



Falcon League Rules

Grades 3 & 4

U.G.S.A. Rules

- Time Limit-1 hour or 6 Innings.
- **Mercy Rule:** 15 runs after three innings, 12 runs after four innings and 8 runs after five innings.
- If the game is called for weather or other reasons, the team ahead is declared the winner if 2 or more equal innings have been completed.
- A batter may not advance on a dropped third strike.
- If a batter receives a base on balls they may not advance past first base.
- **NO** infield fly rule.
- Bunting will not be allowed. If a bunt is attempted, the pitch will be counted as a strike.
- Stealing is allowed, but base runners shall not leave their bases until the pitched ball has reached the batter. Runners are not allowed to steal home when leading by 12 or more runs.
- We encourage all players to slide to avoid collisions and contact. If a player does not slide and the umpire feels that interference occurred as a result of such conduct, the runner is out.
- All helmets must have a face mask that meets national safety standards.
- All play must stop when the pitcher is standing within the pitching 8 foot radius circle and the ball enters or passes through the circle – regardless of whether the pitcher catches it or not. Base runners must go to the nearest base.
- Pitching distance will be 32 feet.
- No metal cleats allowed.

Saratoga Springs Softball Rules

- At the 55 minute mark, the current inning will be completed with no new innings added. The only exception is if the home team is batting at the 55 minute mark, and CANNOT score the necessary runs to win the game, the game will end. Otherwise the game will continue until the home team either scores the winning run or 3 outs are achieved.
- There will be a 6 run offensive limit. The last play will be live. This will allow more than 6 runs to be scored. Once the play is completed teams will switch. No extra innings will be played during the regular season. Games can end in a tie.
- **FALCON ONLY RULE:** Games will be played with a 4 walk rule max per inning. The walk rule is per inning, per team, not per pitcher. Walks are classified as base on balls, not hit by pitch. After four base on balls, the batter must hit, get hit, strikeout, or get out by a fielded ball. Pitches that are called a ball do not count towards the strike/ball count. The umpire may ask for the pitcher to be replaced if a hittable pitch cannot be made. If there is not another player able to replace the pitcher, the opposing team's coach will pitch. Batters cannot strike out if a coach pitches. Walks do not reset for the new pitcher. Player pitcher must resume in the next inning- at least until 4 walks are achieved. This rule is for season play only.
- **DURING TOURNAMENT ONLY-** When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker. The runner will be the last out of the previous inning and will begin on third base.
- The Home Team will take the 3rd base dugout and will have last at-bat. During the tournament the higher seeded team will be home team.



Falcon League Rules Cont.

Grades 3 & 4

- No automatic out will be in effect if there are 8 or more players (7 players would constitute one automatic out)
- All players will bat regardless of whether or not they play in the field.
- **There will be no ball shagger!**
- Keep it positive, keep it fun!



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