



## **2010 5-6 BOYS BASEBALL RULES**

**Carrollton Website**      [www.carrolltonboosters.org](http://www.carrolltonboosters.org)

### **Carrollton Boosters**

We are a volunteer youth sports organization. Our goal is for Carrollton Baseball to be a rewarding experience for our players and their families. It is important to remember that having fun and learning the skills of the sport are both important parts of a quality youth sports experience. We encourage the spirit of competition but we demand good sportsmanship from all who participate in our program. Sometimes coaches and fans get frustrated or carried away in the excitement of a game. These emotions are never an excuse for anyone to lose sight of our goal to provide a safe environment where children can have fun, learn to play better baseball, and develop into responsible young men and women. It is our responsibility as players, coaches, and fans to make sure that we always act in the best interest of the kids. Winning a championship is an important goal but our greatest aspiration should be that playing baseball on this team this summer will be remembered fondly by every player on our team.

### **Special 5-6 Sportsmanship Note**

It is entirely appropriate to cheer when your team succeeds in a competitive situation. However, striking out in the 5-6 league is a non-competitive situation since the pitcher is not the batter's opponent but his coach. Consequently, it is inappropriate and unsportsmanlike to cheer when a batter strikes out in this league and we would ask all fans to appreciate this and act accordingly.

**2010**  
**CARROLLTON BOOSTER BASEBALL**  
**5 & 6 YEAR OLD LEAGUE RULES**  
**revised April 22, 2010**

**1.0 Game preliminaries**

1. When using a tee three strikes constitute a strikeout, a strike being defined as a swing which does not result in the ball being batted into fair territory. The offensive team's catcher-coach is responsible for removal of the tee once the ball has been batted into play. The tee will be used for the first four scheduled games. At his discretion, the coach may elect to "live pitch" to a player in the first four scheduled games. Rule 2 applies.
2. When using live pitching five strikes constitute a strikeout, a strike being defined as a swing which does not result in the ball being batted into fair territory. After three (3) strikes, the offense's catcher-coach may use the tee for the remaining two (2) strikes. If a batter fails to swing at pitched balls in a timely fashion (umpire's judgment) the umpire will issue a warning to swing after which strikes will be called whether or not the batter swings.
3. Distances - minimum pitching distance 25 feet; bases 50 feet.
4. There is no infield fly rule.
5. There will be no walks, intentional or otherwise.
6. Metal cleats are not allowed.
7. Wood or aluminum bats (maximum 2 1/4" diameter) may be used.
8. Excluding injuries, each team will be allowed only two time outs by coaches during the game.
9. A ball hit over the outfield fence in the air is a home run. A ground rule double will be awarded for any ground ball that strikes or bounces over the outfield fence, or any fly ball that strikes the fence but does not go over the fence.
10. While playing defense each team will be allowed three defensive coaches. The left field coach and right field coach must remain at least 10 feet behind the base lines. The second base coach will remain behind second base.
11. While playing offense each team will be allowed four offensive coaches. The first base coach and third base coach must remain in foul territory in the vicinity of their base. The pitcher-coach will pitch to the batter. The catcher-coach will be the catcher and manage the tee.
12. NO OTHER ADULTS ARE ALLOWED ON THE FIELD OF PLAY.
13. A batted ball striking any coach or the umpire is a live ball.

**2.0 Starting and ending a game**

1. Time Limit: Five innings or 1 hour whichever occurs first. After time expires, the batter at the plate will complete his at bat after which play will end.
2. Games rained out before the start of play will be rescheduled. Games rained out after the start of play may be rescheduled at the discretion of the league coordinator.
3. The score of the game will not be recorded.

**3.0 The Batter/Fielder**

1. The batting order will consist of all players present. Each team shall bat through the batting order each inning without respect to the number of outs. Late arriving players will be added at the end of the batting order.
2. All players present will play in the field each inning. There will be a maximum of 7 infielders located as follows: first base, between first and second, second base, shortstop, third base, left of the pitcher, right of the pitcher. All infielders must remain at least 30 feet from home plate

until the ball has been batted or until the ball has crossed home plate. All remaining players will be outfielders playing at least 10 feet behind the baseline.

3. Every player must play in the field every inning and bat every time through the batting order.
4. Players may play different positions in different innings or in the same inning.
5. A player that becomes ill or injured during the course of a game, such that he is required to leave the field and play is resumed, will be allowed to return to his position in the field or in the batting order at any time.
6. If a starting player becomes ineligible his position in the batting order will be vacated.
7. Bunting is not allowed.
8. Batters must release their bat safely after swinging at a pitch.

#### **4.0 The Runner**

1. Stealing is not permitted.
2. Base runners may not leave the base until the ball is hit.
3. Base runners may advance at their own risk as long as the ball remains inside the foul lines or until time is called by the umpire. The fielding team must stop the advance of the runners by returning the ball to the infield and requesting and receiving time out. Time can not be granted until a defensive player controlling the ball on the infield requests it. Base runners will proceed to the base they were going to when time was requested.
4. Once an overthrow goes past a base, whether into fair or foul territory, the play will be ruled dead and all runners will be awarded one base which will be either the base they occupy or the base to which they were advancing at the time of the overthrow.
5. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called). Any base runner intentionally (umpire's judgment) removing his helmet while play is ongoing will be called out.

#### **5.0 The Pitcher**

1. Pitching will be performed by a pitcher-coach who MUST remain behind the 25 foot pitching line.
2. The pitcher-coach is allowed to coach the base runners.
3. An overhand or underhand moderate speed pitch will be used.

#### **6.0 All boy's baseball leagues**

1. Major league baseball rules and park rules will apply in all situations not addressed in the league rules.
2. Home teams will use the first base dugout. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
3. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of four (4) non-players (head coach and all assistants) will be allowed in each team dugout. One additional adult serving as the official scorekeeper is permitted in the home team dugout in the 7-8 leagues only. One additional adult serving as the dugout coach is permitted for both teams in the 5-6 league.
4. This year there is no on-deck circle or batting cage/warm-up area in the 5-6 league. Consequently, ONLY THE BATTER who is currently at bat is permitted to swing a bat. No other person (coach or player) is allowed to swing a bat either on the field or in the dugout area.

5. Because we do not keep score, no protests may be made in this league.
6. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object it is a home run.
7. Any player wearing a hard cast or splint on any part of his arm or leg is ineligible.
8. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.
9. Rained out games may be rescheduled if both coaches agree, but rescheduling is not required. If a game is rescheduled, it will take precedence over a practice. League coordinators must be informed and approve of a proposed make-up game, and also schedule the game.
10. A League Coordinator may suspend a coach for one (1) or more games, as well as practices with his team, due to misconduct and/or unsportsmanlike conduct of any nature, occurring during or outside of games, regardless of whether the coach's misconduct or unsportsmanlike conduct results in ejection by the umpire.