

# Wrecking Crew

3<sup>rd</sup> & 4<sup>th</sup> Grade BLUE

## 2019 BASEBALL Schedule



### CEDAR VALLEY SUMMER LEAGUE

<u>Date</u>	<u>Day</u>	<u>time</u>	<u>H/V</u>	<u>Location</u>	<u>opponent</u>
7-May	Tu	6:00	H	Birdsall 4	Hudson Gold
9-May	Th	6:00	V	LaPorte City	LaPorte
14-May	Tu	6:00	H	Lions	Hudson White
16-May	TH	6:00	V	Fairbank	Wapsie Fairbank
21-May	Tu	6:00	H	Lions	Tripoli
23-May	Th	6:00	V	Denver	Denver Maroon
28-May	Tu	6:00	V	Gilbertville	Jr. Dons White
30-May	Th	6:00	V	Jesup	Jesup Blue
4-Jun	Tu	6:00	V	Hudson	Hudson Navy
6-Jun	Th	6:00	H	Birdsall 3	CF Purple
11-Jun	Tu	6:00	H	Birdsall 4	CF Red
13-Jun	Th	6:00	H	Lions	Wapsie Readlyn
18-Jun	Tu	6:00	V	Denver	Denver Gold
20-Jun	Th	6:00	V	Gilbertville	Jr. Dons Blue
25-Jun	Tu	6:00	V	Jesup	Jesup Orange
27-Jun	Th	6:00	H	Lions	Hudson Gold



Team Coaches will be in contact with each other as we approach away games.

Coaches will then pass along the directions to other town's facilities to Wrecking Crew players and families.

This team is sponsored by



**Kiwanis**  
CEDAR FALLS  
ROUGH RISERS

## 3<sup>rd</sup>-4<sup>th</sup> Baseball Rules

- Visitors will take the field for warm-ups at 5:45, or fifteen minutes prior to game start time, to be followed by the home team infield for 7 ½ minutes. Games will start at 6:00 PM.
- All games are considered double headers, 2 games lasting one hour each with 5 minutes only between games.
- If 60 minute time limit is reached before 4 innings are completed, the score will be that at the end of the last completed inning (no new inning to be started after 50 minutes)
- Minimum of 8 players on the field or a team will forfeit, or game must be rescheduled unless otherwise discussed and agreed upon by both coaches.
- Cancellations – Home team decides and must call at least at least 90 minutes prior to scheduled game time.
- Opposing coaches need to agree on start time at the beginning of the game and final score at end of the game
- 4 runs or three outs per inning (6 runs max in final inning, coaches must decide on time)
- 10 Defensive positions maximum (4 outfielders- left, left center, right center, and right)
- Home team provides one new ball and two other good condition balls
- Defensive player cannot block base path without possession of the ball
- All games need to be made up before July 1<sup>st</sup>
- Rain outs to be made up based upon availability as determined by both team's head coaches

### Batting

- Batting the entire lineup will be at the coach's discretion. Open substitutions, but players cannot bat more than once during a 10 player rotation.
- 2 step lead off from the base before the pitch
- Base stealing- after pitch crosses the plate
- Home base is closed on passed balls as well as overthrows. **Overthrow Rule:** Runner advances at own risk but cannot advance to home on overthrow. Can only advance one base on an overthrow. If ball is hit into play, rule does not apply.
- Players must slide into home on a play with a "catchable ball" or will be called out. (this is at umpires discretion) Absolutely no arguing with the umpires on their call of this rule. This is a judgment call for player's safety.
- No infield fly rule is in place
- No drop third strike rule
- No bunting is allowed.
- Throwing the bat – first time team issued a warning – second time batter is out and runners can't advance
- Foul Tips legally caught by the catcher will be an out- foul tip on strike three caught by catcher is a strike out
- Big barrel bats **ARE** allowed

### Pitching

- Pitching rubber – 46 ft from a 6" mound if you have one.
- Strike zone- width of the plate plus one fist inside/outside (from the edge of the white) between the knees and chest of the batter in a standing position
- A pitcher can only pitch 3 innings per day (one pitch counts as an inning) – they do not have to be consecutively
- 5 pitches at start of game or when new pitcher enters
- 3 pitches max between innings for regular pitchers
- If the pitcher hits 3 players in any game, player needs to be moved to a different position (refer to batting rule for **ONLY** exception to this rule)
- No coach pitch, runners will walk after 4 balls or strike out after 3 strikes.

### Sportsmanship

- Sportsmanship – players, coaches, and fans are expected to display good sportsmanship
- Coaches have the responsibility of controlling abusive fans
- Coaches should not argue judgment calls with the umpires
- Umpires have the right to eject players and coaches and may declare a forfeit when appropriate
- **Home teams are encouraged to provide 2 umpires to make sure the game is called as accurately as possible.**