## Little Sioux League 3-4 ${ }^{\text {th }}$ Grade Rules

1. The roster will consist of 4 Coaching spots. Only 4 Coaches will be allowed on the bench.
2. Both games will count. 5 innings each game with a maximum of 6 innings. Ties are possible.
3. 3 outs
4. 7 pitch maximum, 1 courtesy pitch, strike outs are a yes, no walks
5. No dropped $3^{\text {rd }}$ strike
6. Umps, besides coaches, are not mandatory for regular season. If home team chooses to have umps, it's their responsibility to secure. Umps are required for end of year tournament.
7. At bat coach runs the pitching machine. Opposing coach will be the base ump. Base ump makes the call.
8. Live ball off of the pitching machine or coach.
9. No leading off or stealing. Can't leave base until contact is made.
10. 5 run rule per inning except last inning
11. Every player must play at least 1 inning in the field and/or 1 at bat.
12. No metal spikes.
13. Need to slide except at first base.
14. 46 feet for the pitching machine. Setting is at 5 .
15. The field is what it is for bases.
16. You may have 4 outfielders.
17. No metal jewelry - rope necklace is OK
18. 2 game balls
19. Runner interference rule - if runner interferes with the play, the runner is out
20. Please have numbers on shirts.
21. Players can move up to older teams but can't move down.
22. A player may only re-enter the game in the same batting position as he was subbed in for.
23. Player may sub in for any defensive position, line-ups should be exchanged prior to the start of each game.
24. No stealing home plate.
25. Runner can't take home plate on a pass ball/wild pitch or on a throw back from the catcher to the pitcher.
26. In case of a conflict on a call, the 2 coaches will flip a coin.
27. Mercy Rule: After 4 innings if the team is ahead by 10, the game is called.
28. Weather Rule: If lightning is present, the game is paused for 30 minutes after the lightning has ceased.
29. Make-up Games: It's the responsibility of the teams that need to make up a game(s) to coordinate between themselves.
30. 10 minute break between games
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[^0]:    *Game time @6:00. In-field by home team first.
    *Home team report scores to Brett Almich

