



Cornhusker State Games Baseball

Minors: 3rd & 4th Grade Rules

Follow the Little League Rule Book for your league at all times except for the following exceptions/clarifications.

- Base paths are 60'. Pitching rubber is 44' from home.
- A game is **6 innings or a 1 hour 40 minute time limit**. No full inning will start after the time limit has expired.
 - Coaches should be prepared to start your game at the scheduled time.
 - There is a 15 run rule after 3 innings and 10 run rule after 4 innings of play.
 - If the HOME team is winning the game in the final inning, the HOME team will not bat again.
 - Round Robin Games may end in a tie.
 - If Seeded Games end in a tie, then International tie-breaker rule will be used.
- Maximum of 5 runs allowed to be scored per team per inning (If runner on base and hit occurs, play will continue but 5 runs will be recorded).
- No warming up is allowed on the infield.
- Home team is decided by a coin flip prior to the game. Game balls provided by State Games.
- Pitchers may pitch a maximum of 8 innings for the tournament with MAX of 2 innings pitched per game only. One out will be considered one third of an inning. If a pitcher appears in an inning and does not record an out, no time will appear on his record. A pitcher once removed from the mound may not return as a pitcher in that game. Pitching cards will be used in order to keep everyone honest.
- Only Three coaches allowed in dugout (Head coach and two Assistants). While team is up to bat may have 1st & 3rd base coaches. While team is on defense the three coaches are in dugout (One coach only can come out of dugout to instruct positioning before pitch).
- A continuous batting order will be followed. All players in attendance will bat even when not playing in the field. This allows for unrestrained substitutions. Late-arriving players should be inserted at the end of the batting order.
- If team drops below 9 players due to injuries or other circumstances then when team is up to bat an "OUT" will be recorded for those players that are unable to bat but only if team does not have 9 players in current batting line-up.
- No swearing. No throwing of helmets, bats or other objects. **Players and Coaches, this is your warning.**
- Rooting for your own team is encouraged. Rooting against the other team is not allowed. Players doing so may be ejected by the umpire. Fans doing so may cause your team to forfeit.
- The decisions or ruling of the umpire is final. There are no protests.
- Medical necklaces must be taped to the front of the player's shirt. Otherwise, no jewelry allowed. This includes watches and earrings.
- Batting helmets must be worn at all times for base runners. The umpire may call a player out without warning for removing a helmet.
- Bats shall not be more than 32 inches in length; and not more than 2 3/4" in diameter.
- Metal cleats are not allowed.
- The dropped third strike rule **is not** in effect. If the catcher drops the ball on the third strike the batter is out.
- Infield Fly Rule **is not** in effect.
- No Look –Backs: Base runner **cannot** advance to second base after a walk. Only allowed to advance one base.
- Base Running:
 - No leading off.
 - Runners may steal all bases, must stay on base until pitch crosses plate.
 - A runner will be called out and may be ejected from the game if a slide or contact with fielder is determined to be malicious or intentional.
 - Runner **MUST** slide on a close play or **risk** being called out or ejected from the game.
 - Runner must make an effort to avoid running over the defensive player or risk being called out or ejected.
- Any coach or player ejected from a game by an umpire:
 - Player will sit for the next game and may play again after sitting the next full game.
 - Coach is done for the tournament.

International Tie-Breaker:
Last batter up previous
inning will begin extra inning
as base runner on 2nd base.
Inning must be completed.
Will resume until winner
determined.

The following rules will be used to determine final standings in case teams have same record.

1. Win/Loss Record
2. Least runs allowed in first 2 games.
3. Run Differential (maximum of 10 runs per game) in first 2 games.