

North League Rules

4TH GRADE

No player may be registered with or play for more than one recreation team.

GAME TIME

- Game will be 75 minutes, no new inning after 70 minutes.
- Game clock will start right at game time or after the previous game gets done and out of dugout. Be ready to hustle.
- In the case of rain, if 3 innings or 45 minutes have been played, it will constitute a full game.
- No forfeits, organize games with who is present.
- Slaughter Rule – 15 runs after 3 innings or 1 hour.
- If game is tied when time expires, North League Tiebreaker will be used: 2 outs with last batter on 3rd base.
- There will be NO postponing or rescheduling of games except in case of weather conditions

DEFENSE

- All Players **must** play 2 innings on defense.
- Catchers are required to wear full protective equipment
- No infield fly will be called, just explained.
- INFIELD FLY is a fair fly ball (not including a line drive nor 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, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.
- We will explain the infield fly rule at this level, but it will not be enforced. See above rule.

BATTING/OFFENSE

- Each team **must bat all players**. Helmets must be worn at all times when batting or running.
- Stealing is allowed; When a pitcher is in contact with the pitcher's rubber, with the ball in his possession, and the catcher is in the catcher's box ready to receive the ball, base runners shall not leave their bases until the ball leaves the pitchers hand.
- A runner on third base can only score in three ways **1.** Be batted in **2.** Be forced in and **3.** Be played on at third (no stealing home or scoring on a pass ball)
- BALK: A runner on third base cannot score but each runner may advance one base if the base in front of said runner is not occupied.
- This rule also applies to catcher's interference.
- A base runner cannot delay steal on a throwback to the pitcher from the catcher.
- On a batted ball a runner may advance as far as possible until the series of play associated with the hit ends. When the base runners progress is stopped and the ball is returned to the pitcher on the mound, the series of play is ended. If the runner is on third base, he must stay on third until the next series of play starts.
- On third strike or called third strike, which is dropped by the catcher, the batter is out, no throw to first is necessary.
- A Tee may be used on the 4th Ball instead of taking a Walk.

- **Maximum of 6 runs per inning.**
- We will enforce an avoid contact or must slide rule at all bases. Malicious contact-runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact.

PITCHING

- Baseball – 40ft
- Softball – 30ft
- Baseball Only: A player may only pitch in 3 innings per game. And a total of 6 innings in one calendar week.
- Delivery of a single pitch constitutes having pitched in an inning.
- Ball used: Baseball-Standard Baseball, Softball – 11” Softball

BASE DISTANCE

- Baseball – 60ft
- Softball – 50ft

SPORTSMANSHIP/UNIFORM

- No Metal Cleats are allowed
- Bats: Baseball: No Regulation, any bat can be used. Softball: ASA stamped is approved.
- Baseball: Long pants should be worn
- Softball: shorts can be worn with slider shorts underneath.
- We encourage all spectators and participants not to question or argue with the decisions of the umpire. An important part of this program will be to teach good sportsmanship and learn to accept all decisions rendered.