

# CUB-B LEAGUE PLAYING RULES GRADES 3 & 4

1. Games will be 6 innings; no new inning maybe be started after 1hr 30 minutes. Hard stop at 2 hours, game may be continued later in the season.
2. 3 complete innings will make a complete game in case of rain. Games ending in a tie may be continued if both coaches agree.
3. Home team is indicated on the schedule. If not (for tournament games) a coin flip will determine the home team. Visitor bats first.
4. Each team may play with 10 defensive players: however, only 4 infielders and 4 outfielders. Free substitution will be applied throughout the whole game.
5. Everyone will bat and the batting order will remain constant through the entire game. No player will sit on the bench for more than 2 innings in a game. Late comers to the game will be added on to the end of the lineup. No player will play the same position for more than 4 innings.
6. All games will be forfeited 15 minutes after scheduled game time if a team does not have the required number of players present. A team may play with as few as 8 players in a game.
7. Score sheet should be completed before the game starts. Each coach should report to the other bench with their line-ups.
8. All players and equipment must remain on the bench or behind the bench area.
9. A 5 run/inning rule will be enforced.
10. Batting helmets will be worn by all batters and runners. Both teams will share their batting helmets.
11. No steel spikes will be allowed.
12. Base paths will be 65 feet.
13. Catchers need not catch third strike. No leading off base until the ball passes the batter. 1st offense per team = warning. 2nd offense per team = runner is out.
14. All runners may advance on overthrows 1 base, unless played upon.
15. If the ball hits the pitcher, it stays alive.
16. No stealing.
17. The infield fly rule will not be enforced.
18. No bunting; have players swing away. Soft toss option will be applied.
19. Battering down of opponents will not be tolerated. The catcher may not block the plate unless he has the ball. If he does have the ball, the runner may not attempt to run down the catcher. Rules of thumb - whenever there is a play on you - slide.
20. Penalty for deliberate throwing of the bat is an automatic out for the side. Penalty for swearing is ejection from the game. Batting helmets should also never be thrown.
21. Any verbal abuse against an umpire by an entire team, parents or members of either team, after 1 warning will or may result in forfeit of game to the non-offending team or suspension for repeated violations. Please

remember the games could not be played without the volunteer efforts of these people. They deserve the greatest respect and gratitude of all of us involved in this program.

22. No smoking by those involved with the teams playing (coaches, scorekeepers, etc.) in the playing area.
23. No razzing of players. If team in field is razzing batter, ump may award first base to player. If batting team yells at pitcher, an out can be awarded.
24. It is highly recommended that you wear long pants or sweatpants.
25. The National Federation of State High School Rules shall apply.
26. Only on-deck batter will be allowed to warm-up.
27. The fielding team may only have a pitching coach on the field but batting coaches may have a coach on 1<sup>st</sup> and 3<sup>rd</sup> base.
28. If a batter stops mid-swing, if his wrists have not “broken,” the swing is not counted.
29. Home should be closed – which means no base runner can advance home unless they are batted in or walked in. This rule helps pitchers and catchers work on their skills without battling a revolving base path.
30. A base runner cannot lead off or leave the base until the ball reaches home plate. Some leagues allow a base runner to leave the base once the ball leaves the pitcher’s hand. This encourages kids to swing the bat and hit the ball.
31. Base runners can only advance one base on an overthrown ball. It keeps the game under control once the fielders start throwing the ball around.
32. A batter will receive a maximum of 8 pitches. (3 maximum from pitcher, 5 maximum from coach) 3 swings and misses will constitute an out, but no strikes will be called and no walks awarded.
  - a. Any batter that receives 8 pitches without a hit or 3 swings and misses will be called out. (This is to get the kids to swing, they should not just watch pitches) A foul ball will not be counted as a strike, but will count as one of the eight pitches. If batter fouls off the 8<sup>th</sup> pitch, they will not be called out but they will be done batting. (The next batter up will than bat)

PLAY HARD! . . . PLAY FAIR