



4th Grade Rules

Article I. Players, Field and Equipment

- Section 1.01 4th grade: bases: 60 feet pitcher: 42 feet
Section 1.02 Catcher must wear a protective cup.

Article II. Starting and Ending a Game

- Section 2.01 Concerning playing conditions of fields, once the teams and coaches are present at the field, the umpires use their best judgment when calling games due to playing conditions of the field.
- Section 2.02 Games will be 6 innings in length.
- Section 2.03 **Run rule** – 15 after 3 innings, 12 after 4 innings, or 10 after 5 innings.
- (a) If Home team is winning by Run Rule they will not bat in the bottom of the inning.
- Section 2.04 The time limit for games is 1 hour 45 minutes. If the previous inning ends prior to 1 hour 40 minutes, then a new inning must be started. If a new inning is started prior to the 1 hour 40 minute mark, then that inning will be allowed to continue to completion unless the home team is already winning, and would win without the completion of the bottom half of that inning.
- (a) If the home team is losing by more than 5 runs and cannot win the game, the game will be called at 1 hour 45 minutes.
- Section 2.05 5 run limit per half inning.

Article III. Playing Terms

- Section 3.01 A pitcher may pitch **4 innings in every game**; there are no days rest required. One pitch shall constitute an inning.
- (a) **Note:** While the league has an inning rule, it is the responsibility of the coaches to monitor the number of pitches any pitcher throws in an inning or a game. **All coaches are required to error on the side of caution when determining whether or not any pitcher should throw another pitch or inning.**
- Section 3.02 A player may only make **one** appearance as a pitcher in the same game. Once a pitcher is removed from the game he may not re-enter as a pitcher.
- Section 3.03 A pitcher who hits 3 batters in a game must be removed as pitcher for the remainder of that game.
- Section 3.04 Balks will be called. 1 warning per pitcher will be given before balks are penalized.



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- Section 3.05 The infield fly rule is played. An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder, with ordinary effort and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately calls "Infield fly if fair batter is out." If the hit should then prove to be foul, the decision is reversed and it is treated the same as any foul. If the hit is fair and it is an infield fly the batter is always out, but the ball is alive and runners may advance in the hope the fly may not be caught or they may retouch and advance after the ball is touched.
- Section 3.06 Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field. If for any reason your catcher is not ready to warm up the pitcher between innings, have one of your coaches or another player (wearing a catcher's mask) warm up the pitcher.
- Section 3.07 Illinois High School Association (IHSA) rules and regulations cover all other situations not mentioned.
- Section 3.08 **Dropped 3rd strike rule WILL NOT be played.** On a dropped third strike the batter is out, runners may advance at their own risk.
- Section 3.09 **4th Grade Only: No leadoffs by base runners.** The runner can steal when the ball leaves the pitcher's hand. If a runner leaves the base early, the ball becomes dead immediately (no pitch). The offending runner is called out. No runners may advance.
Pace of Play/Safety: Player may NOT steal home. Player may only advance to home on a wild pitch or pass ball or on a ball that is not secured by the pitcher (Ex. overthrow by the catcher or dropped by the pitcher. Once the catcher has thrown the ball back to the pitcher and the pitcher has secured the ball the base runner MUST return to the base. The base runner may advance to home if the catcher or pitcher makes a play on the base runner. Umpire has the discretion to call 'time' and instruct the base runner to return to the base if base runner is causing delay in pace of play.



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Article IV. Coaching - Bench and Field Conduct, Score Reporting

Section 4.01 Only adult coaches are allowed to be in the coach's box when their team is batting.

Section 4.02 Coaches must remain in the dugout when their team is in the field.

Section 4.03 Win-loss records and standings are kept for these leagues. Each coach must report the game results through their Team Snap account immediately following the game.

Note: coaches should confirm an accurate score with each other at the conclusion of the game.

Section 4.04 The following will be used to break any ties in the regular season standings:

- (a) Regular season head to head competition between the involved teams.
- (b) Runs against in head to head competition.
- (c) Runs scored head to head.
- (d) Runs against versus all opponents.
- (e) Runs scored versus all opponents.
- (f) Coin flip.

Article V. Post-Season Tournament Rules

Section 5.01 Division chairmen will determine tournament seeds by using the final regular season records. The post-season tournaments will be played with the same rules used during the regular season except for the following:

- (a) The home team for each game will be determined by the team that has the better seed based on their regular season record.
- (b) No time limit in the championship game.
- (c) Pitchers can pitch a maximum of 4 innings per game, every game. One pitch in an inning counts as a whole inning. There are no days rest required.
- (d) Tournament game balls are provided by the league.