

Table of Contents

	Page
Table of Contents	1
Rule Changes and Points of Emphasis	2
Rule #1: Sportsmanship & Safety	4
Rule #2: Unsportsmanlike Conduct	5
Rule #3: Interaction with Umpires	6
Rule #4: Head Coach	7
Rule #5: Scorekeeping (Gr. 3-12)	7
Rule #6: Protests	9
Rule #7: Ejections	9
Rule #8: Playing Field	10
Rule #9: Equipment & Uniforms	11
Rule #10: Forfeits (Gr. 3-12)	13
Rule #11: Batting Order	14
Rule #12: Infield Fly Rule	14
Rule #13: Conferences with Batter	14
Rule #14: Substitutions	15
Rule #15: Slide & Obstruction Rule	15
Rule #16: Suspended Games (Gr. 3-12)	16
Rule #17: Substitute Players	17
Rule #18: Base & Field Coaches	19
Rule #19: Infield Possession Rule	20
Rule #20: Playing Time	20
Rule #21: General Rules for PreK-2	21
Rule #22: Rules for Grade PreK & K	22
Rule #23: Rules for Grade 1 & 2	23
Rule #24: General Rules for Grade 3	25
Rule #25: Length of Games (Gr. 3-12)	26
Rule #26: Run Limits (Gr. 3-12)	27
Rule #27: Pitching (Gr. 4-12)	28
Rule #28: Balks (Gr. 3-12)	30
Rule #29: Leadoffs & Stealing (Gr. 3-12)	30
Charts 1-4: Rule Charts	32

Rule Changes and Points of Emphasis For 2025

- If games in grades 1 through 8 finishes before the time limit, teams may continue playing until 30 minutes prior to the start of the next game. Umpires will remain on the field unless we are in the orange or red heat index zone.
- Metal spikes will be allowed in grades 7-12 only. Pitchers are not allowed to use metal spikes while on the mound.
- Coaches will not be allowed on the field and must coach from inside the dugout. Only base coaches will be allowed outside of the dugout during play. (Grades 3-12)
- Substitute players should wear their regular season uniform to identify them as a sub. *Rule 17H.*
- At any time, the offensive team may use a courtesy runner for the pitcher or catcher of record from the previous inning on defense (grades 3-12). The courtesy runner shall be the prior player in the batting order that is not on base (The same player cannot be used to run for the catcher and the pitcher in the same inning. *Rule 14C.*
- A pitcher cannot re-enter a game as a pitcher once removed (grades 4-12). *Rule 27F.*

- The max # of runs per inning is 6 (grades 3-5). The max # of runs per inning is 8 (grades 6-8). *Rule 26.*
- Coaches must provide the other team their batting lineup before the start of the game.
- Batboys & Batgirls: No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will get the bat back to the dugout. *Rule 1C.*
- Radios: The playing of music will be limited to prior to the start of the game and between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that does not disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields. *Rule 1E.*

Blue Valley Recreation Baseball

2025 Rules

The following rules supplemented by Official Major League Baseball Rules shall govern play and conduct at all Blue Valley Recreation youth baseball games.

Rule 1: Sportsmanship & Safety

- A. Sportsmanship: Good sportsmanship shall be a top priority, and must be exhibited by coaches, players, parents, and spectators. The umpires and staff shall have authority to enforce good sportsmanship.
- B. Adult Base Coaches: The BVRC encourages teams to use adult base coaches. Players in grades 6 and above may coach a base however all base coaches under 19 years of age shall wear a double ear-flap protective helmet. An umpire can remove a “player” base coach for safety reasons.
- C. Batboys & Batgirls: No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will need to get the bat back to the dugout.

- D. Noisemakers: Artificial noisemakers are prohibited (e.g., cowbells, horns, etc.).
- E. Radios: The playing of music will be limited to prior to the start of the game and between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that does not disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.
- F. Alcohol Free: Alcohol will not be allowed on the premises during youth play.
- G. Tobacco & Smoking Free: All BVRC facilities are smoke free and tobacco free. There shall be no smoking, no chewing tobacco, and no use of electronic cigarettes or other smoking alternatives such as vapor cigarettes.
- H. Heat Policy: The BVRC has implemented a heat policy for all youth baseball games. Games may be modified during extreme heat. For further information on the heat policy please refer to the BVRC website.

Rule 2: Unsportsmanlike Conduct

- A. Clean Language: Swearing and profanity are prohibited. Umpires are authorized to give up to one warning to the individual violator before removal.
- B. Positive Encouragement: Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team. No fielder or runner shall attempt to distract another player by yelling or clapping.

Violators shall be given a warning and then be subject to ejection at the umpire's or staff's discretion.

- C. Intentionally Throwing Equipment: A player or coach, who intentionally throws a piece of equipment in anger, frustration, or annoyance, or in response to an adverse call or play, shall be subject to ejection at the discretion of the umpires and staff.
- D. Accidentally Throwing Equipment: Any player who accidentally throws a bat while attempting to swing will be given one warning by the umpire. Should it occur a second time that player should be removed from the batting lineup for the remainder of the game (they can still play defensively). An out will not be assessed and any action that may have occurred will not be affected by the player being removed from the lineup.
- E. Joining Altercations: If a player leaves the dugout or his position to enter an altercation with another player or between other players, all involved players shall be subject to ejection and suspension of additional games.

Rule 3: Interaction with Umpires

- A. Judgment Calls: Coaches, players, and spectators shall not discuss a judgment call with an umpire. Any discussion of a judgment call could be grounds for immediate ejection.
- B. Rule Clarification: A coach may ask the umpire for a rule clarification. If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification.

- C. No Harassment: Harassment of umpires will not be tolerated. Umpire harassment shall be cause for immediate ejection. Head Coaches are responsible for the actions and behavior of their players, assistant coaches, players' parents, and their team's fans.
- D. Electronic Review: No electronic reviews of any kind will be allowed by the umpires.

Rule 4: Head Coach

Each team shall have a Head Coach who shall be identified and registered with the BVRC.

- A. The Head Coach is responsible for his/her team's observance of the official rules and deference to the umpires, and for the conduct of his team, his assistant coaches, his players' parents, and his team's fans.
- B. If the Head Coach is not available for a game or leaves the field for any reason, he or she shall designate an assistant coach or other responsible adult as acting Head Coach who shall have the duties, rights, and responsibilities of the Head Coach. In the absence of the Head Coach without a designated acting Head Coach, the umpire-in-chief shall designate an assistant coach or responsible adult as acting Head Coach.

Rule 5: Scorekeeping (Grades 3-12)

- A. The home team will occupy the first base dugout. Only coaches and players may be in the dugout.
- B. The home team is the official scorekeeper and will be responsible for all appropriate game scorekeeping, as well as

recording the number of pitches/innings thrown by each pitcher.

- C. **After each inning, the home and visiting scorekeepers should meet and agree upon score and pitch count to avoid confusion later in the game.**
- D. The official scorekeeper should record the start time of the game. In the event of a suspended game, the scorekeeper must record the time the game was stopped, the batter and count, names, and location of all base runners. This information should be recorded on the official game card submitted by the coach of the home team.
- E. At the end of each game, the official scorekeeper will record the following information on the "Official Game Card": score, name of all pitchers and their pitch/inning count. Each Head Coach should confirm this information and take a copy for their records.
- F. Each Head Coach upon request shall provide pitch count for all pitchers during the previous two days and each pitcher's number-of-innings-pitched from Sunday through Saturday during the current week. The information is to be provided prior to the start of each game if requested. Staff will not provide pitching information prior to each game.
- G. **After the pitcher throws the first pitch of the game (not warmup pitch), the plate umpire shall announce the time, which shall be the official start time of the game and shall be recorded by the home team's scorekeeper. If the umpire fails to announce the time, the scorekeeper shall make note of the time in the scorebook, which shall be the**

official start time, and shall notify the plate umpire & opposing scorekeeper after the third out of the top of the first inning.

Rule 6: Protests

- A. Grades PreK-2: A game may not be protested.
- B. Grades 3-12: The umpires and coaches should attempt to resolve rule disputes to avoid protests.
 - 1. A manager may only protest a rule interpretation or player eligibility.
 - 2. The manager must protest the game before the next pitch is thrown by telling the umpire that he is protesting the game. The umpire and official scorekeeper will then note the protest in the official scorebook and on the game card. If a protest occurs regarding the last play of the game or player eligibility, the manager will be given 24 hours to protest the game.
 - 3. The Baseball Advisory Council will act on all protests. Even if it is held that the protested decision violated a rule, no replay of the game will be ordered, unless, in the opinion of the Advisory Council, the violation adversely affected the protesting team's chances of winning the game.

Rule 7: Ejections

- A. Anyone ejected from a game must leave the complex immediately (players 14 and under are not required to leave the complex). Those serving a suspension may not attend the game(s) for which they are serving a suspension.

- B. Player
 - First ejection – suspended for the next game.
 - Second ejection – suspended for the next two games and an appearance before the Advisory Council may be required.
 - Third ejection – suspended for a minimum of three games and a mandatory appearance before the BAC.
- C. Coach, Parent or Fan
 - First ejection – suspended for the next game.
 - Second ejection – suspended up to 3 games and mandatory appearance before the Advisory Council.
 - Third ejection – Suspended for a minimum of three games and mandatory appearance before BAC.
- D. Stricter penalties may be invoked by the Advisory Council should the situation warrant.
- E. **Any participant (player, coach, spectator) who is ejected from a game will be required to complete the following:**
 - **Player/Spectator/Coach must complete the NFHS Sportsmanship course prior to attending the next game.**

Rule 8: Playing Field

Grade	Baseline (ft.)	Pitching (ft.)	Mound
PreK-K	60	n/a	No
1-2	60	43	No
3	65	46	Yes
4	65	46	Yes
5-6	70	50	Yes
7-8	80	54	Yes
9-12	90	60.5	Yes

**Baseline: Distance (in feet) between bases.*

**Pitching: Distance (in feet) between front of home plate and pitcher's plate.*

Rule 9: Equipment and Uniforms

- A. Metal Spikes: Metal spikes will be allowed in grades 7-12 only. Pitchers are not allowed to not use metal spikes while on the mound.
- B. Uniforms: All players in grades 3-8 will be required to wear identical uniforms consisting of a hat, jersey with a number (no cut-off sleeves), baseball pants (no sweatpants or jeans) and socks. Players not in proper uniform may not be allowed to participate.
 1. The exception to the rule is substitute players should wear their regular season uniform.
- C. Undershirts: Undershirts do not need to be uniform for all players, although this is encouraged. Pitchers are not allowed to wear a long sleeve white undershirt.
- D. Training Devices: Teams are not allowed to use training devices such as hitting sticks inside the fences during play.

Teams should only use training devices on the field during warm-up time, before the game, or between innings.

- E. Jewelry Rule: Metal, ceramic or rock jewelry will not be allowed during play. Cloth jewelry is acceptable. Each team will receive one warning for wearing jewelry. Following the warning, a player wearing jewelry could be ejected (the additional one game suspension will not be imposed).
- F. Bat Rule: Wooden bats may not be used. Players in grades PreK-2 must either use an approved USSSA bat, USA bat, or a 2¼ diameter bat, grades 3-8 must use an approved USSSA bat or USA bat, and grades 9-12 must use a bat with a -3 weight/length ratio. *For more details, please see the bat rule on the BVRC website.*
 - 1. It will be the coach's responsibility to bring any illegal bats to the attention of the umpire. Any bat found to be illegal will be thrown out of the game but no action that occurred with the bat will be reversed. Multiple offenses by a coach/team could result in discipline from the league.
- G. Safety Bases: Grades PreK-4 will use a safety base at first base.
 - 1. The safety base is designed to prevent collisions and other contact incidents at first base. The first baseman and other defensive players are allowed only to touch the white portion of the safety base during play.
 - 2. If a defensive player's foot touches the orange portion of the base, the umpire may call obstruction and award the runner a free base. This is an umpire's judgment call.

3. On offense, the runner may touch only the orange portion of the base during close plays. Because a runner can run through first base, he may run straight through the orange half, remaining in foul territory. If he touches the white half on a play at first, the defensive team may appeal the play. If the umpire noticed the runner's foot placement, he will be called out. If there is no play to be made at first base, such as on a hit that will result in a double, the batter-runner may touch the white half of the base while making his turn toward second. Batted balls that hit the white portion of the base are fair, while balls that hit the orange half are foul.
- H. High School: For rules regarding uniforms for grades 9-12 refer to the BVRC "official rules of high school baseball".

Rule 10: Forfeits (Grades 3-12)

- A. In grades 3-8, game time is forfeit time. When the umpire calls "play ball" the team in the field must have 8 players. The batting team must have 8 players by the time they reach the 8th spot in the batting order or when they take the field. Teams can switch home/visitor if it helps to avoid a forfeit (both teams must agree to make this switch).
- B. A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
- C. In grades 9-12, teams will be given a ten-minute grace period to reach the 8-player minimum before a forfeit will be called. The ten-minute grace period will be part of the 1 hour and 45-minute game time.
- D. If a forfeit is called, teams may divide and play, but all play must be stopped after 1 hour and 30 minutes. If games are running late, all play must stop 30 minutes before the

scheduled start of the next game. Umpires are required to work forfeits.

Rule 11: Batting Order

- A. All players in attendance at the game will bat using a continuous batting order (not the traditional 9 player lineup). Late arriving players or those in attendance for a suspended game, who were not at the original game, should be added to the end of the batting order.
- B. If a player has to leave the game for any reason an out will not be assessed. The players spot in the lineup will be skipped without penalty unless you drop below the 8-player minimum.

Rule 12: Infield Fly Rule

- A. Will not be used in grades PreK-3.
- B. Will be used in grades 4-12.
- C. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied with less than two outs.
 - 1. The ball remains live, and runners **may** advance at the risk of the ball being caught, or retouch and advance after the ball is caught.
 - 2. The batter is automatically out on an infield fly.

Rule 13: Conferences with Batter

- A. Grades PreK-2: No restrictions.

- B. Grades 3–12: Batting team's coach is allowed a conference with only one batter per inning.
- C. To speed up the game, coaches and umpires should always encourage the players to remain in the batters' box.

Rule 14: Substitutions (Grades 3-12)

- A. There will be free defensive substitutions from inning to inning. Once an inning has begun, there will be no defensive position changes or substitutions, except in the case of an injury or change of a pitcher.
- B. If a base runner is injured during the game the runner shall be the previous batter not on base. Any injured player that cannot run the bases must be removed from the game and may not re-enter. No player may start a game injured with the intention of having someone else run for him.
- C. At any time, the offensive team may use a courtesy runner for the pitcher or catcher of record from the previous inning on defense.
 - 1. The courtesy runner shall be the prior player in the batting order that is not on base. If a courtesy runner is determined to be improper, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the catcher/pitcher must run for himself.

Rule 15: Slide & Obstruction Rule

- A. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting

to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.

- B. If a play is not evident, obstruction will be called on a fielder that impedes the progress of a runner (judgment of umpire).
- C. Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire's discretion.
- D. When enforcing this rule, the umpire will judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and ejected.

Rule 16: Suspended Games (Grades 3-12)

- A. Any game that has not become official will be restarted at the exact point it was stopped, with time and inning limits remaining in effect. It is important that the official scorekeeper and umpires record all appropriate information regarding the suspended game (score, pitcher totals, time game was stopped, count on batter, base runners, etc.).
- B. It shall be a suspended game if, once a game has become officially complete (4 innings), the visiting team scores one or more runs in the top of the inning to tie or take the lead and the home team does not get to complete its turn at bat because of weather stoppage.
- C. When the game is resumed the time remaining will be played or if the maximum number of innings can be played

before the time limit expires innings will determine the end of the game.

- D. If a game is suspended, the pitches and innings thrown in the follow-up game will be counted against the week the two teams complete the game. The pitches and innings from the original game do not count in the follow-up game.
- E. Substitutions for suspended games – If a player did not play in the original game but is in attendance for the continuation game, he should be added to the bottom of the batting order and allowed to substitute under normal playing rules. If a player from the original game does not play in the follow-up game, he should be removed from the batting order and his team will not be assessed an out for his spot in the batting order.

Rule 17: Substitute Players

- A. If a team is short players, they must follow the listing below to find a substitute player.

Grades PreK to 2

Teams in grades PreK to 2 may invite another player from their grade or a player from the grade below.

Grades 3-8

- Tiger division team may invite a Husky, Mustang or Jaguar player from their grade or any BVRC rec league player from one grade below. Teams cannot use a player from their own division.

- Husky division team may invite a Mustang or Jaguar player from their grade or any BVRC rec league player from one grade below. Teams cannot use a player from their own division.
- Mustang division team may invite a Jaguar player from their grade or any BVRC rec league player from one grade below. Teams cannot use a player from their own division.
- Jaguar division team may invite a BVRC rec league player from one grade below. Teams cannot use a player from their own division.

Grades 9-12

- For rules regarding substitutions refer to the BVRC “official rules of high school baseball”.
- B. Should a team only have 9 players, a 10th player may be invited. This player must follow the above rules and may play only every other inning in the field.
 - C. The maximum number of players a coach may invite is three. If two or more players are invited, original team members may not be substituted for defensively.
 - D. Coaches are required to submit the invited player(s) name, coach, and grade to the opposing coach prior to the start of the game.
 - E. Invited players may not pitch and must bat last in the order.
 - F. **All invited players must currently be registered in the Blue Valley Rec baseball program.**

- G. **Golden Glove league players may not be used as substitutes (this includes players in a lower grade).**
- H. Substitute players should wear their regular season uniform to identify them as a substitute.
- I. If an illegal player is used, the opposing coach correctly protests the game, and it is found that the player is illegal, the game will be considered a forfeit.

Rule 18: Base & Field Coaches

- A. All coaches must remain in the dugout during play, except:
- B. PreK – Grade 1:
 - 1. The offensive team may have up to four coaches on the field: (A) a coach who either assists the batter while using a batting tee or catches pitched balls missed by the catcher; (B) two base coaches, each positioned in or near the base-coach boxes; and (C) a pitcher-coach (for coach-pitch and machine-pitch games only).
 - 2. PreK & K teams may have up to two defensive coaches on the field (grade 1 is limited to one defensive coach). Defensive coaches should be positioned in the outfield or deep infield.
- C. Grade 2:
 - 1. The offensive team may have up to three coaches on the field: (A) two base coaches each positioned in or

near the base-coach boxes and (B) a coach-pitcher (for machine pitch games only).

2. No defensive coaches shall be used.

D. Grades 3–12:

1. The offensive team may have two base coaches on the field, each positioned in or near the base-coach boxes.
2. No defensive coaches shall be used.

Rule 19: Infield Possession Rule

- A. PreK – Grade 2: When the ball is in the possession of an infielder in the infield area, and he makes no attempt to make a further play, a base runner between bases may advance at his own risk no further than the base he is attempting to reach.

Example: If a runner is almost to third base when an infielder obtains possession of the ball and holds it, the runner must stop at third base.

Example: If a runner is standing on a base when an infielder obtains possession of the ball and holds it, the runner shall not advance.

- B. Grades 3–12: The Infield Possession Rule does not apply.

Rule 20: Playing Time

- A. Grades PreK-2: No player may sit out two consecutive defensive innings.

- B. Grades 3-8: Coaches can use one of the following options.
 Option #1 - No player may sit out two consecutive defensive innings. Option #2 - See chart. If a coach chooses option #2 all players must enter the game by the third inning.

Game Length	Minimum innings required to play per game.
3 Innings	Must play 1 inning
4 Innings	Must play 2 innings
5 Innings	Must play 2 innings
6 Innings	Must play 3 innings
7 Innings	Must play 3 innings

Rule 21: General Rules for Grades PreK–2

Time Limits			
Grade	Pitch Type	Time Limit	Termination Point
PreK	T-Ball/Coach Pitch	1hr 15 min	Terminates at 1hr 15min
K	Coach Pitch	1hr 15 min	Terminates at 1hr 15min
1	Machine pitch	1hr 15 min	Terminates at 1hr 15min
2			
The game will stop promptly once the termination point is reached no matter who is at bat, the score, etc. Games can end in a tie.			

- A. Bunting is not allowed.
 B. The outfielders should play at least 20 feet behind the infield baseline.
 C. In case of darkness or weather, 45 minutes will be considered a complete game.

- D. The score will be kept during the game; standings will not. There will be no leadoffs, stealing, or advancement on wild pitches or passed balls. A runner cannot leave the base until the ball is hit.
- E. Overthrows – An overthrow is a ball that is thrown to an infielder in the infield area that is not cleanly caught. When an overthrow occurs, the umpire will raise one hand in the air signifying to both teams that an overthrow has occurred.
 - 1. There will be only one base advancement on an overthrow even if the ball remains in play: runner advances at his own risk.
 - 2. There will be only one overthrow per at bat. If a second overthrow occurs during the same at bat, the ball will become dead, and all runners will return to the base they occupied following the first overthrow.
- F. A dropped third strike by the catcher will be an out and will not require a throw to first base.
- G. There will be free substitution. If a base runner is injured, the last batter not currently on base shall run.
- H. No player may sit out two consecutive defensive innings.
- I. Once an inning has begun, there will be no defensive position changes or substitutions, except in the case of an injury.

Rule 22: Rules for PreK & Kindergarten

- A. All players play defensively each inning (max of 6 in the infield).

- B. All players will bat once in each inning no matter how many runs or outs are made.
- C. Outs are not recorded.
- D. If an out is made on a batter/runner, the batter/runner remains on base.
- E. Coaches will act as umpires.
- F. Players must play more than one position per game, with one of those positions being in the infield. In addition, coaches are encouraged to allow players to play all positions throughout the season.
- G. A continuous batting order should be used from game to game so that each player receives the same number of at bats during the season.
- H. T-ball batting rules:
 - 1. The home team will supply the tee.
- I. Coach Pitch batting rules:
 - 1. The batting team's coach will pitch to his own team.
 - 2. The coach-pitcher may pitch overhand or underhand; may stand, kneel, crouch; and may position himself at a distance from the batter that best allows the batter an opportunity to hit the ball.
 - 3. There will be no hit batters or walks. Each batter gets 4 pitches to hit a fair ball. If the fourth pitch goes by, a tee should then be used (the tee is supplied by the home team).

Rule 23: Rules for Grades 1-2

- A. Teams will play with four outfielders and six infielders.

- B. 3 outs or 6 runs will constitute a half-inning. A maximum of 6 runs per inning may be scored.
- C. Players must play more than one defensive position per game, with one of those positions being an infield position.
- D. Rules for pitching machine play:
 - 1. There will be no called strikes, hit batters or walks.
 - 2. There will be no leadoffs, stealing or advancement on wild pitches or passed balls. A runner cannot leave the base until the ball is hit.
 - 3. A batter will receive a maximum of 5 hittable pitches (judgment of umpire). Swinging strikes will be counted (3 swinging strikes will be an out). There will be no called strikes.
 - 4. If the 5th pitch is fouled, a 6th will be given and so on. If the batter does not hit by the 5th hittable pitch, he will be called out.
 - 5. A pitch is counted as "hittable" if:
 - a. In the umpire's judgment, the pitch is in or around the strike zone and could be hit.
 - b. The batter swings and misses.
 - c. The batter hits a pitch foul.
 - 6. If a batted ball hits the pitching machine or the coach running the machine, the ball is dead, and the batter will be awarded first base. All other base runners will be awarded one base beyond the base they occupied at the time of the hit.

7. The speed of the pitching machine may be adjusted by each coach to best suit their team. The speed of the machine may not be adjusted for individual players.
8. The pitching machine will be placed around 43'.
9. The pitcher must be within 5' of the pitching machine at the time of the pitch.

Rule 24: General Rules for Grade 3

- A. Teams will play with four outfielders and six infielders.
- B. There will be no leadoffs, stealing or advancement on wild pitches or passed balls. A runner cannot leave the base until the ball is hit.
- C. A pitcher may pitch only 1 inning per game. If the game goes beyond 3 innings, a pitcher may return for 1 additional inning. If a player pitches the 3rd inning, he may also pitch in the 4th inning. Every out = $\frac{1}{3}$ of an inning.
- D. Balks will not be called.
- E. If a pitcher hits three batters in one inning he must be immediately removed from the pitching position for the remainder of that game.
- F. If a batted ball hits the coach pitching to a batter, the ball is dead, and the batter will be awarded first base. All other base runners will be awarded one base beyond the base they occupied at the time of the hit.
- G. **The following rule will be in effect for all divisions in 3rd grade, except the Tiger division.**
 1. No walks will be allowed. If a pitcher walks a batter, the batter will get up to 3 additional hittable

pitches, from an offensive coach, to put the ball in play.

2. If a player has zero strikes when they are walked will get 3 additional hittable pitches from the coach, one strike they get two additional hittable pitches, two strikes they get one additional hittable pitch.
3. If the batter fails to put the ball in play from the coach, he will be declared out. If the batter hits a foul ball on their last pitch from the coach the batter shall be given an additional pitch. (i.e., an at bat can never end on a foul ball that is not caught).
4. Coaches must be in the vicinity of the rubber when pitching
5. Once the batter has put the ball in play or been declared out the pitcher will resume pitching to the next batter and the coach will return to the dugout. Batters will be given first base only if hit by a player pitcher.

Rule 25: Length of Games (Grades 3-12)

Innings Per Game	
Grade	Max # of innings
Grade 3-6	6
Grade 7-12	7

- A. Games will be 1 hour and 45 minutes or 6/7 innings, whichever occurs first. No new inning will start after 1 hour and 45 minutes unless the score is tied.

- B. A new inning begins the instant the last out is made.
- C. If a game is tied after 1 hour and 45 minutes, the teams will complete the current inning and if the game is still tied it will remain a tie. No extra innings will be played.
- D. At the end of each game, the umpires will inform each new team of the start time for the next game. This will be a period of 10 minutes if games are running late (in this case each team will be given 5 minutes of infield warm-up). In any case, when the umpires take the field, warm-up will cease, and the game will begin.

Rule 26: Run Limits (Grades 3-12)

Run Limits	
Grade	Max # of runs per inning
Grade 3-5	6
Grade 6-8	8
Grade 9-12	No Max

- A. If a game is decided before the final innings:
 - 1. Grades 3-5: 7 run lead with 1 inning to play or a 13-run lead with 2 innings to play.
 - 2. Grade 6-8: 9 run lead with 1 inning to play or a 17-run lead with 2 innings to play.
 - 3. Grades 9-12: The game will officially end if one team is leading by 15 runs after three innings, 12 runs after four innings, or 8 runs after 5 innings.
- B. Teams in grades 3-8 may continue to play if games are not running late, there is time remaining on the game limit and

both teams' consent. All play must stop 30 minutes before the next scheduled game time. All pitches and innings will be counted against pitchers. Umpires will be required to remain on the field, unless we are in the orange or red heat index zone.

Rule 27: Pitching (Grades 4-12)

Grade	Max # of pitches in 1 day	Max # of pitches before mandatory 2-day rest	Max # innings per week
Grades 4-5	80	40	8
Grade 6	90	45	8
Grade 7-8	100	50	9
Grade 9-12	For rules regarding pitching limits refer to the BVRC "Official Rules of High School Baseball".		

- A. A pitcher must rest two calendar days if he throws more than half of his maximum in one day.
- B. Sunday begins a new week for innings. Once a pitcher reaches his 8/9 innings per week maximum, he cannot pitch for the remainder of that week regardless of the number of pitches he has thrown.

Example using grade 4:

1. Pitcher throws 40 pitches (less than half of max on Tuesday. Result: Eligible to throw 80 pitches the next day.
 2. Pitcher throws 41 or more pitches on Tuesday. Result: Ineligible to pitch on Wednesday and Thursday.
- C. A pitcher will be allowed to exceed the 80/90/100 pitch maximum in order to finish pitching to a batter.
- D. A pitcher may not exceed the 40/45/50 pitch maximum to finish pitching to a batter, without being required to rest 2 calendar days.
- E. Every out = $\frac{1}{3}$ of an inning.
- F. A pitcher cannot re-enter a game as a pitcher once removed (grades 4-12).
- G. Intentional walks will be an automatic base with no pitches thrown by or charged to the pitcher. An intentional walk will be given to the batter when the manager of the defensive team asks for such from the umpire. A player may be intentionally walked only once per game.
- H. A new pitcher, entering the game, will be given 8 warm-up pitches. Pitchers will be given one minute between innings to warm up.
- I. Teams are only allowed one free mound visit from a coach per inning for each pitcher. If they make a second visit in the same inning, they must bring in a new pitcher, who must face at least one batter or stay until one out is recorded.
- J. A violation of the pitching rules will result in a one game suspension for the head coach. Any action that occurred

while an illegal pitcher was in the game will not be subject to protest. A second violation by a coach will result in a mandatory appearance before the Advisory Council.

- K. Grade 3: for pitching rules refer to the “General Rules for Grade 3” (Rule 24).

Rule 28: Balks (Grades 3-12)

- A. Grade 3: Balks will not be called.
- B. Grade 4: Balks will be enforced in the Tiger Division only. Each pitcher will receive one warning.
- C. All other divisions will not have balks enforced.
- D. Grade 5: Balks will be enforced. Each pitcher will receive one warning before a balk is enforced.
- E. Grade 6-12: Balks will be enforced.

Rule 29: Leadoffs and Stealing (Grades 3-12)

- A. Grade 3: There will be no leadoffs, stealing or advancement on wild pitches or passed balls. A runner cannot leave the base until the ball is hit.
- B. Grades 5-12: There are no restrictions on leadoffs or stealing.
- C. Grade 4: There will be no restrictions for the 4th grade Tiger division (Tiger division will use the 5-12 grade rules). Teams in the Husky, Mustang and Jaguar divisions will follow rule 29.B (1-9).
 - 1. A dropped third strike by the catcher is an out.
 - 2. No leadoffs.

3. Stealing is permitted, but the runner may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early, the umpire will call the play dead and the runner will be called out.
4. Stealing of home on the pitch is not permitted.
5. Runners cannot advance if the pitcher fails to catch a ball thrown back to him by the catcher.
6. No run may score on a wild pitch or passed ball.
7. A batter who has walked must stop at first base until the next batter is up.
8. Runners may advance at any time on overthrows by fielders, including home, or on plays made at other base runners (i.e., catcher trying to throw out a runner attempting to steal).
9. *Example: 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.

Chart #1 – Game Types | Length | Runs | Playing Time

Grade	Pitch Type	Game Length (Innings)	Run Limit/ Inning	Time Limit	Mercy Rule	Minimum Play Time
PreK	Coach/ Tee	6	No limit	1h 15m	n/a	All play every inning
K	Coach					
1	Machine	6	6	1h 15m	n/a	Every other inning
2						
3-5	Player	6	6	1h 45m	7 w/ 1 to play — 13 w/ 2 to play	2 of 5 innings 3 of 6 innings 3 of 7 innings All enter by 3 rd
6	Player	6	8	1h 45m	9 w/ 1 to play — 17 w/ 2 to play	2 of 5 innings 3 of 6 innings 3 of 7 innings All enter by 3 rd

7-8	Player	7	8	1h 45m	9 w/ 1 to play — 17 w/ 2 to play	2 of 5 innings 3 of 6 innings 3 of 7 innings All enter by 3 rd
9-12	Player	7	No limit	1h 45m	15 after 3 12 after 4 8 after 5	2 of 5 innings 3 of 6 innings 3 of 7 innings All enter by 3 rd

Chart #2 – Field | Equipment | Coaches

Grade	Field Baseline (ft.)	Field Pitching Distance (ft.)	Mound	Bats	Number of Fielders	Number of Coaches on Field	Batter Confs./ Inning
PreK	60'	n/a	No	USSSA or <2¼" dia.	All Present	Off: 4 Def: 2	No limit
K							
1	60'	43'	No	USSSA or <2¼" dia.	10	Off: 4 Def: 1	No limit
2						Off: 3 Def: 0	
3	65'	46'	Yes	USSSA	10	Off: 2	1
4	65'	46'	Yes	USSSA	9	Off: 2	1
5-6	70'	50'					
7-8	80'	54'					
9-12	90'	60' 6"	Yes	-3 w/l	9	Off: 2	1

Chart #4 – Pitching

Grade	Pitches	Strike Outs	Walks	Balks	Daily Pitch Limit	Max before 2-day rest	Max Innings/ Week
PreK & K	4 + Tee	No	No	n/a	n/a	n/a	n/a
1–2 Machine	5 Hittable	3 Swings or 5 Hittable	No	n/a	n/a	n/a	n/a
3 Non-Tiger	4B/3S Coach: 3 Hittable	Yes	No	No	1 inning — 2 if exceed 3 innings	n/a	n/a
3 Tiger	4B/3S	Yes	Yes: Stop at 1B	No	1 inning — 2 if exceed 3 innings	n/a	n/a
4 Non-Tiger	4B/3S	Yes	Yes: Stop at 1B	No	80 pitches	40 pitches	8
4 Tiger	4B/3S	Yes	Yes	Yes 1 Warn	80 pitches	40 pitches	8
5							
6	4B/3S	Yes	Yes	Yes	90 pitches	45 pitches	8
7–8	4B/3S	Yes	Yes	Yes	100 pitches	50 pitches	9

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Games/Practices cancellations at
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