



RECREATION DEPARTMENT
Fond du Lac School District
85 Morinridge Drive
Fond du Lac, WI 54935
Phone: 929-2885
2019 Fall Youth Baseball
3rd and 4th Grade



This League shall be governed by the official WIAA High School Baseball rules with the following exceptions.

- A. It is not within the power of the umpire or coaches to suspend any of the rules.
B. Players completing Third Grade must play in the Third Grade League

C. Rosters shall be a maximum of 15 youths.
D. Ten players will play in the field at one time. The 10th player must play in the outfield (a 4th outfielder and not a "rover" or flexed position)
E. Every member of the team roster appearing on time at the game must be given the opportunity to play two (2) complete innings by the (4th) inning. A complete inning consists of six (6) consecutive outs.

F. No fake tags will be allowed in any league.
G. Adults or players may coach at first and third bases. Only one (1) coach will be allowed in the coaching box at a time. Players or minors coaching a base must wear a helmet.

H. A regulation game will be six innings or four innings if called because of rain or darkness.

A. PITCHING RULES:

1. No balk rule for pitching
2. A player shall not pitch more than two (2) innings per day. Throwing a single pitch shall be considered an inning.
3. The batter may not take first base on a dropped third strike.
4. No curve balls are allowed - See Rule III, Section C of the General Rules.
5. No walks will be allowed in the Third Grade League.

B. PITCHING

- R. Teams will be limited to a maximum of 5 runs per inning. The half inning will end at 5 runs or three outs. Whichever comes first.
- Q. Teams bat their entire roster.
- C. An umpire has the option to eliminate infield practice prior to any game.
 - a. Second Game: **No infield practice is allowed after the first game.** time.
 - b. First Game: Visiting team takes infield 25 minutes prior to game time for a period of 10 minutes. Home team takes infield 15 minutes prior to game time for a period of 10 minutes. Home team takes infield 5 minutes prior to game time.

P. INFIELD PRACTICE:

- O. Infield fly rule is "NOT" in effect.

- N. Tennis shoes or rubber spikes may be worn.

M. UMPIRES DISCRETION

- M. All runners must attempt to slide "FEET FIRST" when any "Play" or "Attempted Play" is being made on them at a base or home plate. Failure to slide will result in "Dead Ball", being called and the runner that did not slide being called out.

- L. Bunting is not allowed, players must take a full swing.

- K. A runner may not steal. A runner may score at his/her own risk when a batted ball is in play; a play is made on any runner or on a throw to a fielder other than the pitcher. A runner may not score on a ball returned to the pitcher by the catcher or a passed ball.

- J. The umpire shall call out a runner leading off before a pitched ball crosses home plate.

- I. A game will be called if one team is 12 runs ahead at the end of four (4) innings, or ten (10) runs ahead at the end of five (5) innings.

EQUIPMENT

- A. BATS
All 2 1/4" bats that have the USSA 1.15 stamp on it. This should include all bats that players presently have. This is what we have allowed in the past.

- C.
No player will warm up a pitcher without a catcher's facemask during a game or practice.

- B.
COURTESY RULE: A RUNNER "MUST" BE USED AFTER TWO (2) OUTS FOR THE CATCHER ONLY. THE COURTESY RUNNER WILL BE THE RUNNER WHO MADE THE LAST OUT. THE CATCHER MUST CATCH THE ENTIRE NEXT INNING. ALL THREE (3) OUTS.

- A.
Catchers are required to wear all protective equipment - please read General Rules, Page 4 - VI - C. ALL CATCHERS MUST WEAR A PROTECTIVE CUP.

CATCHERS

- G.
Once a player is removed from pitching, they cannot return as a pitcher in that game.
D.
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Often only get a couple at bats per game and this gives players the options to continue the at bat and swing the bat if wanted.
and pitch. Philosopy here is that this is a developmental league and players often only get a couple at bats per game and this gives players the options to finish the at bat, or 3) continue the at bat counting the pitch that struck the player as a ball. Player still may get "walked" and advance to having coach come out three options; 1) Advance to first base, 2) immediately bring out the coach to If a player is hit by a pitch thrown by an opposing player, the player will have three options; 1) Advance to first base, 2) immediately bring out the coach to

- F.
(Exception: If a batter continues to foul off a pitch from a coach, the batter will be allowed to continue the at bat.)

- The coach has thrown 5 pitches and the ball has not been put in play.
-The batter gets any combination of swinging or striking totaling 3.
-Ball is hit and put in play.

- If a coach takes the mound, the strike count resets zero. The at bat will be considered complete when one of the following occurs:

- E.
If a batter receives 4 balls from the opposing pitcher, a coach from the batting team will take the mound and be allowed 5 additional "overhand" pitches to allow the batter to hit. Adult pitcher must be on the mound (46 feet) upon release of pitch.

- D.
Time between innings: New pitchers will be allowed eight (8) pitches and five (5) pitches for returning pitcher.

- C.
The coach will be allowed one (1) free trip to the mound per inning, per pitcher; on the second trip the pitcher must be relieved.

2. All 2 3/4" bats that have the USSSA 1.15 stamp on it. These are the big barrel bats that have been illegal in the past but will now be legal in our leagues.
3. All 2 5/8" bats that have the USA Baseball stamp. This is the new bat standard and will be allowed in our leagues.
4. Softball bats are illegal.
5. Tapered Wooden Bats are not allowed.