



# ST. CHARLES YOUTH BASEBALL

## MINOR

**3<sup>rd</sup> & 4<sup>th</sup> grade  
(This is a competitive kid-pitch league)**

### GENERAL:

1. Time Limits: Two-hour time limit or 6 innings. No new inning may start after 1 hour 45 minutes.
2. Scorebooks must be used for all games no exceptions. No game will begin until an official scorekeeper is in place. Winning team must post results to STC website.
3. Winning percentage of games played will determine end of season seeding
4. There is a 5 run limit per inning.
5. Innings 1-5 will be a 5 run limit. 6th inning will be unlimited. Or because of shortened game due to time or light, last inning determined by managers/umpires will be unlimited runs.
6. Managers and coaches must stay in the dugout at all times except when their team is batting, where they will occupy 1<sup>st</sup> and 3<sup>rd</sup> base. When on defense, no coaches are allowed on field.
7. Home team third base dugout, visitors have 1st base dugout.
8. If game is called for weather conditions, 4 complete innings (3.5 if home team is ahead) will constitute a complete game.
9. If a player leaves a game once started, and team has 8 players, players absence will not count as an out unless player was ejected from game.
10. The home team shall be required to surrender the field to the visiting team 10 minutes before game time

11. No metal jewelry including earrings allowed except medical bracelets
12. A player may be called up to a field a team and the player must be called up from a lower level recreational league

### **TEAM RESPONSIBILITIES**

1. Home team
  - a. Prepare field for play
  - b. Responsible for providing game balls
  - c. Provide an official scorekeeper
  - d. Responsible for removing bases
  - e. The manager is to inspect the field to ensure it is acceptable for play
  - f. Pitcher's mound and batter's box to be repaired following game
2. Both Teams
  - a. Clean up dugout and bleacher areas following game
  - b. All teams and fans are considered guests of St. Charles Baseball. It is expected that teams will manage their spectators' behavior so as not to disrupt the play of the game.
3. Players' Safety
  - a. Managers must ensure any player catching must wear protective headgear
  - b. Manager must ensure that any catchers use protective equipment when warming up pitchers on the field or in bullpen session
  - c. Each manager is responsible for their own team while on and off the field

### **BATTING:**

1. All players will be bat in a continuous batting order.
2. Bat size maximum is 2 5/8. No big barrel 2 3/4 are allowed.
3. A continuous batting order will be used. Managers are responsible to ensure that all players play on defense with no player sitting for two consecutive innings.
4. Umpires will call balls and strikes, and safe/outs. There are absolutely no arguing calls from the umpire.

5. No slash hitting or fake bunts allowed. No deliberate bunts allowed.
6. Hitting sticks are only allowed during pre-game warmups.

### **FIELDING:**

1. No player shall play the same position for more than 2 innings per game, (including the pitcher). If the pitcher is removed from that position, they cannot re-enter to the pitcher's position.
2. There may be no more than 9 players in the field.
3. Except for reasons of ailment, a player cannot be on the bench for consecutive innings.
4. All Players must play an infield position at least twice (except pitcher) and an outfield position at least once during a game based upon roster availability of that game. Any exceptions must be discussed with parent and commissioner.
5. Once the batter hits the ball, the ball is live. Once ball becomes dead and play stops no runners can advance. Ball becomes dead once one of the following occurs:
  - A) Infielder is in control of ball in the infield. No runners may advance once ball is in control by defense after play is made. Any runner not more than halfway to next base when ball is in control shall return to previous base. If more than half way, runner may advance to intended base at own risk and be played upon. Runner is considered less than or more than half way to base solely upon umpire's discretion.
  - B) Umpire calls time out. Play is then stopped.

### **BASERUNNING:**

1. Stealing second base is allowed only after the ball crosses the plate. No advances on overthrows.
  - a. No lead offs.
  - b. Stealing is allowed only to second base from first base. In no case may a runner advance to third base on any overthrow or missed ball.
  - c. Secondary leads are allowed after a pitch crosses the plate, but cannot be used to bait a throw from the catchers to advance to 2<sup>nd</sup> base. If a throw is attempted it will be ruled as dead ball by umpire and runners cannot advance or be called out.
2. The catcher must be replaced by last batted out as a pinch runner if they are on base with 2 outs.

3. No advancements of runners on third base to home except for a batted ball.
4. Sliding or avoiding contact at any base is required in all play situations. Runner may be called out for failure to slide. (Umpires discretion). Under no circumstance may a player head first slide into any base. Head first slide Violation will result in an immediate out of the runner.
5. No advancement of runners of passed balls except first to second in a stealing situation.
6. Overthrows: One base at will advancement of runner on overthrows.
  - a. Over throw to first base. Runner to first base will have option of running to second. If ball is still in playable field (including foul territory), play may be made on runner to second (second base advancement only). If ball is out of playable field (including foul territory) second base will be granted to runner.
  - b. Overthrow to 2<sup>nd</sup> or 3<sup>rd</sup> base:  
Runner may advance one base at will on an overthrow.

**Example 1:** A runner attempting to advance to 2<sup>nd</sup> and defense overthrows attempt at second. Runner may advance to third at will. Throw is made to third base with an overthrow, runner has to hold at third base and cannot advance to home.

No scoring on overthrow to third.

**Example 2:** Runner on 2<sup>nd</sup> base, batter hits a ball in the infield, runner may advance to 3<sup>rd</sup> but cannot advance to home. If infielder overthrows 1<sup>st</sup> base in attempt to get batter out, runner on 3<sup>rd</sup> cannot advance home. Batter may advance one base to 2<sup>nd</sup>.

7. Overrunning 1<sup>st</sup> base. Rule 8-2 article 7: A batter runner who reaches first base safely and then overruns or over slides may immediately return without liability of being put out provided he does not attempt or feint an advance to second. The runner has the ability to turn in either direction, towards second base, or towards foul territory. Whether or not he has made an attempt to go to second or not is at the discretion of the umpire. **Simply turning back towards first base, even in fair territory would not constitute an attempt to advance.**

### **PITCHING:**

1. A pitcher is limited to 2 consecutive innings pitched per game. A pitcher may not return to the mound after removed. One pitch in an inning will constitute an inning pitched.
2. No Breaking balls allowed.
3. Pitch that hits ground then hits batter (batter does not swing) is considered a hit by pitch and is awarded first base. Pitcher gets charged with a hit batter.
4. 44' pitching distance, 60' foot bases
5. Any player will be allowed to pitch in no more than 2 innings per game and in no more than 4 innings per calendar week (Monday – Sunday) except if three games are scheduled in a week. Then 6 innings are allowed in a week with one day rest between games.

First year players must pitch a maximum of six outs during the first 4 innings of game. Pitchers in subsequent innings may be first or second year players.

A recommended game pitch count is 50 / 90 per week.

6. If pitcher hits 2 batters in an inning or 3 batters within a game, pitcher must be removed to another position.