

Waverly Area Youth Baseball
Little League Rules (3rd – 6th Grades)
Last Revised: April 2011



Pitching Rules

- 1) A 9-10 year old (3rd/4th) pitcher can only pitch 75 pitches per week (Saturday Thru Sunday)
- 2) A 11-12 year old pitcher (5th/6th) can only pitch 85 pitches per week (Saturday thru Sunday)
- 3) Pitchers can pitch **NO** more than 5 innings per week with a max of 3 innings per game.
- 4) If a player reaches his pitch count limit during an at bat, he is allowed to finishing pitching to the current batter but not allowed to finish inning if it is not the 3rd out.
- 5) It is the responsibility of the coach to turn in player pitch counts along with the game score after each game.
- 6) Only straight pitches (fastballs and change-ups) are allowed. No breaking pitches or knuckleballs.

Participation Rules

- 1) All players present during the games must be in the batting order through out the game unless their removal is due to illness or injury. No automatic out will need be taken by the offensive team should a player leave the game due to illness or injury.
- 2) A regulation game consists of 10 defensive players on the field. Upon mutual agreement of the coaches, defensive players may be increased to 11 players or decreased to eight players. If more than 9 defensive players are in the field, the extra player(s) must be placed in the outfield and maintain a half circle defensive position (NO ROVERS)
- 3) Players may move in and out defensively without concern for the impact on the batting order. (exception: once the pitcher has been removed, they cannot pitch again in that game.)
- 4) If a team can only field 8 players, the ninth batter WILL NOT be an automatic out when it becomes their turn at bat. If a team can only field 7 payers, the game will be forfeited. At this point the coaches may move players to the forfeiting team and play a non-counting (record) scrimmage.
- 5) Every player must play at least 6 defensive outs
- 6) **In the 3rd & 4th Grade Division, we will institute a maximum of 5 runs scored per team per inning per inning.**
- 7) **In the 5th & 6th Grade Division, games are unlimited runs until a team is up by 10 runs. 5 run max when lead is by 10 or more runs to start an inning.**

Game Times

- 1) All games in Waverly and Shell Rock start at 5:15 and/or 7:00pm.
- 2) No inning will start after 1 hour and 25 minutes of play. (per the home base umpire)
- 3) All games stop after 6 full innings of play and may end in a tie. If the game is called due to weather, a full game will be declared as long as 3 ½ innings have been played and the home team is ahead. If an inning cannot be completed and the visitors take the lead in the top half of the inning, the game will revert back to the score at the end of the last full inning played. If less than 3 1/2 innings have been played, the game must be restarted from the beginning.
- 4) Home team occupies the 3rd base dugout, is listed LAST on the schedule and must supply a base umpire and rake the field after the game.
- 5) No pitching, infield or batting practice will be allowed before the start of the game. This does NOT include ground balls hit in foul territory.
- 6) The first rain out of a game WILL NOT be made up. If a team does incur a second rainout, contact the other coach and reschedule within two weeks of the original date. (Any games not made up will be counted as a loss for both teams. City diamonds may be used for make-up games at a nominal fee. Please get a receipt to the commissioner of the league so you can be reimbursed.
- 7) NO games or practices will be held on Friday nights at the Kiwanis Fields. (Travel Teams)

Special League Rules

- 1) There is no "infield fly" rule.
- 2) Only 3 coaches in a dugout per game.
- 3) Maximum bat size is 33" long and 2 ¼" barrel.
- 4) Runners cannot "dance" in the base path
- 5) All players must wear uniforms including jersey, cap and gray pants.
- 6) **We will use a "live catcher rule" in stealing a base only in the 3rd & 4th Grade Division. If the catcher catches a pitched ball and the runner has stopped their momentum toward the next base, they must return to the previously occupied base ASAP or they will be called "OUT." If the catcher does not catch the pitched ball, the runner may advance to the next base even if the runner stopped their momentum toward the next base. A base runner may only steal "one" base per pitch. This will encourage a throw by the catcher on an attempted steal at all times. Home base is "Closed" to steals. A runner on third base cannot steal Home Base.**
- 7) **New in 2011:** In 5th and 6th Division only, the Dropped 3rd Strike Rule is in effect. On an uncaught third strike with no runner on first base (or with two outs, regardless of whether there is a runner on first), the batter immediately becomes a runner. The batter may then attempt to reach first base, and must be tagged or thrown out.