

5-6 Local League Playing Rules (FALL BALL)

Offense:

All players will be in the batting order; this will not change during the game.

5 Run Limit per inning

After three outs or 5 runs are recorded, the order will resume with the next batter in order.

Each batter must wear a protective helmet when batting and while on base.

Slinging the bat is very dangerous; please take time to correct the batter if this occurs. Batter may be called out after 1 warning. (umpires call)

***Coach will have the option to pitch to a batter or place the ball on the tee. If you choose to pitch, no tee is used, 3 strikes or 5 pitches is an out. If you choose the tee, batter will swing until the ball is hit. No strikeouts.**

***Runners will only be allowed to advance one base on a throw away ball to first base.**

***Runners may only advance 2 bases on any ball hit beyond the outfielders.**

Once the lead runner has been stopped or shows no effort to further advance "Time" will be called by the umpire. Umpire will judge as to the base the trailing Runner advances. Past halfway the runner will be awarded that base.

The pitcher-coach must pitch in direct line with the plate. If the ball hits the coach it is dead and replayed. The coach must make an effort to get out of the way of the ball. Intentionally interfering with the ball will result in an out. If the coach catches a ball hit at him for protection, the ball is dead. Replay.

The coach must exit to the 1st or 3rd base side once the ball has been hit. Do not stand on the field and instruct runners.

If a runner leaves the base before the ball reaches the plate, the runner is out.

Two coaches allowed on the field, one at first and third. The coach-pitcher must exit the field while tee is being used or he can attend the tee. A coach must remain in the dugout while on offense.

Defense:

All players will play on defense but **only 1 player per position on the infield.**

All remaining players must be positioned in the grass of the outfield.

NO CATCHER. A defensive coach will fill this position to return the ball to the coach pitcher.

The 1st baseman and 3rd baseman must remain back 30 feet from home plate until the ball is hit.

No "creeping in" on batter. The SS and 2nd baseman must be behind or in front of the baseline, but must remain behind the pitchers circle. Do not position players in the baseline to run interference.

The player-pitcher must have one foot in the pitchers circle until ball is hit.

The player-pitcher MUST wear a protective helmet with face shield or pitchers mask.

The player-pitcher CANNOT run all over the field tagging runners out. Pitcher must throw the ball if it is fielded within or near the circle.

However he can make plays on runners advancing from 3rd base to home. Pitcher may also make the play on runners to first if the ball is fielded on the move towards first. The intent here is to teach and encourage players to throw and catch the ball.

No rolling the ball to record an out. If the ball is rolled the runner will be safe. The fielder must make an attempt to throw over-handed. But CANNOT throw the ball over-handed straight down to the ground, this will be considered rolling the ball.

The pitcher can toss the ball under-handed to 1st base on a play being made on the first base side. This will be a judgment call by the umpire as to the pitchers positioning to make a play.

Two coaches can be in the outfield behind the defense to give instructions.

General Rules:

70 minute time limit. Do NOT start another inning if you cannot complete within the time limit if two games are scheduled to play on that field.

Both teams must have equal number of at bats.

Coaches will flip for home just prior to game time.

No score will be kept, no book will be kept.

No stealing, walks or infield fly rule.