MODIFIED PLAYER PITCH RULES
3rd/4th Grade Division

Playing Time
At the YMCA we want each player to have the opportunity to play and learn the game. Therefore, coaches must strive to provide each player with equal play time in every game for the players present. A player will be allowed to participate in a game if the player has missed a practice, however all players should be encouraged to attend all practices.

Players
Teams will play with only 9 players in the field at one time. Defensive players will be placed into the standard positions.

Each player will be given the opportunity to play any and all positions that they are interested in throughout the season regardless of his/her ability level. No child will be given one position to play for the entire season.

Equipment
Players are required to wear a YMCA baseball jersey, shoes, socks, and shorts or long pants. Soft rubber cleats are the only type cleats allowed.

Players must wear approved helmets while batting and on the base paths. All players must wear a baseball glove at all times while in a defensive fielding position. Catcher equipment will be provided by the YMCA.

RIF 5 balls will be used.

Field Requirements
All bases will be placed 60 feet apart. A pitcher’s mound will be 40’6” from home plate.

Games
At the start of the game, choice of first team at bat is determined by the flip of a coin or by odd/even. Games will last for approximately one and a half hours or 5 innings. A new inning will not be allowed to start after an hour and 20 minutes of play.

Umpires will be provided for this age group.

No coaches will be allowed in the defensive field during play. There will be a first base coach and a third base coach supplied by the offensive team during its turn at the plate.

Pitchers may only pitch a maximum of three innings a game. If a pitcher is replaced on the mound for any reason, he/she may not return as a pitcher during the game. However, they can play any other position in the field.
Rules of the Game
All players will be allowed to bat and are to be listed in the batting order. The batting order will be set after the first inning.

Each starting pitcher will get 8 warm-up pitches prior to the start of the game, and there will be 4 warm up pitches prior to each half inning thereafter.

A player’s turn at bat will end when: a ball is put in play, the batter is hit by a pitch from the opposing player pitcher, or the batter receives three strikes. *There will be no walks in this division.*

If the player pitcher throws 4 called balls to one batter, a coach from the batting team will come in to pitch, and inherit the strike count. The player pitcher will remain on the field next to the pitcher’s mound for defensive purposes. The coach will not play defense, and will attempt to get out of the way of any ball put in play.

The coach will throw a maximum of 3 pitches, and the player’s turn at bat will end with either a ball put in play, or a strike out. **Foul balls will be unlimited – A hit-by-pitch by the coach will result in a ‘no-pitch’ and attempted again.**

No bunting allowed. No infield fly rule. A dropped third strike will result in an immediate out. A throw to first is not required.

A team’s turn at bat is completed when any of the following occur: a team makes 3 outs, a team scores 7 runs, or a team has batted through the line-up once. No batter may bat twice in one inning.

No stealing or leading off. A base runner may not advance until the ball is hit. Base runners must tag up on fly balls. A base runner leaving the base paths in order to avoid a tag is to be declared out.

Runners shall only advance one base on an over thrown ball. This includes balls that leave the infield playing area even if it remains in fair territory in the outfield.

The basic rules and traditions of baseball should be followed teaching the players the rules of the game while allowing them to have the most play possible in a safe environment.

Additional YMCA Rules
All coaches and participants will recite the YMCA Youth Sports pledge prior to the start of the game.

Opposing parents/coaches and players will shake hands after each game.

Parents and coaches are role models for our young and impressionable participants and therefore are expected to follow the YMCA code of conduct and demonstrate the highest standards of sportsmanship.