



3rd Grade FBA/LBA Community League Rules 2018 Season

Last Update: 4/9/2018

Rules and regulations are in effect for the FBA/LBA regular season and tournament play. The NFHS (National Federation of High Schools) Guide Book overrules this handout in case of any conflicting information. Any situations that are not covered by the NFHS, MSHL (Minnesota State High School League) or FBA/LBA rule modifications will be determined by the FBA and LBA Board of Directors.

FBA/LBA PLAYING RULES

1. General

- 1.1. Game Start Time: All games start at 6:15 PM. Visiting team to take infield practice from 5:45 – 6:00 PM. Home team to take infield practice from 6:00 to 6:15 PM. Coaches have discretion to adjust as desired.
- 1.2. Length of Game (Regular Season): 6 Innings.
- 1.3. No new inning shall start at 8:15 PM on a night before school and 8:30 PM on other nights. A new inning starts at the time that the previous inning ends (final out made or final run scored).
- 1.4. Coaches on the Field: Coaches are allowed on the field as 1st and 3rd base coaches only.

2. Scoring

- 2.1. End of an Inning: An inning ends when 3 outs are made or a maximum of 6 runs per ½ inning are scored.
- 2.2. End of Game (Regular Season): A regular season game ends when one of the following actions takes place:
 - a. 6 Innings are completed
 - b. Weather halts play
 - c. A team is "Mathematically Eliminated" from winning

Coaches may decide to continue playing if daylight/time allows, based on coaches' discretion.

- 2.3. Tie Game/Extra Innings (Regular Season): In the event of a tie after 6 innings, game can continue to extra innings at coaches' discretion if daylight/playing conditions will allow.

3. Batting

- 3.1. Batting Order: Every player present will be put in the batting order, whether that player has a defensive position or not. Any player who bats out of order shall be called out by the umpire. No runs are counted for any players batting out of order. If someone is late attending the game they must be placed at the bottom of the batting order. They will get to hit when it is their turn.
 - 3.1.1. If a team starts a game with more than 9 players in the batting order and is forced to remove a player from the game because of injury and the player cannot bat, their spot in the order is NOT an out if the team still has at least 9 other batters.
- 3.2. Thrown Equipment: Batters must not throw bats after swinging. Batters will be warned the first time they throw the bat. Scorekeepers are to mark it in their scorebooks. If the batter throws the bat a 2nd time, that player shall be called out and the play shall be dead with all base runners returning to the base they were at before the ball was hit. Continued display of poor sportsmanship of this nature may result in the player being benched for the rest of the game and a possible review by the FYB/LBA Board.
- 3.3. Walks: It takes 4 balls to walk a batter.
- 3.4. Hit Batter: A batter will be awarded 1st base if a pitched ball touches them, so long as the batter makes an attempt to avoid contact with the ball.
- 3.5. Strikeouts: It takes 3 strikes to strike out a batter. A foul ball with 2 strikes does not result in an out unless the ball is caught before it touches the ground.
- 3.6. Dropped 3rd Strike: Batter is out.
- 3.7. Outs: An inning consist of 3 outs
- 3.8. Infield Fly Rule: There is no Infield Fly Rule in 3rd grade. Runners may advance at their own risk.
- 3.9. Bunting: Bunting IS allowed. Bunting is encouraged to be taught during practice. However, it should be used only minimally during games (at coaches' discretion).
- 3.10. Bat Size Requirements:

AGE	Grade	Max Barrel Diameter	Max Weight Differential
9 and Under	3rd and under	2 ¾"	Unlimited

"Max Weight Differential" is determined by taking the length of the bat and subtracting the weight. For Example: A 30" bat that weights 20 oz has a weight differential of "minus 10".

4. Base Running

- 4.1. Leading Off: Leading off is not allowed in the 3rd Grade league.
- 4.2. Stealing: Stealing is NOT allowed. A base runner may not leave the base until the pitched ball has crossed over home plate. If the runner leaves early a dead ball is declared by the umpire and one warning will be given. If the runner leaves early a second time, a dead ball is declared and the runner in violation is declared out.
- 4.3. Catcher/Pitcher Exchange: Base runners may not advance on any overthrow/dropped ball between the exchange from catcher to pitcher.
- 4.4. Passed Balls: Base runners may not advance on passed balls.
- 4.5. Overthrows: On an overthrow that is in-play, runners may advance at their own risk.
 - 4.5.1. Overthrow Out of Play: On an overthrow out of play, runner is allowed one base in addition to the one going towards at the time of the overthrow.
- 4.6. Infielder Possession: On a hit to the outfield, runners may advance while the ball is in the outfield. Once the ball is in possession of an infielder, runners may advance only if they were half way to the next base (umpires discretion). Any runner attempting to advance does so at their own risk and may be put out by the defensive team.
- 4.7. Out of Play: The definition of "Out of Play" will vary by each field. The umpire should talk with both coaches before the game to clearly define the area(s) that are considered "Out of Play" for that particular field.
- 4.8. Sliding: Head-First sliding is not allowed. Result is an out. Head-First "diving" back into a base is not considered to be a head-first slide. The intent is to avoid injury to both the runner and fielder.
- 4.9. Base Running/Interference: A runner must avoid contact with a fielder that is attempting to make a play on them. This can be accomplished by sliding, stopping or otherwise avoiding contact. Failure to avoid contact by the runner will result in an out.
 - 4.9.1. Avoiding the Tag: Players who attempt to avoid being tagged out by running out of the base line shall be called out.

5. Pitching

- 5.1. Pitching Restrictions: For Regular Season play, a player may pitch a maximum of 2 innings in any game and 4 innings per week.
- 5.2. 1 pitch in an inning equals 1 inning pitched.
- 5.3. Pitch Selection: Pitchers are not allowed to throw any type of curve, slider or sinker or any pitch that deliberately snaps, twists or exerts pressure on the wrist, elbow or arm. One warning will be issued. On the second violation, the player will be removed from the game. Underhand pitching is not allowed. Underhand pitching is not allowed.
- 5.4. Warm-Up Pitches: Five warm-up pitches are allowed before each inning. Additional pitches are allowed for relief pitchers that have not had the opportunity to warm-up.
- 5.5. Intentional Walks: Intentional walks are not permitted. One warning will be issued. On the second violation, the player will be removed from the game.
- 5.6. Balks: Balks will not be called. A pitcher must have contact with the rubber during wind up and delivery.
- 5.7. Coaches Visits: One coaching trip to the mound is allowed per pitcher per inning. On the second trip in an inning, the pitcher must be removed from the pitcher position.
- 5.8. Pitcher Reentry: A pitcher may be removed from the pitcher position and reenter at the pitcher position one time during regulation play provided they have eligible innings left. If a pitcher is removed in the middle of an inning, the player cannot pitch in the same game but may play any other position.
- 5.9. Extra Innings: If a game goes into extra innings, pitching limits apply and continue.

6. Defensive Play / Fielding

- 6.1. Player Positioning: Teams play 9 defensive positions. All players should get the opportunity to play all positions during the season. For safety reasons, some players may not be placed at Pitcher, Catcher or 1B based on coaches' discretion. Coaches should discuss this with the players' parents.
 - 6.1.1. Outfield Positioning: Outfielders are to be a minimum of twenty feet in the outfield grass beyond the dirt infield when the ball is hit.
- 6.2. Defensive Position Requirements: Defensive positioning will follow the following requirements:
 - 6.2.1. Players may play a maximum of 4 innings in the infield and a maximum of 3 innings in the outfield per game.
 - 6.2.2. Players may play a maximum of 2 consecutive innings in the infield or in the outfield per game.
 - 6.2.3. Players may play a maximum of 2 innings at the same position in any one game.
 - 6.2.3.1. Re-entry exception: A bench player is allowed to play a 3rd consecutive inning at a position if he is filling in for an injury at the position that he played the inning before.
 - 6.2.4. No player will sit on the bench more than 2 innings per game and no player more than 1 inning consecutively per game. In the case where this is mathematically impossible (too many kids on a team), every effort should be made to minimize the amount of bench time throughout the season.
 - 6.2.5. The Catcher position is considered an "Outfield" position.
- 6.3. Fielder Interference: Fielders cannot block the base or baseline when they do not have the ball or if the ball is not approaching them. A fielder always has the right-of-way when attempting to field a batted ball in the baseline. The runner must try to avoid contact with the fielder. Avoiding contact does NOT constitute going out of the baseline.

7. Coaches, Players, Spectators Conduct

- 7.1. General Behavior: All coaches, players and spectators are prohibited from abusive shouting or use of obscene language and must adhere to the No Smoking and No Alcohol Policy on the field. Coaches and spectators who are intoxicated will be asked to leave. Violation of these rules will result in eviction from the field and review by the Board.
- 7.2. Badgering Players: Coaches, players and spectators are prohibited from trying to disrupt a player at bat or in the field (for example, by yelling "swing" to hinder the player at bat).
- 7.3. Clean Up: All coaches, players and spectators should insure the field and surrounding area are free of debris and left in an orderly fashion when the game is complete.
- 7.4. Injuries: All players and spectators must report any injuries immediately to the coach. It is the coaches' responsibility to report these injuries to the level coordinator. Possibility of injury requires that a responsible adult be present at all games and practices. If parents are unable to be present at a game or practice, it is their responsibility to find an adult to watch their child. This is not a duty of the coaches.
- 7.5. Umpires: FBA or LBA umpires are scheduled for all games. There are absolutely no emotional outbursts allowed against the umpires. This includes yelling, badgering or trying to influence a call by a player, coach or spectator. This is a ZERO TOLERANCE POLICY.