



RULES
&
REGULATIONS

Small Fry

4th Grade Boys

Overhand

The Bethel Recreation Association – (1) providing opportunity, facilities and leadership for the youth of the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and (2) promoting safety, good sportsmanship and fair play”.

Small Fry

4th Grade Boys Rules

RULE 1: PLAYERS, FIELD, EQUIPMENT

1. A Small Fry team will be composed of fourth grade boys.
2. When available, a team must field ten players.
3. A team must field a minimum of eight (8) players at the start of the game or they will forfeit that game after a ten minute grace period beyond the scheduled starting time.
4. Teams starting a game with less than eight players must insert late arrivals as soon as they arrive until all ten positions are filled. All players regardless of numbers must be inserted into the batting order.
5. All players arriving prior to the start of the 4th inning must play at least two defensive innings in a six-inning game. If the game is completed in less than six innings due to weather conditions or darkness, each player must play one inning in the field.
6. All players must bat in turn throughout the game. At no time will the batting order change. When players are unable to bat due to injury, leaving or other valid reasons, the official scorer must be notified. The batter is not out.
7. There shall be an unlimited re-entry rule for defensive positions.

EXCEPTIONS:

- a. A substitution may be made for any player at any time during a time out and the scorekeeper must be notified. The substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively).
 - b. A player re-entering the game does not have to assume his former defensive position and/or replace a player that may have replaced him earlier. All positions may be re-occupied by a substitute player.
8. A 9-inch baseball shall be used.
 9. The infield fly rule shall not be in effect.
 10. Sixty-foot base line shall be used.
 11. Forty foot pitching distance shall be used.
 12. No metal cleats shall be allowed.
 13. The catcher must wear a protective cup.
 14. Six innings shall constitute a regulation game.

EXCEPTIONS:

- A. A game "called" by the umpire due to rain, darkness and other warranting conditions.
 - B. No new inning may begin one hour and 15 minutes after the game's scheduled start for the first game of a double header and the actual start for the second game. The game will end exactly after one hour and 30 minutes.
15. A "called" game is considered complete when:
 - A. The losing team has batted four times or
 - B. The *time* limit has expired.
 16. A "called" game ending in a tie will remain a tie. Tie games may be completed if the above conditions have been met.

17. A team is allowed to score a maximum of five runs in an inning until the sixth inning. There will be no limit after the fifth inning. This rule applies to games ending early due to weather, darkness or time limit.
18. Little League or baseball bats can be used.
19. The National Federation of State High School Association Baseball Rules shall be used as a guideline for all other rules concerning how baseball is to be played.
20. Any matter not covered in these rules shall be left to the discretion of the baseball commissioner.

RULE 2: BATTING & OFFENSE

1. A base runner shall not be allowed to lead off. The runner may not leave the base until after the ball crosses home plate. Runners leaving early will be called out. A runner may not steal home when starting from third. Runners may advance home if stealing from 1st or 2nd base. Runners beginning at 3rd base can only come home if hit in, walked in, or ball out of field of play advances them in.
2. The batter is automatically out on a dropped third strike.
3. Offensive players on the field of play must wear a batting helmet.
4. A player that throws his bat or other equipment in a manner in which it might cause injury shall be called out by the umpire. The decision of the umpire is final. No runners may advance - dead ball.
5. Bunting is allowed.
6. On an overthrow that leaves the field of play all runners will advance to the base they were running only. The ball is considered a dead ball upon leaving the field of play. Runners on a base will move up one base. Overthrows to first base moves that runner to second base and all other runners advance accordingly.
7. Runners must slide at home if there is a play on the runner coming home to score (on dirt infield only). If there is no play on the runner coming home to score - catcher must get out of the way of the runner. Failure to slide when necessary is an out (umpires discretion - decision is final). No head first sliding unless returning to a base. Field conditions will determine if sliding is allowed. Umpires decision.

RULE 3: PITCHING & DEFENSE

1. There shall be an unlimited re-entry rule for both offensive positions. A substitution may be made for any player at any time during a time out and the scorekeeper must be notified. The substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively). A substitute may replace any defensive position except if they have already pitched. A pitcher removed from the pitching mound may not return as a pitcher. A player re-entering the game will maintain his batting positions.
2. A pitcher is allowed to pitch no more than ten innings per week (Sunday-Saturday) with no more than seven innings in one day. Any pitcher pitching four or more innings in one day cannot pitch 72 hours (3 days). Any part of an inning counts as an entire inning. Violations of any of these rules will lead to forfeiture of that contest.
3. A pitcher must be removed from pitching after he has hit 4 batters. He may not re-enter. This rule may be waived by the umpire if he feels the batters are not attempting to avoid being hit.