



# BOYS 2019

## Crawford/Grant Little League Rules

### 1. GRADE DIVISION

(3<sup>rd</sup> -4<sup>th</sup>) current grade 3<sup>rd</sup> or 4<sup>th</sup>

(5<sup>th</sup>-6<sup>th</sup>) current grade 5<sup>th</sup> or 6<sup>th</sup>

(7<sup>th</sup>-8<sup>th</sup>) current grade 7<sup>th</sup> or 8<sup>th</sup>

### 2. GAME LENGTH

(3<sup>rd</sup> -4<sup>th</sup>) 6 innings or 1 hour whichever comes first

(5<sup>th</sup>-6<sup>th</sup>) 6 innings or 1 hour 15 minutes

(7<sup>th</sup>-8<sup>th</sup>) 6 innings or 1 hour 45 minutes

**\*\*\* Cannot "start" a new inning after these time limits. Home team still gets last "at-bat" if needed. \***

### 3. A 1/2 INNING WILL BE COMPLETED WHEN:

(3<sup>rd</sup> -4<sup>th</sup>) 3 outs have been recorded or a maximum of 7 runs scored.

(5<sup>th</sup> -6<sup>th</sup>) 3 outs have been recorded or a maximum of 7 runs scored.

(7<sup>th</sup>-8<sup>th</sup>) 3 outs have been recorded

### 4. DEFENSIVE PLAY

(3<sup>rd</sup> -4<sup>th</sup>) The ball should be thrown to the player in the pitcher position, NOT the adult pitcher. \*

**\*To avoid confusion, the adult pitcher should move off the field of play into foul territory until the play is finished. If coach stays on field when the ball comes to or passed pitchers spot ball becomes dead immediately. (New 2019)**

### 5. DEFENSIVE PLAYERS

(3<sup>rd</sup>-4<sup>th</sup>) 10 players allowed in the Field on Defense.

**(NEW 2019) Pitchers spot must wear face mask NO EXCEPTIONS**

(5<sup>th</sup>-6<sup>th</sup>) 10 players allowed in the Field on Defense.

**\*\*\*\*4 outfielders; all fielders are to assume normal fielding positions. This means NO "rovers"; all outfielders should play at a respectable depth. We don't want the defense to look like pitcher, catcher, and 8 infielders. Catchers should be in squatting position behind the plate (not standing).**

(7<sup>th</sup>-8<sup>th</sup>) 9 players allowed in the Field on Defense.

### 6. PITCHING DISTANCE

(3<sup>rd</sup> -4<sup>th</sup>) Coaches pitch from 36 feet to their own team. Coach's foot must be touching the rubber.

**\*\*\*When batter hits the ball and adult pitcher is hit by or catches the ball, the ball is dead (no pitch).**

**\*\*\*The defensive player playing in the pitcher's position may NOT stand in front of the adult pitcher. The player should stay within approx. 4 feet in line with the adult pitcher. The adult pitcher should not be expected to catch the ball until the play is over, however (for their own safety) they should not turn their back on the play or ignore the ball being thrown to them. Moving away from the mound and off the field of play into foul territory during live ball situations will aid in this.**

(5<sup>th</sup>-6<sup>th</sup>) players pitch from 50 feet

(7<sup>th</sup>-8<sup>th</sup>) players pitch from 55 feet

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7. **MAXIMUM NUMBER OF PITCHES PER BATTER**  
(3<sup>rd</sup> -4<sup>th</sup>) 7 pitch limit — the batters turn at bat cannot end on a foul ball  
(5<sup>th</sup>-6<sup>th</sup>) no limit  
(7<sup>th</sup>-8<sup>th</sup>) no limit
  
8. **BASE DISTANCE**  
(3<sup>rd</sup>-4<sup>th</sup>) 60 feet  
(5<sup>th</sup>-6<sup>th</sup>) 60 feet  
(7<sup>th</sup>-8<sup>th</sup>) 80 feet
  
9. **BUNTING ALLOWED**  
(3<sup>rd</sup> -4<sup>th</sup>) no  
(5<sup>th</sup>-6<sup>th</sup>) yes  
(7<sup>th</sup> – 8<sup>th</sup>) yes
  
10. **LEADING OFF**  
(3<sup>rd</sup> -4<sup>th</sup>) base runners can lead off after the ball crosses the plate  
(5<sup>th</sup>-6<sup>th</sup>) base runners can lead off after the ball crosses the plate  
(7<sup>th</sup>-8<sup>th</sup>) base runners can lead off (Runners should not try to create a distraction for the pitcher.)
  
11. **BASE STEALING**  
(3<sup>rd</sup> -4<sup>th</sup>) no  
(5<sup>th</sup>-6<sup>th</sup>) yes, after ball crosses the plate  
(7<sup>th</sup>- 8<sup>th</sup>) yes
  
12. **HOME OPEN**  
(3<sup>rd</sup> -4<sup>th</sup>) no  
(5<sup>th</sup>-6<sup>th</sup>) no, unless any runner is played on  
(7<sup>th</sup>-8<sup>th</sup>) yes, no stealing of home, but runner can advance on a passed ball, wild pitch, or a play on any runner. Squeeze plays are permitted, but only if batter makes attempt to bunt the ball.
  
13. **DROPPED 3<sup>RD</sup> STRIKE**  
(3<sup>rd</sup> -4<sup>th</sup>) batter is out  
(5<sup>th</sup>-6<sup>th</sup>) batter is out  
(7<sup>th</sup>-8<sup>th</sup>) batter can advance under normal baseball rules  
**\*\*\*WIAA rule states if 1<sup>st</sup> base is open you can run, if a runner on 1<sup>st</sup> and 0 or 1 out, you cannot run. If a runner on 1<sup>st</sup> and 2 outs you can run. The batter does not have to swing at the ball. If batter takes more than 3 steps out of the batter box toward the dugout, he is out.**

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### 14. INFIELD FLY RULE

(3<sup>rd</sup>-4<sup>th</sup>) no

(5<sup>th</sup>-6<sup>th</sup>) yes

(7<sup>th</sup>-8<sup>th</sup>) yes

**\*\*\*Home team needs to be sure umpire is aware of the rule and how it works! Provided the hit is made before two outs and at a time where first and second bases or all bases are occupied.**

### 15. FREE SUBSTITUTION — All age groups can use free substitution if batting everyone. When not batting everyone, the following rules apply:

(3<sup>rd</sup>-4<sup>th</sup>) No limits to reentry, but must be in the same spot in batting order

(5<sup>th</sup>-6<sup>th</sup>) No limits to reentry, but must be in the same spot in batting order

(7<sup>th</sup>-8<sup>th</sup>) Starters & subs may reenter the game once; must be in the same spot in the batting order

Coaches determine if batting everyone **BEFORE GAME BEGINS**; you cannot change after the game starts!

### 16. PITCHING LIMITS

(5<sup>th</sup>-6<sup>th</sup>) 3 warm up pitches between innings, 5 for new pitchers

3 innings per game.

**Once pitcher is removed from pitching, player may not pitch again during game.** For tournament play: No more than 3 innings per game and not more than 6 innings in one day with a maximum of 9 innings for the tournament. The recommendation of the league is not more than 9 innings in 7 days.

(7<sup>th</sup>-8<sup>th</sup>) 5 warm up pitches between innings, 5 for new pitchers

4 innings per game.

**Once pitcher is removed from pitching, player may not pitch again during game.** For tournament play: no more than 4 innings per game and not more than 6 innings in one day with a maximum of 10 innings for the tournament. The recommendation of the league is not more than 12 innings in 7 days.

### 17. RUN RULE

(3<sup>rd</sup>-4<sup>th</sup>) no run rules per say, but they will use the maximum 7 runs per inning.

(5<sup>th</sup>-6<sup>th</sup>) yes, the game will be called if one team is ahead by more than 15 runs after 4 innings

(7<sup>th</sup>-8<sup>th</sup>) yes, the game will be called if one team is ahead by more than 15 runs after 4 innings

### 18. UMPIRES AND GAME BALLS ARE FURNISHED BY HOME TEAM

(3<sup>rd</sup>-4<sup>th</sup>) 1 umpire

(5<sup>th</sup>-6<sup>th</sup>) 2 umpires 9<sup>th</sup> grade or older if possible

(7<sup>th</sup>-8<sup>th</sup>) 2 umpires 15 years or older

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19. BAT SIZES (New 2019)

(3<sup>rd</sup>/4<sup>th</sup>) & (5<sup>th</sup>/6<sup>th</sup>): Must be Little League or USSSA 1.15 BPF approved with maximum length of 32" and diameter of 2 1/4", or must be USA Baseball stamped with a maximum length of 32" and maximum diameter of 2 5/8".

(7<sup>th</sup>/8<sup>th</sup>) 1. BBCOR .50 or USA Baseball approved. Maximum of 2 5/8" diameter. 2. USSSA 1.15 BPF certified bats. Maximum of 2 1/4" diameter. 3. All bats may not exceed 34 inches in length.

20. CANCELLED GAMES

\*\*\* Visiting team must be called at least 24 hours in advance to cancel a game for non-weather related issues. In case of rain, the visiting team should be called at least 1 hour prior to their departure time if possible.

For heat-related cancellations, the league recommends using the guidelines set by the WIAA of 104 forecasted heat index for the start of the game. This is only a guideline. Individual teams/coaches can make their own decisions based on playing games during extremely hot weather. During extreme heat, coaches need to be extra vigilant to offer water, cold/wet towels, and breaks to players who need them.

21. THESE RULES APPLY TO ALL AGES:

1. No metal spikes or replacement plastic cleats allowed.
2. Hit by Pitch - Batter must ATTEMPT to get out of the way... **umpire makes call**, if no attempt the runner should not be allowed base (ex. when the ball rolls in and the batter does not attempt to jump out of the way).
3. Helmets MUST remain on player until off the playing field. NO throwing bats or any equipment! Otherwise, the player will receive 1 warning and then be dismissed from the game.

Please encourage your players to slide on all close plays. If the base runner in any way interferes with the play or jeopardizes their safety or that of the fielder, they should be called out. **The umpire will make the call!**

For tournaments, you must have your regular team roster, or bring up younger players if you are short. Do not just bring your older or best players. You are not allowed to bring in a player from another town. Any changes to your roster need to be brought to the tournament director for approval. You could be asked to forfeit if you do not follow these rules.

When dividing teams for the season, if you will have more than one team in an age group, divide them equally (ex. don't have all 3<sup>rd</sup> grade on one team and all 4<sup>th</sup> on the other).

Make sure all home parks have first aid kits and ice packs available, and a copy of the rules for the umpires/coaches.-

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Remind your teams that warm up swinging should only be done in the warm up circle, not behind the dugout, etc. You should use the batter circle behind the batter. Players must wear catcher equipment when warming up pitchers.

Make sure your catcher is ready, so you do not delay the start of the Inning. The team at bat may use courtesy runner for the catcher at any time. You must use a courtesy runner for the catcher when there are 2 outs. The player making the last out must be the courtesy runner.

In case of lightning during a game, the game should be delayed or called off. Safety first!

**THROWING BATS!** If a batter throws a bat (first offense), intentionally or otherwise, and it does not affect the outcome of the play, the player is warned and the play is allowed to continue. If the same player again throws a bat, Intentionally or otherwise, they are ruled out and runners must return to original bases. If a player throws a bat and it impacts the play (ie, impedes fielder making a play), batter is ruled out and runners return to their original bases.

The focus of participating league members is to encourage player's participation, teach fundamentals, develop good work habits, and display good sportsmanship and of course to have fun. League standing or post season awards are not a part of this league.