

PWYBA 3rd Grade League Rules (Kid Pitch)

Revised April 15, 2022

GENERAL RULES

1. A player must be registered with PWYBA for the grade they are in at the time of registration. No “playing up” is allowed.
2. Teams will be formed based on evaluations conducted in early March. The purpose of the evaluations is to balance teams and all players (regardless of ability) will be placed on a team.
3. Teams are NOT formed by school and “play with” requests are NOT allowed. Practice schedules will be assigned AFTER the draft.
4. A team may be given permission by its league commissioner to “bring up” a younger PWYBA league player if (and only if) they are short players.
 - a. Adding a younger player cannot displace an existing team member.
 - b. At no point, can an older league player be used to fill in.
 - i. A team playing with a non-PWYBA player or a child over the age limit will forfeit every game in which that child plays.
5. An automatic forfeit will result if a team cannot field eight players 15 minutes past the start of game time.¹
6. If a coach knows in advance that a team cannot field 8 players, they must call the league commissioner to discuss options, which may include rescheduling the game.
 - a. A 24 hour notice is required to reschedule a game.
7. A team short of players must field a catcher. After that, it is up to the coach’s discretion where to position his players.
8. Coaches are responsible for control of their teams both on and off the field and on the bench. Coaches are also responsible for the conduct of the parents and spectators. **No harassment of players permitted by either opposing team members or spectators. Sportsmanship is a MUST!**

FIELDS

1. The infield will be 60 feet square. The distance from the “tail” of home plate to second base is 85 feet.
2. The forward edge of the pitching rubber shall be 46 feet from the tail end of home plate.

¹ This rule is suspended for the 2022 season.

3. Players, coaches and spectators are responsible for removing any trash from their bench, stands, fields and surrounding areas after each game or practice.

EQUIPMENT

1. Players must wear either tennis shoes or rubber cleat baseball shoes. Metal cleats are prohibited.
2. Players should wear team jerseys, baseball socks and hats to all games. Additionally, baseball pants are highly recommended, and shirts must be tucked in. The head coach will suggest color once team colors have been assigned.
3. PWYBA will supply each team with protective catcher's equipment that must be worn at all times while playing the catcher position. This includes helmet/mask, chest protector and shin guards.
4. Players must wear a hard cup athletic supporter.

BAT RULES

1. Bats must meet the current PWYBA bat requirements, which are listed here:
<https://www.pwyba.com/page/show/550245-pwyba-news-and-events>
2. It is the responsibility of the coaches to ensure their players are using regulation bats. It is NOT the responsibility of the Umpires to check bats. The Umpires will make no rulings/decisions on bats. Please do not refer to them for a ruling during a game.
3. If a player is caught using a bat outside of the guidelines listed above during a game, the player is automatically out. The play on the field is stopped and players will need to return to their original base.

UMPIRE

1. PWYBA contracts with the North Metro Umpires Association (<http://www.nmua.net/>) to provide umpires for this league.
2. One umpire per game will be located behind home plate. Additional umpires on the field may be available during the end of season tournament.
3. If the umpire fails to show up for the game, a substitute umpire (a "neutral" spectator) may be agreed upon by the two head coaches.
4. The strike zone is that space over home plate, the top of which is halfway between the batter's shoulders and their waistline, and the bottom being the batter's knees. The strike zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.
5. Home plate umpire will decide when the ball is dead and play stopped.

6. The umpire has final say. No protests will be allowed.
7. Coaches may conference with the umpire for clarification of a call. Disputed calls must occur in the presence of the opposing coach. Coaches may not engage in berating umpires on balls and strikes or judgment calls.
8. Harassing the umpires will not be tolerated. Coaches must control themselves, their players and any parents/spectators who attempt to harass or influence the umpire. This includes parents standing behind home plate that may/may not be attempting to influence the umpire's decisions.
9. Umpires have the authority to eject coaches, players or spectators from a game. In the event of an ejection, the ejected person must leave the premises immediately. If the person does not comply, the umpire will declare the game a forfeit. Ejected players are subject to further action from the League Commissioner and/or PWYBA.
10. If after 24 hours, any complaints can be emailed to the league commissioner. Note: all complaints must be made in writing.

SPECIFIC LEAGUE RULES

1. Each team is responsible for providing 1 new game ball per game. (A supply of game balls will be provided to the head coaches at the start of the season.) Note to coaches: monitor supply of new balls to ensure you have enough for all games.
2. Coaches must have their player line-up and position roster set prior to the start of the game. The line-up should have player's names, jersey number, and positions to be played for the game. Coaches **MUST** share batting order and rotation schedule with the opposing coaches prior to the start of the game. Do your best job to estimate when pitchers will come in and out. This will not be exact as coaches will not know when 40 pitches will occur. Tweaks to the rotation are allowed, but make sure the pitch counter knows the name of the pitcher.
3. A regulation game consists of 6 innings.
 - a. The games begin **PROMPTLY** at the scheduled time.
 - b. At 15 minutes past the starting time, a team that is not present and ready to play (must have at least 8 players) will forfeit the game.²
 - c. Every effort should be made to complete 6 innings.
 - d. If there is a game on the field after you - no inning can start 30 minutes prior to the start of the next game. For example, if a game is scheduled from 1 to 3 pm, no inning can start after 2:30 pm.
 - e. If there is no game on the field after you – no inning can start 90 minutes after the start of the game. For example, if a game starts at 4:05, no inning can start after 5:35.
 - f. Games suspended or called because of darkness or weather will be considered complete after 4 full innings (3 ½ if home team is ahead).

² This rule is suspended for the 2022 season.

- i. If lightening is seen, a game will be stopped immediately.
 - ii. Play can resume if weather is playable and no more lightening has been seen for 15 minutes.
 - g. Games called before 4 innings (or 3 ½ if the home team is ahead) will be replayed in their entirety.
 - h. An inning is 3 outs, 10 batters or 4 runs scored, whatever comes first. (If you have more than 10 players at a game, the maximum number of batters per inning is still 10 batters. The remaining players would then lead off the next inning.)
 - i. Maximum of 10 batters or 3 outs will apply for the final full inning (4 run rule not applied).
 - i. If game is tied after 6 innings, continue play if possible.
 - i. Game will be considered a tie if allocated time has passed.
4. Run rule limit: a maximum of 4 runs per inning can be scored with the exception being the last inning of the game in which unlimited runs can be scored by a maximum of 10 batters or 3 outs whichever comes first.
 5. The infield fly rule does NOT apply.
 6. Interference/Obstruction: any fielder not in the play (including the catcher at home plate) may not block the base path without having possession of the ball. If a player does have the ball, they are entitled to block the base (or base path) and attempt to record an out.
 - a. Runners will be called out for intentionally interfering with a thrown ball or hindering a fielders attempt to make a play on a batted ball.
 - b. Fielders attempting to receive a thrown ball are considered to be “in the act of fielding the ball” and are allowed to stay there.
 - c. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding or catching the ball.

BATTING

1. All players will bat in consecutive rotation, regardless of whether they are playing a position in the field in a given inning. Once 3 outs are made or the maximum allowable runs are scored, the side is retired.
2. Batters, on-deck batters and base runners must wear a helmet at all times.
3. Only the batter, on-deck batter and base runners are allowed on the field during play. All other players should be on the team bench.
4. The players must stay in the same batting order throughout the game.
 - a. Batting out of order will result in an out for that player/team.
 - b. If this problem is discovered *before* the player gets on base, then he/she may be removed and the correct player inserted to bat. This newly inserted player must take over the “count” (i.e. strikes/balls) of the player that was incorrectly batting.

- i. Coaches must communicate to opposing coaches if/when players are arriving late or leaving early. If communicated in advance, no penalties will be assessed.
 - ii. Parents must communicate with coaches if their child will miss a game, be late or leave early.
5. The batter is not at liberty to step in and out of the batter's box at will. He must ask the umpire, and be granted "time" in order to step out of the box without the risk of a pitch being called a strike (or ball) against him.
6. A foul pop-up must go 6 feet over the batters head to be called out if caught by the catcher.
7. Throwing the bat that constitutes movement of more than 10 feet away from the batters box will be an automatic out after 1 warning assessed by the umpire.
8. No bunting is permitted regardless of how far the ball travels. A hit ball that is fair is a live ball. There is no 10 foot line.

BASE RUNNING

1. No stealing and/or no leading off. A base runner must not leave the base until the ball has been hit.
2. Tag-ups are permitted. However, since no player may advance when the ball is under control in the in-field, this would only apply to fly balls caught in the outfield.
3. Base runners must not run more than 3 feet away from the baseline to avoid being tagged out – unless this action is to avoid interference with a fielder attempting to field a batted ball.
4. Players may not advance on passed balls (a pitched ball that gets past the catcher).
5. A **COURTESY RUNNER** may be used for the player scheduled to catch the next inning. This **ONLY** applies if there are two (2) outs. The courtesy runner used can only be the player who made the last out.
6. Runners are required to slide or attempt to avoid collision at all bases. Barreling into a defender, or any intentional attempt to knock the ball loose, is prohibited. In the event a runner does not attempt to slide or avoid collision, the runner will be declared out, the ball is dead and the runner, if the act is considered flagrant in the judgment of the umpire, may be subject to ejection from the game.
7. Base coaches need to use "normal game decisions" for all runners. No intentional wheelhousing is allowed. Runners must stop once the ball is in under control in the infield. Bobbling the ball is not considered control. If the shortstop is still trying to pick up the ball off the ground, a runner at 3rd could continue to home at his own risk.
8. Overthrows: runners may continue to run until the ball is under control in the infield (fair territory or inside dirt). Once controlled, runner can only advance to the next base if they have

already crossed the previous base. If they are at a given base, and the ball is under control in the infield – they must stop at the base they are on.

9. For all fields used, if a ball rolls under or through a gate, door or entrance to the bench or outside the fence extension down the 1st or 3rd baselines – it is considered out of play and a “dead ball.” Runners may advance one additional base.
10. Unless specifically addressed above, if the ball is still in play, runners may continue to advance at their own risk.

FIELDING

1. Each team shall field 10 players on the field with 4 outfielders, 4 infielders, 1 pitcher and 1 catcher.
2. All outfielders must be placed at least 10 feet off the skin of the infield.
3. Each player must rotate positions between infield and outfield positions during each game.
 - a. No players are permitted to sit out 2 consecutive innings.
 - b. A player may play the same position 2 consecutive innings.
 - c. A player must play 2 innings in the outfield in the first 5 innings. The goal is equal rotations between infield and outfield positions. If a team has 13 players, one player must play their second outfield rotation in the 6th inning.
 - d. For the purpose of player rotations, the catching position is considered an outfield position.
 - e. Coaches may choose to rotate every inning if they prefer.
 - f. If extra innings are played, players will be allowed to play a position already played. A sample rotation schedule will be provided but it is not mandatory that it be used. Rotating players is mandatory though.
 - g. Remember, the spirit of the rule is to move players between infield and outfield positions and NOT have a player be put/stuck in the infield/outfield the entire game.
 - h. *As long as the above criteria is met*, it is permissible to have a child sit out first for discipline reasons (e.g. poor behavior, not coming to practices) but not for talent reasons. This only would apply if you have 13 kids at a game where *some* kids would sit 2 innings or 11 kids where *some* kids would sit out 1 inning. In these cases, you may sit the problem child for 2 or 1 innings, respectively. No child should ever sit more than 2 innings. No child should ever sit more than 1 inning if less than 13 kids are at the game.³
4. All players should receive equal play time at all positions throughout the season. Three exceptions apply:
 - a. Catcher: only players interested in playing catcher should play that position.
 - b. 1st Base: players of insufficient skill level where safety is a concern, as determined by the head coach, should not be assigned this position. Note – this applies *only* to safety concerns and does not apply for competitive purposes.
 - c. Pitcher: See Pitching Rules for rules relating to pitching.

³ See the PWYBA Coach Abuse Policy on the Coaches Corner for additional information about player discipline.

5. The catcher must take the normal crouched position behind home plate and in front of the umpire. Each team may use an extra coach to retrieve balls and keep the game moving at a quicker pace. The coach behind the plate will be from the pitching team.
6. Have the player playing catcher put equipment on as soon as possible. Don't have them take it off unless they are in the front of the batting order for that inning. Note: have assistant coach/parent helper on bench help catcher with equipment to speed things along.
7. Each team may place a coach in the outfield during the first half of the season to help position and coach players. The League Commissioner will send out a reminder note regarding when this option stops.

PITCHING RULES

1. Pitcher must start his delivery from the pitching rubber located 46' feet from home plate. Pitcher must use the portable mound.
2. It is recommended that pitchers at this age use the "set" position instead of the "wind-up" delivery.
3. Standard rules apply with 4 balls and 3 strikes per batter.
4. A third strike dropped or not, is an out. This applies to a called strike and/or a swing and miss.
5. A batter hit by a pitch will be awarded 1st base. Batters should make every attempt to get out of the way to avoid injury.
6. Pitchers are allowed 40 pitches per game with the exception of allowing the pitcher the opportunity to complete the current batter. You do not need to pull a pitcher during the middle of a batter. Once the batter has completed his at bat, the pitcher must be replaced.
 - a. Coaches are permitted to visit the mound 2 times per pitcher. The third visit will result in the pitcher being removed from the mound.
7. Pitchers must also follow the general positioning rules including no more than two consecutive innings at a given position. If a player pitches a partial inning, that inning shall count as one of the two allowable innings at pitcher.
8. The HOME team will designate an official pitch counter who will count pitches for both teams.
 - a. After each game, both coaches are required to agree on the final tallies. The home coach will submit the number of pitches thrown and innings pitched for each pitcher (for both teams) to the League Commissioner. The away coach must be cc'd on the email. This email should also report the score of the game.
 - b. As a courtesy, house league coaches should also copy tournament team coaches to make them aware of how many pitches a player has thrown in a given week to ensure we are protecting the arms of our pitchers.

9. No pitcher re-entry is allowed even if the pitcher only pitched 20 pitches previously in the game. The Once a pitcher is removed from the mound, he is done for that game.
10. Pitchers will be allowed 6 warm-up pitches in between innings and if/when a substitution is made during an inning.
11. If a game is suspended at any point (ie: lightning) and then restarted, the pitching rules still apply.
12. NO breaking balls allowed. The only pitches allowed are fastball, knuckleball, or changeup (palm ball or circle only, no Vulcan or Football). Penalties for violating this rule are:
 - a. 1st offense: Dead ball, warning and “no pitch.”
 - b. 2nd offense: “Ball” and 2nd warning.
 - c. 3rd offense: Pitch is a ball, and the pitcher is removed from the pitching position for the remainder of the game.

Note: Pitchers need to prove they can pitch during practice prior to allowing them an opportunity to play in a game. Coaches should make every attempt to allow anyone who wants to pitch a chance. No player should be forced to try if they do not want to.

GAMES SCORES

1. All teams must use the scorebook provided to them. No tally marks on paper accepted.
2. Coaches should check with the umpire and opposing team between innings to confirm/validate score. Don't wait until the end of the game to realize you have a discrepancy.
3. The home team coach is responsible for e-mailing the results of the game ASAP to the league commissioner. This includes the pitch count for both teams' players. Always 'cc' opposing coach when sending this email.
4. Standings will be updated weekly and posted to the 3rd grade league page on www.pwyba.com.
5. Game scores (win/loss plus game score) are important as they determine the seeding for the end of the season tournament. Failure to reports score may result in game forfeit.
6. If the bottom half of an inning does not need to be played (i.e. the time limit is up and the home team is leading) but both coaches decide to play “for fun”, then report the score only through the top-half of the final inning. The “for fun” results should not count in the official standings. If the time limit has not been reached when the top of the inning is retired (i.e. you are not sure if this will be the last inning), then the full inning should be played and counted.

END OF SEASON TOURNAMENT

The end of the season tournament will be held the middle or end of July and played on the same fields used during the season.

1. The tournament is a double elimination, meaning each team is guaranteed 2 games.
2. The brackets will be seeded based on win/tie/loss records during regular season play. A point system will be used to determine records (2 pts for a win, 1 pt for a tie, and 0 pts for a loss).
 - a. first tie breaker will be based on head-to-head competition
 - b. second tie breaker will be using runs against
 - c. third tie breaker will be run differential (runs scored minus runs against)
 - d. fourth tie breaker will be runs scored
3. The 90 minute time applies to all games except the championship games to determine 1st, 2nd, and 3rd place. Teams should make every effort to play six innings. In the event a game is called early due to weather, darkness, or other extenuating circumstance, the game will be considered complete if the teams have finished four full innings (or 3 ½ if the home team is ahead).
4. Tournament games cannot end in a tie. In the event of a tie after the 6th inning, the teams should play an additional inning. The “final inning” rule will apply in the 6th inning and any additional innings played to break a tie. The “final inning” rule ends an inning after three outs or ten batters, whichever comes first.
5. The player rotation rules for the regular season still apply during the end of season tournament.
6. If a game is cancelled due to weather or darkness, contact the league commissioner for guidance.
7. Tournament games cannot be rescheduled to due short rosters. If a team is unable to field of team of 8 players for a tournament game, they forfeit the game.
8. Pitchers are allowed 40 pitches per game / 75 pitches per day / 125 pitches total for the tournament. The pitcher is, however, still allowed to finish a batter. The team does not need to pull the pitcher mid-batter if the pitcher exceeds the pitch count. The pitcher must be relieved after that batter.

MISCELLANEOUS

1. Inclement weather:
 - a. If the City or School District closes the fields, the League Commissioner will notify coaches.
 - b. If it still raining and the City/School District don't close the fields, the games/practices are still technically on.
 - c. If you do not hear from the League Commissioner or another coach, you must show up for the game.
2. If the scheduled time is a game, your team must show up for the game unless you have contacted the other coach and have mutually agreed to reschedule the game. If a coach does not contact the other coach and the other team shows up, the “no-show” team will forfeit that game.
3. Coaches will receive contact information for all coaches and assistant coaches in their league so not communicating with another team will not be tolerated.
4. If the scheduled time is a practice, each coach can make their own call. But it is the coach's responsibility to contact their team. The City/School District or League Commissioner will not do this.

5. It is highly unlikely that games and practices will be called for heat. If it is a practice, each coach can make the call. If it is a game, each respective coach is responsible for communicating with the other team. If one team shows and the other doesn't (or doesn't have at least 8 players), the game will be forfeited.
6. League Commissioner(s) may elect to review and adjust any rule at any point during the season.

HELPFUL INFORMATION

North Metro Umpire Association: 763-425-6060 (Chuck Triggs). <http://www.nmua.net/>

- Use this to check for scheduled umpires and to call Chuck if you don't see an umpire 10 minutes before your game