners may attempt a steal of second base when the pitched ball crosses home plate. They should also be working on their secondary leadoff by shuffling off the base when the ball crosses home plate.
9. Baserunners may not steal third base or home plate or otherwise advance to the next base, unless by batted ball or forced by walk.
10. When the runners are not able to advance (on 2nd/3rd) by attempting a steal, each team should provide a person to collect and throw back to the pitcher any balls that get by the catcher. This will speed up the flow of the game. Obviously, every effort should be made to teach catchers to catch and stop the pitches.
11. Hit by a pitch: Umpires are to pay particular attention to where the ball was in relation to the strike zone when it contacted the batter. If it would have been a strike had it not hit the batter, it will be called a strike and the batter will continue with the at bat. If that batter is unable to continue, the player who made the last out will continue with the at bat. Should the batter be hit by a pitch from a coach, it shall be declared as no pitch. The batter will be given a

reasonable amount of time to recover and the at bat will continue as though that pitch had not been thrown. Should the batter be unable to continue, the player who made the last out prior to this batter will step in and complete the at bat. The player who was hit must re-enter as a base runner either immediately or any time that player is ready to resume play. If this should occur when there are no outs, the player who made the third out of the previous inning shall complete the at bat.

12. All runners and batters must wear batting helmets and they must have ear flaps on both sides of the helmet.

13. No throwing of a bat is allowed. One warning will be given per player per game. If the same player subsequently throws the bat again, they shall be called out. It shall be considered throwing the bat when the bat travels more than 9 feet from the batter's box or it hits the catcher or umpire in the air.

14. All players not playing defensive positions, batting or on deck shall remain in the bench area or further from the playing field. Any offensive player in LIVE ball territory needs to be wearing a helmet.

15. Maximum bat diameter is 2 3/4". USSSA or USA baseball bat standards will be used. Bats must have either the USSSA or USA bat standard. There is no restriction on the bat length to weight differential.

16. After each game, the coach of the WINNING team needs to report the game score AND the OPPOSING teams pitch counts into the sport NGIN website. This is necessary as standings are kept to determine seeding. If you are not familiar with entering scores, please find a team parent who is willing to do this for your team.

17. For the purposes of standings, a win shall be given 2 points, a tie 1 point, a loss 0 points. When the season ending playoffs begin, byes and seeds shall be based on these standings.

18. Rain-outs: Games are considered a complete game after 4 innings (3 1/2 if home team is ahead). If games are rained- out, it is the coach's responsibility to reschedule games by contacting each other and agreeing to another date quickly! If 4 innings (3 1/2 if home team is ahead) are not complete, then the game will resume from the previously completed inning.

19. All players to play a minimum of 3 innings per game. Exceptions to this rule are when games do not run regulation length.

20. Pitchers are only allowed to pitch **2 innings per game**. One pitch is considered an inning. A pitcher may only re-enter as a pitcher 1 time during the game. In addition, the following pitch count rules will be put into effect for the 2017 season and beyond. **Coaches must report the other team's pitch totals. Designate a coach or parent to track both your team and the other team's totals and confer between innings.**

Note the hybrid approach of 2 inning maximum (first introduced in the 2017 season) along with the following daily maximums and required rest periods.

Daily Max # Pitches

	Required Rest			
	0	1	2	3
60 max	1 - 20	21 - 35	36 - 50	51 - 60

21. A max of 5 runs can be scored per inning. A 10-run mercy rule is in effect after 5 innings (4 1/2 innings if the home team is ahead). There will be unlimited runs allowed in the last inning.

22. A continuous batting order must be used.

23. Coaches can be on the field with defense until after the Jamboree Weekend.

24. Any fair, batted ball that contacts an umpire prior to passing a fielder other than the pitcher shall be considered to be umpire's interference and declared a dead ball. All runners are to return to the bases occupied prior to the interference and the count on the batter will resume with where the count was prior to the interference.

24. Runners must tag up in order to advance a base on a caught fly ball. This includes balls that are caught in foul territory.

25. For any games with time limits, no new inning is to begin after the time limit has been reached. Any inning already in progress will be completed. The only exception to completing the inning will be the following: If the time limit is reached while the home team is on offense and ahead, then the game will end at the time limit.

26. Sliding is permitted but ONLY feet first. If there is a play at home plate (i.e. the catcher has the ball before the runner arrives), and the runner is going to slide the runner must slide feet first or else be called "out". It is not required that runners slide, but that they avoid contact.

27. Runner can advance (at own risk) 1 base maximum on an overthrow to that base. If there is an overthrow at any base the fielder should get the ball back into the infield and wait for time to be called. On hits to the outfield, once the ball is back into the infield and in control, the base runner can only advance to the base they were going to. **This is a rule that has caused controversy in the past. When in doubt, refer to the "Is it a good baseball play or am I taking advantage of a 9 year old" rule.**