

Player / Machine Pitch Transition

4th & 5th Grade



General Game Rules

1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs, 5 runs or a team batting through their line up, whichever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
3. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or no new inning can begin after 1 hour and 30 minutes. Games CAN end in a tie.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. An 8 player minimum is required to field a team. You can pick up players from other Cedarburg fall ball teams of the same age. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
10. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
11. There is NO infield fly rule.
12. We suggest all boys wear protective athletic cups.
13. The coach of the batting team will call balls and strikes from behind the pitcher while the coach of the fielding team will be the base umpire. Each will switch at the end of each half inning.

Running

14. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
15. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
16. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
17. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

Pitching

This division is meant to transition the players from machine pitch to player pitch. The rules provide for three methods of pitching: machine, Coach, and player pitch. The season could begin with the machine if needed, and transition to Coach/player pitch by the end of the season.

18. The goal is to use player pitch as the default method of pitching; coach pitch may be allowed as noted below to speed up play. Coaches may also opt at the beginning of the game to use the pitching machine.
19. Pitching rules for **player pitch**:
 - a. There will be strikeouts and walks using player pitch. The mound will be placed at 46 feet. This is from the back tip of the plate to the front of the rubber.

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- b. When using player pitch, there are 2 walks per inning per team, after that, once 2 walks have been given, and the count goes to 4 balls, the coach for the batting team will come in and pitch to that batter, until he/she is either out or gets a hit. Then the pitcher will come back in to pitch to the next batter, and if that batter gets to a 4 ball count, then the coach will come in again and pitch to that batter until he/she is out or gets a hit.
 - c. If a pitch from another player hits the hitter, the batter receives first base and it does NOT count as a walk for that inning. If a player hits three hitters in any inning, a coach will come in to pitch and finish the inning. If a coach hits a player, they do not receive first base.
 - d. When using player pitch, the following pitch count rule will be used. Each team coach will designate a parent to keep a pitch count.
Pitchers are limited to 2 innings OR 75 pitches whichever comes first.
 - e. Pitchers of this age must adhere to the following rest requirements:
 - 66 or more pitches in a day = four calendar days of rest
 - 51-65 pitches in a day = three calendar days of rest
 - 36-50 pitches in a day = two calendar days of rest
 - 21-35 pitches in a day = one calendar day of rest
 - 1-20 pitches in a day = no calendar days of rest
 - f. If a pitcher pitches 41 or more pitches in a game they cannot play the position of catcher that day.
 - g. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 - h. A pitcher once removed from the mound cannot return as a pitcher.
 - i. A player may not pitch in more than one game in one day.
20. When using **coach pitch**, there are NO walks. The number of strikes that the batter has at the time of the walk will remain on the count when the coach comes in to pitch. Batters will get a maximum of 8 pitches or three strikes (including the strikes remaining on the count from the player pitch) whichever comes first. Coach Umpires will NOT call strikes if the batter does not swing, otherwise three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the 8th pitch or successive pitches after the 8th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play.
21. When using a **pitching machine**, each batter will get 8 pitches. There are NO walks. Coaches will NOT call strikes if the batter does not swing, otherwise three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the 8th pitch or successive pitches after the 8th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play.