



## **FISHERS-HSE YOUTH BASEBALL RULES**

### **5<sup>th</sup> and 6<sup>th</sup> GRADE LEAGUE**

**Reviewed and Approved April 8, 2019**

**GENERAL.** The 5th/6th grade league is a competitive league. Scores will be kept for each game with a league standing that will determine the seeding for the League Tournament to be held at the end of the year. Players must be in the 5th or 6th grade. Regular High School Rules and the HSE Youth Baseball “Rules for All Age Leagues” will apply with the following additions noted below. All Rules listed apply to all leagues in the 5th/6th grade unless otherwise noted.

### **HITTING**

1. **Batting Order.** ALL PLAYERS WILL BAT. A batting order will be established prior to the start of the game. Only those players present and part of the official team roster or a player picked up from the Farm system at the start of the game can be in the batting order. This batting order will be kept for the entire game once the game has started. A player arriving after the game has started will be put at the end of the batting order.
2. **Balls and Strikes.** The umpire will call all balls and strikes.
3. **On Deck.** When a team is at bat, all players are to be in the dugout except for the batter at the plate and the on-deck batter. The on-deck batter must be wearing a helmet.
4. **Throwing the Bat.** Throwing of bats by a batter is dangerous. Umpires will warn the batter and the team on the first offense. The second offense by any batter, that batter will be called out. See also Conduct on Rules for All ages.
5. **Bunting.** Bunting IS allowed.
6. **Playing 8 Players.** A team that fields only eight (8) players must count what would be the ninth batter as an out.
7. **Maximum Run Rule.** A team may score a maximum of 6 runs per inning, excluding inning number 6 or subsequent innings after that. In inning number 6 or beyond, a team can score an unlimited number of runs. If it is clear that the fifth inning (or the 4th inning), prior to the first pitch of the fifth inning (or the 4th inning), will be the last inning and ONLY if the umpire and both coaches are aware of this prior to the first pitch, the run limit will be lifted for this inning. A game will be called if a team is ahead by 10 or more runs after the completion of 4 innings; 8 or more after five.
8. **Uncaught Third Strike.** AMERICAN and NLW: The Uncaught third strike rule will not be in effect.  
NLB: The uncaught third strike rule WILL be in effect. The batter becomes a runner when the third strike called by the umpire is not caught in the air or is dropped by the catcher and first base



is not occupied or first base is occupied with two outs. If the runner initially fails to run to first base, he shall be called out if:

- a. He leaves the batter's box and steps on the grass area or equivalent.
- b. He is tagged out.
- c. The ball is thrown to first and the base/runner is tagged prior to the runner reaching first base.
- d. The batter's helmet is removed while on the field of play.

9. **Time Outs.** The coach is allowed to stop play to only one (1) batter per inning while his team is at bat.

## **FIELDING**

10. **Stopping the Runner.** AMERICAN and NLW: If the base runner is forced back towards the base by the defensive team, the base runner is NOT allowed to advance until the next pitch. However, if an attempt is made to throw the base runner out, the base runner may advance at will. This rule is to eliminate delays in the game from the fielder/runner taunting.

NLB: The base runner is free to steal any base at any time except during a time out. A runner forced back towards the base by the defensive team is allowed to steal at any time.

11. **Infield Fly Rule.** The Infield Fly Rule WILL be played. The infield fly rule provides that when a catchable (umpire's judgment) FLY ball is hit in the infield, with runners at first and second or bases loaded and there are less than 2 outs, the batter is called out. The base runners are not forced to advance but may advance at their own risk. The runners must tag up if the ball is caught. They do not have to tag up, even though the batter is called out, if the ball is not caught. Line Drives and Bunts do not constitute Infield Flies. An Infield Fly must be a fair ball. If the Umpire calls Infield Fly, the ball drifts foul, and is not caught, it is a foul ball. The batter continues his at bat. If the umpire calls infield fly and the ball hits the ground fair and rolls foul untouched prior to passing 1st or 3rd base, it is a foul ball and the batter continues his a bat. The umpire must call the Infield Fly while the ball is still in the air.

12. **Field Positions.** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (first base, second base, short-stop and third base), and three (3) outfielders.

## **PITCHING**

**The pitching week is Monday through Sunday**

**NATIONAL WHITE & BLUE and AMERICAN:**

13 a. A pitcher may not throw more than seventy (70) pitches or three (3) innings, whichever is reached first, in a single game. No additional pitching innings are allowed for more than 3 games in a week. Note: The league commissioner may, at his discretion, allow additional innings for the



post-season tourney, i.e. 2 innings for a fourth game, etc. However, all other pitching rules must apply.

13.b. Required rest for all pitchers should adhere to the following chart:

Required Rest (Days)*:	0	1	2	3	4
Number of Pitches:	1-20	21-35	36-50	51-65	66+

*\*Required Rest (Days) is defined as a Calendar Day (midnight to midnight)*

13.c. One pitch in an inning counts as an inning pitched.

13.d. If the seventy (70) pitch count is reached in the middle of an at bat, the pitcher may continue to pitch until any of the following conditions occur: (1) batter reaches base, (2) batter is put out, or (3) third out is made to complete the half-inning.

13.e. The pitcher can NOT re-enter the game as a pitcher once the pitcher has been removed from the game.

13.f. Coaches MUST count the number of pitches and report, to the league commissioner, (1) pitcher's name, (2) innings pitched, and (3) number of pitches thrown.

13.g. No breaking pitches to be taught by League Coaches. 12 and Under: No curve balls are to be thrown by League pitchers. This does not mean balls cannot curve. It means pitchers cannot throw curves.

\*\*\*Any violations of 13a – g will result in the game being forfeited.\*\*\*

13.h. Although not required it is recommended that early in the season (May) coaches should limit the total pitches per game to 60 or less per game (not counting warm ups).

13.i. Warm ups between innings are a maximum of 5 pitches. There is no minimum. The pitcher and/or his Coach determine how many, if any, warm ups the pitcher will throw, up to the maximum of 5. Batters should be next to the batter's box and prepared to start with no warm up pitches thrown. If a pitcher throws his maximum 5 pitches to a Coach he does not get additional warm up pitches to his catcher. Once the catcher gets behind the plate, if the pitcher has thrown 5 pitches, batter is up. Exception: If through no fault of his own he has reached the maximum 5 warm ups and the game cannot proceed, the pitcher may continue to warm up until play is resumed.

14. **Hitting a Batter.** A pitcher that hits three batters in an inning must be replaced with a new pitcher to finish the inning and is done pitching for the game and can NOT re-enter as a pitcher. The new pitcher or another pitcher must pitch the next inning.

15. **Passed Ball/Wild Pitch.** There ARE, passed balls and wild pitches.



16. **Balks.** AMERICAN and NLW: There are NO Balks. NLB: There are Balks

17. **Intentional Walks.** There are NO intentional walks.

18. **Coach Trips to the Mound.** A coach is allowed two trips to the mound to consult with their pitcher in one game. On the third trip, the pitcher must be replaced with a new pitcher. If the second trip is in the same inning as the first trip, the pitcher must be removed for a new pitcher.

## BASE RUNNING

### 19. **Rule # Close Play Safety Rule:**

A. Defender cannot impede base runner in any base path.

B. Defender must give base runner access to all bases. He cannot block any base.

C. Base runner must avoid contact with the defender

D. A player not sliding when a slide is warranted and intentionally hitting another player will be ejected from the game.

*If the defender has the ball in his possession*, he may stand with his foot on the edge of the base for a force out or straddle the base in a position that allows the defender to place his glove between the base runner and the next base for a tag out, whichever is fundamentally appropriate for the play that is about to occur. He cannot block the plate with anything except his glove having the ball in it. If the defender has the ball in his possession in time, he may run up the line to tag the runner or force his retreat. The defender however cannot cause a collision. If the defender has the ball in his possession, the runner must slide, give himself up, attempt to avoid the tag without making contact, or retreat to the previous base. If he cannot / does not do one of the four, he will be out. If the runner collides with a defender with the ball in his possession, he will be out even if the defender drops the ball as a result.

*If the defender does not have the ball in his possession*, he cannot in anyway impede the runner's progress. He cannot stand on or around the base in a position that slows or stops the runner. He cannot be standing in the base path. If he does, the base runner can be awarded the base regardless (refer to base runner interference rule). The base runner has the right to the base path in all cases except when the defender is making a play on the ball that is in the base path. The base runner must avoid a collision with a defender making a play on the ball in his path. The umpire(s) must determine if the base runner is out for not sliding when warranted or if the base runner is safe due to the defender being improperly positioned in the base runners path. Coaches must instruct all runners to slide anytime a play could be close. Coaches must instruct all defenders to cover their base in a way, prior to having possession of the ball, that will not impede the runner. The Player Agent, League Commissioner, and Umpire Commissioner must review any violations of this rule that might warrant further consequences such as additional game suspensions.

**Head First Slides** are **NOT** allowed at any base and will result in an out unless the base



runner is diving back (retreating) to the previous base.

20. **Passed Balls/Wild Pitch.** AMERICAN: The base runner CAN run on a passed ball or wild pitch; however, a runner may not take home on a passed ball or wild pitch unless a play is made at another base. NLW and NLB: Runners may steal any base, including home, on a wild pitch or passed ball. .

21. **Stealing.** AMERICAN and NLW: A base runner can steal any base or home ONLY after the pitch crosses home plate. NLB: A base runner can steal any base or home at any time except during a called time out.

22. **Coach Interference.** NO coach may touch or assist a player between the bases during a play. This is an AUTOMATIC OUT.

23. **Tag Ups.** Runners can tag up on all fly balls (fair or foul) and run if caught.

24. **Infield Fly Rule.** There **will** be the Infield Fly rule.

25. **Lead-offs.** AMERICAN and NLW (60' bases): Leading off will NOT be allowed. NLB (70' bases) : Leading off will be allowed.

26. **Throwing the Helmet.** Any runner deliberately discarding a helmet while running the bases will be declared out by the umpire.

27. **Speed Up Rule.** Speed Up Rule will be in effect. . If your catcher (if he is catching in your next defensive half of the inning) reaches base with 2 outs, he should be replaced on base by the previous batter in your line up that is not still on base.

28. **Leaving Base Early.** AMERICAN and NLW only: Runners cannot leave a base until the ball crosses home plate. If a runner leaves a base early, the umpire will issue a team first offense warning. If a runner leaves early on a ball that is hit and this is the team's first offense, the play will be called dead and the pitch will not count. The batter will resume his position at the plate with the count where it was previously and all base runners will return to the base they previously occupied. The second time any runner on that team that leaves base early in the judgment of the umpire, that runner will be out and the play is considered stopped. If a runner leaves early on a ball that is hit and this is the team's second offense, the play will be called dead and the pitch will not count. The batter will resume his position at the plate with the count where it was previously and any base runners will return to the base they previously occupied except for the offending base runner that will be called out.

## TOURNAMENT RULES

1. At the end of the regular season, there will be a single game elimination tournament. Regular season rules will apply except for the time limit requirement for the Championship game and Guaranteed Playing time exception.



2. **Seeding.** If the number of teams in the league are either 8 or 16 teams, the regular season first place team will play the last place team. The second place team will play the second to last place team. If the number of teams in the league are other than 8 or 16, the regular season top place team(s) will get a bye until the amount of teams remaining can be bracketed for a championship game.

3. **Home Team.** Home team designation will be the team with the highest seeding (Number 1 seed being the highest).

4. **Tie Breakers.** If there is a tie for a regular season place standing, the first tie breaker will be the Head to Head game winner. If there are three or more teams with the same record or a tie in the Head to Head games, the second tie breaker for those teams will be the team with the lowest number of runs allowed for all the games played between the tied group. If there is still a tie, the third tie breaker is the highest number of runs scored for the games between the tied group. If this is still a tie, the fourth tie breaker will be a blind draw or coin toss by the Commissioner to decide the place standing.

### **ALL STAR GAME**

At the Commissioners discretion, there may be an All Star game at the end of the season and after the Tournament. The All Star team will NOT include any Travel team players. The game format, All Star selection and Coach selection will be determined by the league Commissioner.