

5th & 6th Grade Local League Baseball Rules

MSHSL Official Baseball rules will apply for the league with these exceptions:

1. Official Rosters must be turned in the Friday before league play begins

- a. May 26th, 2024

2. Game Play

- a. Game time is 6:00 pm unless scheduled otherwise.
- b. At 15 minutes past start time the plate umpire will declare any team not present a forfeit
- c. Game Ball: Hard Inner Core 9" white baseball
- d. Six inning games will be played.
 - i. If a team is behind by 10 runs after 5 innings or 20 runs after 4 innings the game will be complete.
- e. In case of rain or darkness, four innings will constitute a complete game (umpire discretion).
- f. No inning will be started after 1 hr & 45 minutes.
- g. Rainouts lasting less than 4 innings
 - i. These games continue at the point where it was left, same score, same inning. Batting order and positions are discretion of the coach as not all the same players may be available.

3. PROTECTIVE GEAR

- a. Everyone in the field of play must wear batting helmets at all times. (Field of Play constitutes not in the dugout or behind a fence.)
- b. All catchers must wear chest protectors, catcher's mask/helmet, and shin guards (both during warm ups and during the game). Catchers must also wear a cup,
- c. Molded/Rubber/Plastic Cleats only.
- d. No jewelry allowed.
 - i. Exceptions: Newly pierced ears, medical alert bracelets or necklaces, and so on.
 - ii. If worn they must be taped to the body and medical information must be available.
- e. During games, players must stay in the bench area while not in the field or batting. One coach on each baseline only.

4. PITCHING

- a. No player shall pitch more than 2 innings in any game (innings must be consecutive) or 6 innings in any one week.
- b. Any pitcher that hits three batters must be removed from pitching for the balance of the game.
- c. A partially pitched inning is considered a full inning pitched, regardless of the number of batters faced in the inning and regardless of whether it is the starting pitcher or the relief pitcher.
- d. Warm up pitches
 - i. 6 pitches to start the game or for a new pitcher
 - ii. 4 pitches in between innings if it is the pitcher from the previous inning
- e. Pitching rules remain the same for any extra innings played.
- f. A pitcher shall use a legal windup motion and delivery, (a stretch is legal).
 - i. A violation will be called a balk, and considered a no pitch.
 - ii. NO PENALTY WILL BE TAKEN ON A BALK
 - iii. The umpire or manager will then explain to the pitcher what the problem was.
- g. No breaking balls are allowed. Only Fastballs and Change-ups
- h. During post season play, a player may pitch 3 innings per game (innings must be consecutive). The pitch limit stays at 6 innings per week.

5. Dimensions

- a. Pitching distance is 50 ft. no less, from the tail of home plate
 - i. 51-52 ft. is ok if your field is set up that way.
- b. Base distances are either 60 ft. or 65 ft.

6. BATTING ORDER

- a. All players present will be in the batting lineup. The lineup must stay the same throughout the entire game, unless an illness or injury forces a change.
- b. If a player leaves for injury or illness their spot in the order will not be considered an out unless dropping below 7 players
- c. Any player leaving the game for injury or illness may return to play at coaches discretion unless removed for a head injury.
- d. Batting out of order is considered an out.

7. SUBSTITUTION

- a. Free substitution of players is allowed including the pitcher.
- b. All players must play at least 3 innings defensively in six inning game

- i. with the exception of a shortened game, because of the maximum run rule. Must still play 2 innings (non-consecutively is ok)
- ii. Or in the case of a coach benching a player for unsportsmanlike conduct, in which case the coach must notify the opposing coach and umpire.

8. COMPLETE INNING

- a. A complete inning shall be 3 outs or a maximum of 5 runs in one teams at bat, except last inning.
- b. The inning ends at 5 runs, unless it is the last inning of the game, the last inning has no run limit.
- c. Coaches need to coordinate with the umpire when you are close to the end of the game/time limit. The last inning must be declared as such prior to the start of it.
- d. When the last inning has been declared, BOTH teams will be subject to the "Unlimited Runs LAST Inning rule" The maximum playing time may extend past 1 hour 45 minutes to complete the last inning
- e. Game called due to weather or darkness
 - i. If in the middle of an inning and both teams have not had a full at-bat, the score reverts back to the last full inning completed.
 - ii. Unless there have not be 4 innings completed, if this is the case the game should be suspended and played at a later date.

9. ROSTER

- a. There will be no more than 18 players on a roster.
- b. Ten players will be used defensively (minimum is 7 players)
 - i. 4 Outfielders will be used
- c. If a team is playing with 7 players and a player must leave the game then that spot in batting order will be declared an out.
- d. Official Rosters must be turned in to Joe Duffy by May 31st as stated in rule 1.

10. NO PROTEST

- a. Umpires judgment calls may not be protested.
- b. All rule violations will be settled immediately by the umpire and managers.
- c. Umpires decision is final.

11. No PROFANITY, SMOKING, or TOBACCO use is allowed by anyone

12. INFIELD FLY

- a. Infield fly rule will apply.

- b. Infield fly rule is a pop fly, not a bunt pop up, that occurs with runners on at least 1st and 2nd base when there is 0 or 1 out. In these situations the batter is out, and runners may advance on their own as a normal fly ball.
- c. The umpire should call out "Infield Fly" when he/she realizes it. The batter is out even if the ball is dropped, as long as it is in fair territory and the umpire judges it to be an infield fly.
- d. A bunt popped up is not an infield fly.

13. BUNTING is permitted at any time

14. GROUND RULES

- a. The home team determines the ground rules
- b. On fields without side fencing coaches and umpires should agree on the out of play lines prior to the start of the game.
- c. Side fences shall be out of play lines.

15. GAME BALLS

- a. each team must supply one new game ball, 9" Hard inner core

16. RAINOUTS

- a. Both teams must agree on a makeup date. If there is not a make-up game schedule then the game can be ruled a no-contest.
- b. A team may reschedule a game due to lack of players or field conflict, providing they give the opposing team a minimum of one week notice of need to reschedule.

17. UMPIRES.

- a. Home team will furnish the umpire.
- b. The umpire may be a coach of, or relative of, either team.
- c. If no umpire shows up, the managers of the teams must mutually agree on how the umpiring shall be handled. Typically the coach of the team in the field will umpire from behind the pitcher. Or the coach of the batting team can umpire from behind the pitcher.

18. OVERTHROWS

- a. On overthrows (balls in play), the base runner can attempt to advance at her own risk.
- b. Over the fence and out of play balls equal 2 bases from the time of the pitch

19. LEADING OFF

- a. is only permitted after the ball crosses home plate.
- b. It is an automatic out if the runner leaves early, and all base runners must return to their bases.

20. STEALING

- a. A baserunner may steal 2nd or 3rd base at any time after the ball crosses home plate.
- b. Advancing to home plate can only happen on a bases loaded walk or a batted ball in play.
- c. **Stealing home on a passed ball is not allowed**

21. SLIDING

- a. The MSHSL rule on sliding will apply
- b. Any runner that has a play being made on them has to make an attempt to avoid contact with the fielder. (Generally includes but not limited to sliding, moving out of the way, or giving themselves up.) "Umpires Discretion"
- c. A batter runner does not have to slide into 1st base, running from home to first.
- d. Penalty for not making an attempt to avoid contact is the umpire calling the base runner out.
- e. Fake tag or decoy tag may not be used by a fielder. The penalty is the base runner is awarded one extra base, beyond their position.

22. COURTESY RUNNER

- a. Is encouraged to be used for the catcher, if catcher is on base with 2 outs, the courtesy runner will be the player who made the last out.

23. SCOREBOOK

- a. The home team score book is the official score book. It is the visiting team's responsibility to check the official score book inning by inning.
- b. Any discrepancies to be worked out by the coaches and umpire
- c. The Umpire's ruling is final.

24. THIRD STRIKE

- a. A batter is out on a third strike even if the catcher drops the ball or misses the catch, but the ball remains alive. Any other base runners may advance at their own risk.

25. THROWING OF THE BAT

- a. Base runners may not advance when an out is called in this situation. Safety of the players is the major concern.
- b. Is only an out if it interferes with a fielder's ability to make a play or becomes persistent.

26. BASE COACHES

- a. Adults or players may coach bases. If players are coaching bases, they must wear helmets.

27. SPORTSMANSHIP

- a. Good sportsmanlike behavior will be regarded at all times. There will be NO HARASSMENT of the opposing team or umpires whether by the coaches, team members or parents.
- b. Cheers, jeers or comments directed at the opposing team or umpires with the intention of harassment will NOT be tolerated.
- c. Coaches should control this.
- d. Umpires may eject a person responsible for harassment or the team will forfeit the game.

28. BORROWED PLAYERS

- a. If you need to borrow a player from another team to play a game, the borrowed player may not play the key positions of Pitcher, Catcher, Short Stop or First Base.