

## **3 & 4 East Ridge Baseball League Rules**

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. Each team will alternate at bats until the time limit expires. During each team's at bat, all players will bat (one entire revolution) regardless of the number of runs scored or outs recorded.
3. This league is purely instructional; No score shall be kept in this league.
4. All players have the option to see 5 live pitches; however, any player may hit off the tee.
5. A hit ball must be thrown to the base to get the out, with a few exceptions:
  - 1<sup>st</sup> can tag 1<sup>st</sup>
  - 2<sup>nd</sup> and SS can tag 2<sup>nd</sup>
  - 3<sup>rd</sup> can tag 3<sup>rd</sup>
  - Pitcher and catcher can tag home

\*\*There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to get the easiest out.
6. 4 coaches per team - Pitcher, 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a dugout coach
7. Catcher and pitcher must wear helmets (both must have mask)
8. 2 coaches in the outfield on defense
9. There will be a 60-minute time limit on games.

### **OTHER NOTES**

In the 3/4 division, the coaches from each team are responsible for officiating the game and instructing the players as the game moves along on how to correctly play the game. Do not be afraid to stop the game momentarily and encourage players when they do something right and coach them when they need guidance on occasion. Remember, this league is purely instructional and should be used as a tool to further advance the fundamentals of the game for each player.

# 5 & 6 East Ridge Baseball League Rules

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. List and Bat All Players Present
3. 5 run limit per inning; The game will end if it is mathematically impossible to catch up.
4. 3 designated tee hitters (will get 3 pitches and then 2 off the tee)
5. 5 pitches per batter, with the exception of the tee hitter  
    \*if the 5<sup>th</sup> pitch is fouled, the batter will continue until a miss or the ball is put into play
6. A hit ball must be thrown to the base to get the out, with a few exceptions:  
    1<sup>st</sup> can tag 1<sup>st</sup>  
    2<sup>nd</sup> and SS can tag 2<sup>nd</sup>  
    3<sup>rd</sup> can tag 3<sup>rd</sup>  
    Pitcher and catcher can tag home  
    \*\*There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to get the easiest out.
7. 4 coaches per team - Pitcher, 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a dugout coach
8. Catcher and pitcher must wear helmets (both must have mask)
9. 2 coaches in the outfield on defense
10. There will be a 70-minute time limit on games. You must finish the inning.
11. Mercy Rule: The game will end if it is mathematically impossible to catch up
12. One (1) executed bunt per inning is allowed.
13. The only time there is a pre-game coin flip to determine home / visitor is if the two opponents are playing at a neutral site facility. **Exception:** Tournaments

# 7 & 8 East Ridge Baseball League Rules

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. List and Bat All Players Present
3. 5 run limit per inning
4. 2 designated hitters (will get 5 pitches)
5. 5 pitches per batter or 3 strikes, with the exception of the DH  
    \*if the 5<sup>th</sup> pitch is fouled, the batter will continue until a miss or the ball is put into play
6. A hit ball must be thrown to the base to get the out, with a few exceptions:  
    1<sup>st</sup> can tag 1<sup>st</sup>  
    2<sup>nd</sup> and SS can tag 2<sup>nd</sup>  
    3<sup>rd</sup> can tag 3<sup>rd</sup>  
    Pitcher and catcher can tag home  
    \*\*There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to run from the outfield and tag a player out at home.
7. 4 coaches per team - Pitcher, 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a dugout coach
8. Catcher and pitcher must wear helmets (or at least a mask for the pitcher)
9. 2 coaches can be on the outfield foul line on defense
10. There will be a 70-minute time limit on games. You must finish the inning.
11. Mercy Rule: The game will end if it is mathematically impossible to catch up
12. One (1) executed bunt per inning is allowed.
13. The only time there is a pre-game coin flip to determine home / visitor is if the two opponents are playing at a neutral site facility. **Exception:** Tournaments

## 9 & 10 East Ridge Baseball League Rules

1. 1.All kids play the field (Total of 6 in the infield, Play 10 and Bat all) Free subs
2. Minimum of 8 to start, 9<sup>th</sup> spot is an out each time it comes around unless a player shows up late and occupies that spot. Any players arriving late will be placed at the bottom of the line up regardless of when they show up.
3. List and Bat All Players Present.
4. 5 run limit per inning
5. 3 coaches per team - 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a dugout coach
6. Catcher must wear all catching gear while catching, no exceptions
7. There will be a 75-minute time limit on games. You must finish the inning.
8. Mercy Rule: The game will end if it is mathematically impossible to catch up
9. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

### Dizzy Dean rules change

5. Common Rule 609 - change wording in this rule from “pitcher toes the rubber in warm-up pitch” to “throws a pitch to a batter”.
6. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.
9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play.

*Rule Interpretation: Intentional walk will add 4 pitches to the pitch count.*

10. The only time there is a pre-game coin flip to determine home / visitor is if the two opponents are playing at a neutral site facility. **Exception:** Tournaments

## 11 & 12 East Ridge Baseball League Rules

1. 9 Players Play the Field (6 Infielders / 3 Outfielders)
2. List And Bat All Players Present; Free Defensive Substitution
3. Minimum of 8 to start, 9<sup>th</sup> spot is an out each time it comes around unless a player shows up late and occupies that spot. Any players arriving late will be placed at the bottom of the line up regardless of when they show up.
4. 5 run limit per inning
5. 3 coaches per team - 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a dugout coach
6. Catcher must wear all catching gear while catching, no exceptions
7. There will be a 75 minute time limit on games. You must finish the inning.
8. Mercy Rule: The game will end if it is mathematically impossible to catch up
9. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
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9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play.

*Rule Interpretation: Intentional walk will add 4 pitches to the pitch count.*

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