



## **Boys/Girls Intro Rules:** **(5 – 6 Year Old's)**

03/04/2022

### **REGULAR SEASON**

#### **GAME SPECIFICS:**

1. Games shall consist of a maximum of 3 innings. No inning shall start after 1 hour, and there is a drop-dead time of 1 hour 5 minutes. At this point, the game is over, teams will clear dug outs and the following game will start.
2. In the event the game is cancelled due to weather, the league will determine if the game will be rescheduled. Generally, Intro games will not be rescheduled after a minimum of 10 games per team is reached.
3. The league will supply a plate umpire. There will be no field umpire. The base coaches will help make these calls. The 1<sup>st</sup> base coach will call 1<sup>st</sup> base and the 3<sup>rd</sup> base coach will make the calls at 2<sup>nd</sup> and 3<sup>rd</sup> base.
4. The umpire shall be responsible for the conduct of the game in accordance with the rules and for maintaining discipline and order on the playing field during the game.
5. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, or whether a runner is safe or out is final. No player, coach or parent shall object to any judgment decision.
6. A 9" hard rubber baseball will be used for baseball. A 10" softball will be used for softball.
7. Bases are 50 feet apart. Base path shall be 6 ft wide.

#### **PITCHING / PITCHER:**

8. An official coach of each team will pitch to his/her own team. The coach may pitch underhand or overhand from between the pitcher rubber located at 20 feet from home plate and the 30-foot line for the defensive player. A coach may start with both feet on the rubber and stride forward with one foot and release the pitch.
9. If a coach touches or is struck by a batted ball, the play shall be called dead. All runners return to the base occupied prior to the dead ball. The batter will bat again without penalty and this is not a strike.

#### **BATTING:**

10. Every player from each team bats at least once each inning.
11. If after 3 strikes or 5 pitches from the coach, whichever occurs first, the coach may either pitch additional live pitches or the tee may be used. With either option only two pitches or two swings from the tee are allowed (unless the batter fouls off the 2<sup>nd</sup> pitch or swing). After this the batter is out. **LIVE PITCHES:** The batter is allowed only two additional pitches unless the 2<sup>nd</sup> pitch results in a foul. The batter is allowed unlimited fouls after this. The tee may not be used if the coach elects additional live pitches. **TEE:** A swing is defined as the player swinging and missing or striking only the tee with the bat. If the player hits

the tee and the ball simultaneously this will be considered a hit if the ball lands in fair territory. The batter is allowed unlimited fouls for the 2<sup>nd</sup> swing.

12. Bunting is not allowed (an accidental miss hit is ok). Penalty is a called strike.
13. **GROUND RULE DOUBLE:** If a ball bounces over the fence or rolls under the fence it is a ground rule double. During tournament, if the last batter hits a double, it will stand as a double. There is not an option to re-hit.
14. **LAST BATTER:** The offensive coach must notify the opposing team when the last batter for the inning comes to the plate or the batter is called out and the inning is over with no runs scored from their hit. To end play on the last batter one of the following must occur:
  - a. There is a traditional out (caught fly ball, force out at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>, tags, etc.).
  - b. The last batter strikes out
  - c. Or a defensive player **throws or hands the ball to the pitcher and he/she touches home plate** – only the pitcher can touch the plate to end the inning unless there is a traditional force out.

### **BASE RUNNING / MAXIMUM BASES:**

15. There is no Infield Fly rule.
16. There is no leading off or base stealing. The umpires and coaches will warn the players and try to educate them on this rule. A baserunner may not leave the base until the ball is hit. Excessive noncompliance of the rule may result in the runner being called out.
17. If a ball is hit and fielded in the infield (any infielder catches, fields, or stops the ball), the most any runner can advance is a maximum of 2 bases, no matter what. The batter may take 2<sup>nd</sup> base, a runner on 1<sup>st</sup> may advance to 3<sup>rd</sup> base and a runner on 2<sup>nd</sup> may take home, all at their own risk.
18. If a batted ball goes into the outfield (grass), it must be fielded by an outfielder and thrown to an infielder. Once the infielder has possession of the ball on the dirt, any runner may continue to the base he or she is going to and only that base at their own risk. A coach shall call time when the runner's progression has stopped. Infielders can attempt to throw out runners.

**Note:** The runners do not automatically advance, this is just the limit. They advance at their own risk.

**Example:** A runner is on 1<sup>st</sup>, the batter hits a grounder to the shortstop. The SS fields the ball and throws to 2<sup>nd</sup> base in attempt to get the runner out. The ball is overthrown and goes into right field. The runner advances to 3<sup>rd</sup> base and the batter proceeds to 2<sup>nd</sup> base. The right fielder throws the ball over the 2<sup>nd</sup> baseman's head. The runners may not advance any further, because they have reached their 2-base limit on an infield hit. A smart coach will take advantage of this rule and encourage their team to throw the ball which teaches covering bases, backing up play, and base in general. The smart coach knows the inevitable overthrow will not penalize their team. In the long run, the players will benefit from this rule because they will understand the object of the game.

19. An infielder is prohibited from fielding an outfield ball. Likewise, an outfielder is prohibited from fielding an infield ball (ball on the dirt). *If there are 2 or less outfielders, an infielder may go out and field an outfield ball but must throw the ball to an infielder (he may not run it in).*
20. No more than two coaches shall be on the field at one time. Two defensive coaches (must be in outfield) and two offensive base coaches. The coach pitching is not included in this rule.
21. If a defensive coach interferes accidentally or intentionally with an offensive play (ball hit to outfield) the play will be ruled a double with runners advancing accordingly.

## **DEFENSE:**

22. The defensive pitcher will begin play between a 30 foot and 40-foot chalk line and may be 10 feet left or right from a straight line of home plate and 2nd base. Both player's feet must be on, or between, the 30 foot and 40-foot line. The defensive pitcher cannot advance forward until the ball is hit but may move back as soon as the pitch leaves the coach pitcher's hand.
23. No player other than the pitcher may be closer than 35 feet to home plate until the ball is hit-
24. Coaches are required to field all players present on defense. The defensive team shall not position more than 5 players in the infield at one time.
25. Each player must play one inning of infield and one inning of outfield; this rotation should be completed within 2 innings if mathematically possible. However, for safety reasons, a coach may choose to not put a player in the infield. If a coach chooses not to put a player in the infield, he or she must notify the umpire of the safety concern and must obtain approval of the umpire. It is important for all players, if capable, to play in the infield each game.
26. Defensive players may not switch positions during the inning unless there is an injury or safety concern.
27. Defensive players may not roll or bounce the ball when attempting an out at a base. If a defensive player intentionally rolls the ball to another player in an attempt to get an out, the base runner will not be called out, and will be awarded an additional base. An additional base may also be awarded at the umpire's discretion if he/she thinks a player is intentionally bouncing the ball.
28. The catcher position will **NOT** be used in this age group.

## **SAFETY:**

29. No On deck batters.
30. Any player throwing a bat will receive one team warning. If any player on that team throws the bat again, they could be called out at the umpire's discretion.
31. Each batter and runner must wear a batting helmet. ALL GIRLS MUST WEAR A FACEMASK on her helmet. Helmets may not be intentionally thrown off while running bases. Penalty for throwing off the helmet shall be an automatic out for the base runner.
32. The catcher must wear a chest protector, shin guards and helmet mask.
33. The umpire will adapt rules as necessary to accommodate players with special needs or as necessary for safety precautions.

## **COACHES' RESPONSIBILITIES:**

**Visitor Team: Rake:** The visiting team of the last game of the day/evening must rake the field. Level out all areas that are low such as the batter's box, around each of the bases and the pitching mound. This will prevent water from pooling if it rains and creating a better chance that the field will be playable if it does rain.

1<sup>st</sup> base coach-Make calls at 1<sup>st</sup> base.

3<sup>rd</sup> base coach-Make calls at 2<sup>nd</sup> and 3<sup>rd</sup> base.