



## **MEGA BASEBALL LEAGUE**

### **3<sup>rd</sup> / 4<sup>th</sup> GRADE BOY'S BASEBALL RULES**

- Season-** Consists of min. 6 games to be played on Monday, Thursday, and Saturday.
- Equipment-** Game balls will be provided by teams (1-2 per team). Balls should be relatively new  
Limited equipment (batting helmets, catching helmet etc) will be available w/ a deposit
- Uniforms-** T-shirt and hat will be provided with all individual registrations
- Base length** 60' and pitching distance 40'.
- Game Length**
1. Six inning or 1 hour and 40 minutes shall constitute a complete game unless the game is called due to rain, darkness, or other cause which makes further play impossible.
    - a. If the game has played 4 complete innings and a game cancelled due to weather, darkness, or any other cause will deemed a complete game.
    - b. If the game has played 3 ½ and with the home team is ahead, a game cancelled due to weather, darkness, or any other cause will deemed a complete game.
  2. If the game is tied at the end of the six (6) innings or the time limit, play shall continue.
    - a. The visiting team will start the extra inning at bat with a runner on second and two outs. Play shall continue until a third out is made, and then the home team will start the bottom half of the inning in the same fashion (i.e. a runner on second with two outs).
    - b. Play shall continue in this fashion until a winner is determined or conditions prevent further play. All decisions as to darkness will be made by the home plate umpire. If a game is called because of darkness and is still tied, such game shall go into the record book as a "tie" and will NOT be replayed or resumed.
- Game Time** The umpire shall record the game starting time in the scorebook. The time limit is determined by when the last out of the complete inning is made. A new inning shall not start after time is expired (again, determined by when the last out is made). Any inning started shall be played to completion. If a game is called due to darkness or weather with only a portion of an inning played, the score from the previous inning shall be the final score (that is, runs scored in the top half of an unfinished inning do not count).
- Batting**
1. All players will bat in the 3<sup>rd</sup> / 4<sup>th</sup> grade Boy's Baseball Division regardless of whether or not they are in the field.
    - a. All teams will use a continuous batting lineup which is set on the first game of the season. Therefore, if batter #5 bats last in game 3, batter #6 will be the lead off hitter in game 4.
  2. Each ½ inning is complete after 3 outs or 7 runs, whichever occurs first. Exceptions: All runs scored by a home run over the fence shall count.
  3. Run Rules that constitute the end of a game: 10 run lead after the end of 5 innings or 4 ½ if home team is ahead. 15 run lead after 4 innings or 3 ½ if home team is ahead.

## Pitching

1. A pitcher may pitch two (2) innings per game. One pitch in an inning constitutes a full inning for purposes of this rule. This includes all practice pitches.
2. Balks on a pitcher will simply be called a “No Pitch”.
3. Manager or Coach may only visit the mound one (1) time per inning per pitcher.
4. Batters are automatically out on third strike.
5. No walks. If pitcher reaches a 4<sup>th</sup> ball, coach of the team batting will come out and pitch the remaining strikes to the batter from the mound.  
At the time of 4<sup>th</sup> ball IF,
  - a. No strikes the batter will get 3 pitches from coach (deemed strikes by umpire)
  - b. 1 strike, the batter will get 2 pitches from coach (deemed strikes by umpire)
  - c. 2 strikes, the batter will get 2 pitches from coach (deemed strikes by umpire)If player does not hit the ball he will be OUT.

## General Rules

1. Four outfielders will be permitted per inning. However, if the opposing team only has nine (9) players or less, than each team will only play three (3) outfielders.
2. Base Runners may steal at any time. There will be no extra bases on an overthrow of steal attempts.
3. NO steals to home will be allowed. Exception: If the player on 3<sup>rd</sup> is directly played upon through a pick-off attempt or otherwise after being established on third base, the runner can advance at their own risk. If more than one runner on the bases only runner who is played upon may advance on a pickoff attempt etc.
4. Players are not allowed to wear metal spikes.
5. Thrown Bats. Thrown Bats will not be tolerated. A warning shall be given to the managers in the pre-game meeting with the umpires. Violations will be enforced as indicated: Penalty- 1<sup>st</sup> offense- ball is dead and the batter is out. 2<sup>nd</sup> offense- ball is dead, batter is out and ejected from the game. Violations must occur in the same game and must be determined by the umpire. Intentionally thrown bats and/or helmets may be cause for ejection at the discretion of the umpire.
6. Home team has the 3<sup>rd</sup> base dugout in all Leagues
7. Fake tags are defined as obstruction of runner in KSHAA Rules and shall be enforced as such.
8. Obstruction is the act of a fielder who while not in possession of the ball and not in the act of fielding the ball impedes the progress of any runner.
9. Collision Rule. A runner will be called out for failing to slide or avoid contact with a defensive player when (a) a defensive player has the ball waiting to make a tag on a base runner, (b) any other instance in which the umpire deems contact could have been avoided without unfair advantage to the defense. Note: Any defensive player taking advantage of this rule and setting up in the base path without the ball will be called for obstruction.

10. Malicious contact by any player will result in immediate ejection from the game.
11. All players not receiving a placement trophy shall receive a participation award.
12. Infield fly rule will be applied.