

2010 Elk River, Rogers and Zimmerman Youth Baseball
4th Grade House League Rules

This league shall play by the rules put forth by the National Federation of State High Schools (High School rules). Listed below are modifications and clarifications.

1. Bases will be 60 feet apart. First and third bases will be 60 feet from the back of home plate. Second base will be 60 feet from either line to the center of the base. The pitcher's plate shall be 46 feet as measured from the back of home plate.
2. The home team shall be responsible for measuring and setting bases and measuring and setting the pitcher's plate.
3. Nine players in the field. Continuous batting order. It is required that all players play at least 50% of the innings of the games that they attend.
4. Can start a game with 8 players and can finish with 7. Any player needing to leave a game can reenter in his place in the batting order at any time. If a player is unable to continue, his place in the batting order shall be vacated with no penalty.
5. A legal game is 6 innings. All games have a 2 hour time limit, with no new inning beginning 2 hours after the start of the game. A game shall be considered to be complete if 3-1/2 innings have been played with the home team leading or 4 innings if the home team is behind or tied. Any game not being a complete game shall be suspended. Suspended games shall be resumed at the point that the game was suspended. Should play be stopped after the complete game requirement has been fulfilled, the score shall revert to the score at the time of the last completed inning.
 - a. For instance, after 4 innings with the visiting team leading by 2 runs, lightning in the bottom of the fifth inning forces the game to be called. Any runs scored in the fifth inning by either team would be disregarded and the score would revert to the score once the fourth inning was completed.
6. A game shall be considered complete if the home team has or gains a lead of 10 runs at any time after 3-1/2 innings have been played. A game shall be considered complete if the visiting team has or gains a lead of 10 runs after 4 complete innings have been played or if a 10 run lead is held after the home team completes its turn at bat in any subsequent inning.
7. Leading off is not allowed. Stealing is allowed only after the ball crosses home plate. Runners leaving early shall be called out. Ball is dead and any advancement by other runners shall be nullified and they must return to the bases occupied at the time of the illegal steal attempt. Runners may attempt to advance to all bases on pass balls and wild pitches with the exception of home plate. Home plate can be stolen only if the catcher is making a play on a runner at another base. The runner may not advance to home on an errant throw from the catcher to the pitcher.
8. Sliding is to be feet first only. Any runner sliding head first shall be called out. This includes going back to a base to avoid being picked off or to avoid being called out on a live ball appeal.
9. The **WINNING TEAM** shall be responsible for reporting the score of the game within 48 hours of the completion of the game. If no score is reported, both teams shall receive 0 points. Score reporting instructions will be posted soon.
10. For the purpose of the standings, a win shall be worth 4 points, a tie 2 points and a loss 1 point. Teams will not receive any points for any game not played.
11. No balks shall be called.
12. Pitchers shall pitch a maximum of 3 innings per game, 9 innings per week, 8 innings in a weekend tournament and/or a maximum of 6 innings in one day. One pitch thrown constitutes an inning pitched. Pitchers are not allowed to throw curve balls. First offense is a dead ball and a warning, second offense is a dead ball and the pitch is called a ball and third offense shall result in the player being ejected from pitching further in that game. We strongly suggest using pitch counts instead of innings pitched as a more accurate measure of wear on a pitcher. Your player's health and future should always be the first consideration.
13. Catchers are not required to hold a strike three. Although the batter may not attempt to advance to first, all other runners (with the exception of a runner on third base) may advance at their own risk.
14. Runners may only attempt to score from third base on a batted ball, walk or an attempt by the catcher to make a play on a runner at another base.

15. Runners are **NOT** required to slide at any base regardless of whether or not a play is being made. If a play is being made on a runner his choices are: legal slide, give himself up, try to avoid the tag or turn around and try to return to the base he just came from. On any slide the runner must have his feet below the knees of the fielder. The runner is allowed to attempt to slide around the tag. The runner may not initiate malicious contact. Any contact deemed malicious by the umpire shall result in the runner being called out. There are instances where contact occurs through no one's fault. Incidental contact is exactly what it is and no penalty shall be applied if the umpire rules that the contact was incidental. These are judgment calls on the part of the umpire and are not open to disagreement.
16. A courtesy runner is allowed for the catcher when there are two out. (This is rule is to speed up play.) The runner shall be the last player to be put out.
17. Unlimited substitution is allowed. A pitcher may re-enter as the pitcher once regardless of how many innings that pitcher may have remaining for that game.
18. Equipment
 - a. No metal cleats are allowed.
 - b. Bats shall measure 2-3/4" or less at their thickest part and there are no restrictions on length or weight.
 - c. Pitchers shall not have any white showing below their sleeves.
 - d. Both teams are to provide a new ball for use in the game.
19. Runs
 - a. A maximum of 7 runs per inning until the 6th inning. Teams may score as many runs as possible in the 6th inning.
20. Cancellations
 - a. Prior to 4:00 p.m. games can be canceled by the school district. After 4:00 p.m. it is the decision of the coaches whether to play or not.
 - b. The weekend of June 19-20 has been designated for make-up games. Games postponed prior to June 19 must be made up on that weekend and they will be rescheduled by the commissioners of the league. Coaches are responsible for playing any games postponed subsequent to that weekend. It is ultimately the responsibility of the coaches to play rescheduled and canceled games.
 - c. Games called while underway shall be played as suspended games and shall be restarted from the point where the game was suspended.
 - d. The home team is responsible for calling the umpire coordinator to cancel games. This applies to ALL games whether canceled by the school district or the coaches.
 - e. The home team coach must contact the league commissioner and umpire coordinator to let them know when make-up games are scheduled.
21. Lightning
 - a. Safety shall always come first
 - b. A flash-to-bang count of less than 30 seconds calls for play to be suspended and all players to be moved to shelter. Once play has been suspended for lightning play may not be resumed until 30 minutes after the last flash of lightning is seen or thunder is heard.
22. Umpires
 - a. Umpires will be provided by the associations involved
 - b. Umpire coordinator is Dan Feigum. Preferred contact number is 612-802-5661. If needed he can be contacted at home, 763-441-1939 or work, 763-391-8232.
 - c. Umpires will report any ejections to Dan who will notify the appropriate commissioner.
23. Sportsmanship
 - a. It is required that all coaches, players and fans exhibit good sportsmanship.
 - b. Zero tolerance for unacceptable behavior shall be strictly enforced. Any coach ejected from a game shall be suspended from the next game. A second ejection shall result in suspension of that coach pending a review by the association represented by that coach.
 - c. Unacceptable behavior includes, but is not limited to profanity, intimidation tactics, taunting or criticism of an umpire's judgment.
 - d. Please remember this for kids this age: By the time they've finished their postgame snack they still remember whether they won or lost the game, but they have quit caring whether they won or lost the game.