

# **Bi-County 3/4 Boys Baseball Rules**

Updated on 2/19/2026

Teams will Consist of Boys exiting 3<sup>rd</sup> and 4<sup>th</sup> Grade

**Pre-Game Plate Meeting:** Before the game begins, the umpire shall hold a plate meeting with both head coaches to review ground rules. Once completed, the umpire shall announce the start of the game and begin the game clock. **Game Clock:** The game clock may be stopped at the umpire's discretion for weather delays, injury timeouts requiring extended stoppage, or other delays not caused by either team. **The third out will start a new inning.**

**Once an inning has started it must be completed. No infield warm-ups** will be permitted if a game is **twenty (20) minutes or more behind schedule**

**Sliding & Contact:** There is **no mandatory slide rule. Deliberate or malicious contact** with a defensive player shall be ruled at the **umpire's discretion: First offense:** Runner is declared **out** **Second offense:** Player shall be **ejected from the game**

**Tie Games:** A game shall be declared a tie only when **time has expired** and the **current inning has been completed**, regardless of whether the maximum number of innings has been played

**Late Player:** If a player is expected to attend but will arrive late, their name must be listed on the lineup card at the beginning of the game. If their turn to bat occurs before they arrive, an out will be recorded each time their spot in the batting order comes up until they are present. Once the player arrives, they may enter the game in their original batting position.

- **Base Distance: 60'**
- **Pitching distance: 40'**
- **Ball Size: 9" Little League or Comparable Leather Covered Ball**
- **Bat Size: Barrel Size may be 2 1/4, 2 5/8, 2 3/4**
- **Time/Inning:** Games will be **five (5) innings or one (1) hour and fifteen (15) minutes**, whichever occurs first. - When the time limit is reached: **The current inning shall be completed. No new inning may be started.**
- **Run Limit per inning: 4**
- **Mercy Rule:** There is no official mercy rule. However, if it becomes **mathematically impossible** for a team to win within five (5) innings, the score will be recorded at that point, and the game may be ended. If the visiting team wishes, the game may still be played to completion. In all cases, games will not exceed the established time limit or inning limit, whichever comes first.
- **Home Plate Open:** open only if a play is made on a baserunner
- **Throw to Pitcher:** An **overthrow** from the **catcher to the pitcher** is a dead ball
- **Dropped Third Strike - No**
- **Steal:** Yes after the ball has crossed home plate
  - **If a Runner Leaves Early:**
    - Each team shall receive one (1) team warning.
    - The runner shall return to the base legally occupied at the time of the pitch.
    - The umpire shall declare **"no pitch."**

- After the team warning, any subsequent violation shall result in the runner being declared **out**, and the umpire shall declare “**no pitch.**”
  - **Lead off:** No
  - **Balk:** No
  - **Pitch Count:** Pitchers may pitch a maximum of **60 pitches per game and a total of 80 per week. No additional pitches will be permitted during tournament week.**
  - **Defensive Rules**
    - Teams may field **up to 10 players.**
    - Teams may play with **as few as 7 players** without penalty.
    - **If a team plays with fewer than 7 players, an out will be recorded each time the missing player’s spot comes up in the batting order.**
    - **Only 6 defensive players**, including the **pitcher and catcher**, may be positioned **in front of the baseline.**
    - All other defensive players must be **behind the baseline at the time of the pitch.**
    - **Lineups & Substitutions:** Teams will bat their entire team with open substitutions
  - **Starting Pitcher:** The **starting pitcher may re-enter to pitch**, provided they have **not left the game defensively.**
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