

Rules for the 2018 season

Mid County Little League 3rd & 4th Grade Boys

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1. Pitching distance is 45 feet.
2. Bases are 60 feet apart with a leadoff line 5 ft away.
3. Regular size baseball
4. Bats must be marked "Approved for little league play"
5. Helmets are mandatory.
6. Catcher must wear full equipment.
7. No metal spikes.
8. Seven inning games, unless tied, then extra innings.
9. If losing by 10 or more runs in the 7th inning, the losing team will bat first in the 7th inning.
10. Five run rule is in effect per inning except for the last inning which requires 3 outs.
11. In case of rain or darkness (field w/out lights), game is resumed where play was stopped unless official game of 5 innings has been completed.
12. There is a 2-hour game time limit. If at the end of the time limit, the game is tied, the game must then be played out.
13. A team must have a minimum of 9 players or forfeit the game.
14. A player may play in their division or higher, but cannot ever play in a division lower than their age.
15. Only one batting order during the game. Everyone bats.
16. No additions after the first inning.
17. Ten players maximum on defense, with free substitution.
18. Every player must play defense at least one inning.
19. The first 3 innings of the game are kid pitch (unless Rule 25 comes into effect), and last 4 innings of the game are coach pitch. This rule can be changed but only if agreed upon by the coaches of both teams prior to the game. Otherwise, 3 innings of kid pitch maximum applies.
20. During coach pitch, the coach will pitch to his/her own team starting with at least one foot on or around the rubber.
21. During kid pitch, three strikes is an out and 4 balls is a walk. During coach pitch, each batter will receive a total of 5 pitches maximum to try to hit the ball in play (so three strikes may not necessarily be an out in coach pitch as batter may have one or two of his 5 pitches left to try to hit the ball in play).
22. During coach pitch, if the coach pitching is hit by a batted ball, the ball remains in play.
23. Defensive pitchers may not leave the rubber until the ball is hit.
24. Pitchers may pitch 2 innings maximum or 6 total outs. If your pitcher pitches to one batter in an inning, that is considered one inning.

25. If a pitcher (this is per team, not per pitcher) walks 4 batters or hits 2 batters (or any combination such as 3 walks and 1 hit batter) in one inning, the batting team's coach comes in and pitches the remainder of the inning.
26. No bunting, no stealing, and no infield fly rule.
27. Base runners may not leave their base until the ball is **released** by the pitcher. If the batter swings and misses and any base runners having crossed the 5 ft line, that base runner is out. Returning to the base after each pitch is required.
28. Sliding at home plate is mandatory when the ball is thrown home for a play at the plate.
29. In case of an over-throw, the base runner can advance one base if ball is in foul territory. The home teams ground rules should be explained before every game.
30. Ball is in play until umpire grants time-out or until pitcher has ball and is standing on rubber.
31. Home team supplies the plate umpire and the visiting team supplies the base umpire. Umpires must be 7th grade or older or a forfeit will be awarded to the other team. Umpires must have completed said grade prior to the start of the season.
32. The umpire's decision is final.
33. Besides these rules, IHSA baseball rules prevail.
34. Any game canceled must be made up within 2 weeks of the original scheduled date or within two weeks of the rainout date or both teams will receive a forfeit.
35. Each forfeited game will cost both teams' town \$25.
36. If there is a problem with the fans, parents or coach excessively complaining to the ump and the ump has to give the coaches 2 warnings:
 - 1st warning---the umpire needs to have the coach ask them to stop, and/or warn the coach it is their 1st warning;
 - 2nd warning---that team will forfeit that game and game will stop immediately.