



2017 5-6 BOYS BASEBALL RULES

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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.

2017
CARROLLTON BOOSTER BASEBALL
5 & 6 YEAR OLD LEAGUE RULES
revised October 27, 2017

1.0 Game preliminaries

2. Distances - minimum pitching distance 25 feet; bases 50 feet.
3. There is no infield fly rule.
4. Metal cleats are not allowed.
5. Any USSSA or USABat approved bat may be used.
6. A ball hit over the outfield fence in the air is a home run. A ground rule double will be awarded for any ball that bounces over the outfield fence.
7. 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.
8. 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.
9. NO OTHER ADULTS ARE ALLOWED ON THE FIELD OF PLAY.
10. A batted ball striking any coach is a live ball.

2.0 Starting and ending a game

1. Each game should consist of at least two innings. Teams should continue to play additional innings as long as sufficient time remains. If at least two innings have been played, no new inning may start if less than 15 minutes remain before the time limit is reached.
2. Time Limit: 1 hour.
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. Late arriving players will be added at the end of the batting order.
2. Each team shall bat through the batting order each inning without respect to the number of outs. The last at-bat of each half-inning will proceed as a normal play, and the batter will not automatically be allowed to circle the bases.
3. The pitcher-coach will pitch to batters on his/her team. If the batter has not put the ball in play by the fifth pitch, and does not hit a foul ball on the fifth pitch, the batter must hit off of a tee. If the batter hits a foul ball on the fifth pitch or any subsequent pitch, the batter will receive another pitch. If the batter fails to either put the ball in play or hit a foul ball on any pitch after the fifth pitch, the batter must hit off of a tee.

Coaches' Note: Please adhere to the five pitch limit. This will keep the game moving. In the past, some batters have been given too many pitches, which slows the game down and causes players in the field to lose interest.

4. A batter who is put out must leave the field and return to the dugout.

Coaches' Note: We are moving away from the past practice, which has generally been to always let players run the bases, even if they are put out. Our hope is that this will help teach the players the game of baseball, keep the game interesting for more advanced players, and increase the level of play in the 5/6 league.

5. 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.
6. Every player must play in the field every inning and bat every time through the batting order.
7. Players may play different positions in different innings or in the same inning.
8. Bunting is not allowed.
9. 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 take extra bases on balls hit to the outfield. When the ball is returned to the infield, base runners who were in the process of advancing to a base may continue to the base to which they were advancing, but the defensive team may attempt to put the runner out.
4. On balls hit to the infield, baserunners who are not forced may attempt to advance at their risk.
5. On overthrows, baserunners may attempt to advance one base at their risk.

Coaches' Note: This is another movement away from the past practice, which was generally to play station to station in all situations. Again, the hope is to keep the game interesting for advanced players and increase the level of play. We also want to start getting players used to picking up their coaches when running the bases. This change will make it more important for the offensive team to have a first base coach and third base coach at all times.

In an effort to simplify things, returning the ball to the infield will stop runners from advancing. There is no requirement that the defensive team call time. Coaches are encouraged, however, to coach their defensive players to call time in order to prepare them for 7/8 baseball and beyond.

6. A base runner who is put out must leave the field and return to the dugout.
7. Out/safe calls at the bases will be made by the coach closest to the base at which the play is made. This means that calls at first base will be made by the offensive team's first base coach, calls at second base will be made by the defensive team's second base coach, calls at third base will be made by the offensive team's third base coach, and calls at home plate will be made by the offensive team's catcher-coach.
8. Batting helmets must be worn by all batters and base runners while on the field of play.

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 boys' baseball leagues

1. 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.
2. 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 dugout coach is permitted for each team.
3. 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.
4. 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.
5. Any player wearing a hard cast or splint on any part of his arm or leg is ineligible.
6. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.
7. 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.
8. There shall be no alcohol or tobacco products in the dugouts or on the fields during games. We are serious about this. A coach is responsible for his assistants and parents following this important rule.
9. 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.

7.0 Modifications for Scored Games (effective July 5, 2017)

1. Replaces Rule 1.1- Distances - minimum pitching distance 25 feet; bases 50 feet except games played on Fields D and E, in which case bases will be at distances set in 7/8 Year-Old League rules.
2. Replaces Rule 3.1- The batting order will consist of all players present. Late arriving players will be added at the end of the batting order. A team must have a minimum of 7 players in its lineup. A team with less than seven players present will not be forced to forfeit. Any vacant spots in the 7-player batting order will be counted as automatic outs, however.

Illustration: Team has only 5 players present for its turn at bat. Players 1-5 all reach base safely. The 6th and 7th spots in the lineup will count as automatic outs. Play will resume with the teams leadoff batter back at the plate with two outs in the inning.

Illustration: Team has only 5 players present for its turn at bat. The fifth player in the batting order comes to bat with two outs in the inning and reaches base safely. The next spot in the lineup is counted as an automatic out for the third out of the inning, and the at-bat will end. Unless two additional players arrive in the interim, the team's next at-bat will start with the seventh spot in the lineup resulting in an automatic out. The leadoff batter will then hit with one out in the inning.

3. Replaces Rule 3.2- Each team will bat each inning until there are three outs or until the at bat where the 7th run scores. This is not necessarily a hard 7-run limit. For example, if a team has scored 6 runs in the inning and the next batter hits a three-run double, all three runs will count. The half-inning will be over after the play ends.
4. Replaces Rule 3.3- The pitcher-coach will pitch to batters on his/her team. If the batter has not put the ball in play by the seventh pitch, and does not hit a foul ball on the seventh pitch, the result is a strikeout. If the batter hits a foul ball on the seventh pitch or any subsequent pitch, the batter will receive another pitch. If the batter fails to either put the ball in play or hit a foul ball on any pitch after the seventh pitch, the result is a strikeout. A tee will not be used in scored games.
5. Replaces Rule 4.7- Out/safe calls at the bases will be made by the umpire.
6. Scorekeeping- Home team is responsible for keeping the official scorebook. The home team coach or his designee must email the score to the league coordinators after each game, with a copy to the opposing team's coach. Coaches are encouraged to consult one another on the score at regular intervals during the game to minimize any questions or disputes.