

## 5<sup>th</sup> & 6<sup>th</sup> Grade SWCL Youth Baseball Rules

### **WIAA RULES WILL BE USED EXCEPT FOR CHANGES LISTED BELOW**

#### 1) FIELD

- a) Pitching Distance: 50 feet from the back of home plate to the front of the pitching plate.
- b) Bases: 70 Feet.
- c) All Extra rubber mounds must be removed

#### 2) EQUIPMENT

- a) Helmets: When outside the dugout, all members of the batting team must wear a helmet. The first time a player of the team at bat is caught outside the dugout without a helmet the team will be warned, each time after the team will be assessed an out.
- b) Catcher Gear: Throat guard, mask, chest protector, cup, and helmet are required equipment for catchers.
- c) Footwear: Metal cleats are prohibited.
- d) Bats Must be:
  - (1) Approved Bats
    - (a) USA Baseball Bats- Maximum length 32". Maximum 2 5/8 diameter.
    - (b) BBCOR Bats- Maximum length 32". Maximum 2 5/8 diameter
  - (2) If a NON-APPROVED/ILLEGAL bat is brought to the batter's box
    - (a) First offense: GAME IS FORFEITED and PLAYER IS SUSPENDED FOR NEXT GAME-WE RECOMMEND FINISHING GAME (we want to see kids play, the player)  
Second offense: TEAM FORFEITS THE LEAGUE TOURNAMENT
    - (b) **\*\*All offenses must be reported to League Commissioner.**
    - (c) The board will report this suspension to the next games head coach.
- e) Balls: Must be stamped or marked Little League approved.
  - (1) Balls stamped or marked "Official League" are not acceptable.
  - (2) Home team is responsible for providing one new ball and one good spare.
- f) Player Number: All players must have a number on their uniform/shirt.

#### 3) GAME

- a) Games will be played at 6pm and 7:30pm unless agreed on by coaches.
  - i) Fields that do not have lights will have no game starting after 6pm
- b) Length of game:
  - (1) 6 innings or 90 Minutes, whichever comes first.
  - (2) No new inning shall begin 90 minutes after the start of the game.
  - (3) The NEW inning starts immediately after last out of previous inning. Once an inning has started the inning must be completed if the home team is behind.
  - (4) Games tied after 6 innings or 90 Minutes, whichever comes first
    - (i) The game is scored as a tie.
- c) Innings 1-3 are closed innings. Innings 1-3 you can score max of 4 runs. NO CONTINUATION. Innings 4-6 are open innings.
- d) Mercy Rule: 10 run rule in the 4<sup>th</sup> inning after the team that is behind has batted. Scoring stops after the play that puts the home team ahead by 10 or more runs.
- e) Number of players:
  - (1) 10 players are allowed on defense, a team may start with 8 players but forfeits with less than 8 players.
  - (2) No out will be assessed for the 9<sup>th</sup> and 10<sup>th</sup> position of the batting order of a team only has 8 players.

(3) May add late players to end of lineup without penalty.

f) Batting the bench: Coaches have options – See Section 5 Substitution

g) Infield fly will be called with runners on first and second or bases loaded with less than two outs.

**h) Team MUST stay in their designated dugout during the duration of the game.**

**i) Taunting players or teams is STRICTLY prohibited and may be subject to disciplinary actions.**

j) Game Delays:

(1) Lightening delay is 30 minutes

(2) If a game ends early due to darkness or weather, the game is considered complete if 3 1/2 innings are complete and the home team is ahead, or 4 innings are complete, and the visiting team is ahead.

k) Rescheduling of Game:

(1) Both teams must make an effort to reschedule the game.

(2) Games not completed by end of season will be scored as a tie.

(3) Games cancelled for reasons other than weather, the requesting team will be responsible for a makeup date suitable with the opposing team or forfeit the game.

(4) Forfeited games are recorded as a 6-0 win

**l) Communities will not play each other in regular season. UNLESS a community has 3 or more teams in one age group.**

m) The umpire's decision is final – no protesting of the game.

## 2) **RUNNER**

a) Sliding

(1) Runners must slide OR avoid Malicious contact when there is a play at any base/plate, or he will be called out.

(2) A play is defined as the defender having control of the ball and attempting to tag the runner out.

(3) If the defender does not have control of the ball, the runner must still try to avoid malicious contact or slide.

(4) *If the runner is put out due to avoiding a defender without control of the ball, the umpire may call the runner safe due to obstruction.*

b) Head-first sliding is permitted.

c) Return to Base

(1) Once the pitcher has the ball on the mound all runners must immediately return to base, unless:

(2) The runner made his break and remains in motion before and after the pitcher catches the ball from the catcher.

(a) If the runner is not moving when the pitcher catches the ball or stops after the pitcher catches the ball the runner may not advance and must return to the last earned base.

(b) The pitcher has the option of:

(i) Not making a play on the runner i.e., the pitcher prepares to make the next pitch.

(ii) Attempt to throw the runner out – the pitcher throws the ball to the last earned base. The baseman must tag the returning runner out.

**d) Leading off**

**i) Runner may leave the base once the ball has left the pitcher's hand.**

**e) Stealing**

**i) Runner may attempt to steal a base once the ball has left the pitcher's hand.**

**f) Home Base is OPEN**

## 3) **BATTER**

- a) NO Dropped 3<sup>rd</sup> Strike: The batter cannot attempt to advance to 1<sup>st</sup> base on a dropped third strike. They are out.
- b) Bunting is allowed.
- c) Slashing is not permitted.
  - (1) i.e., a batter may not show bunt, pull back and swing at a pitch.
    - (a) If the batter shows bunt and then attempts to swing the ump shall immediately call “dead ball” and call a strike.
    - (b) If the same or another player slashes, the umpire shall immediately call “dead ball” and the batter will be out.
- d) The batter must call time if he needs to talk to his coach.
- e) **SUBSTITUTION \*\*\*NO DESIGNATED HITTER (DH)\*\*\***
- f) Coaches have the option of batting their bench.
  - (1) The batting order must remain the same for the entire game.
  - (2) Players can substitute freely without the need to report.
  - (3) No out is recorded for legitimately injured player not batting.
- g) Teams Choosing to Bat 10 Players and Substitute:
  - (1) Starters: May reenter the game but must be in the same batting order.
  - (2) Substitutions: May reenter the game but must be in the same batting order.
    - (a) Coaches should not have certain players pinch hitting for other players who only play defense. \*NO Designated Hitter (DH). The spirit of allowing substitutes to reenter is to promote players being able to substitute early in the game and reenter the game later, the expectation is all players will bat and play defense.
- h) Reporting:
  - (1) When a coach elects not to bat the bench, the home plate umpire and opposing team record keeper must be notified by the coach or record keeper of every substitution and reentry prior to the player taking the field on defense or attempting an at bat.
- i) Courtesy runner(s):
  - (1) may be used for the player(s) pitching and/or catching the subsequent half inning.
  - (2) When there are one or two outs.
  - (3) The player making the last out must be the courtesy runner.
  - (4) A pitcher and/or catcher receiving a courtesy runner must return in the subsequent half inning as the pitcher or catcher.

#### 4) PITCHER

- a) Pitchers are limited to 5 warm up pitches between innings.
- b) A player can pitch no more than 3 innings per game.
  - (1) One pitch to a batter is considered an inning.
- c) Non-consecutive Innings: A pitcher can be taken out of the game and return as a pitcher,
  - (1) e.g., a pitcher may pitch the 1, 2, and 6<sup>th</sup> innings.
- d) A pitcher hitting 3 batters in one inning must be removed and may not return as the pitcher.
- e) No balks: The umpire will call a “no pitch” if a pitcher commits a balk.
  - (1) e.g., pitches without coming to a complete pause (aka quick pitching), pitcher drops the ball while his pivot foot is in contact with the pitching plate and runner(s) are on base.
  - (2) Balk warning, no advancement.
- f) Catchers cannot come into pitch unless there is an injury.
  - (1) -i.e., a catcher cannot come into pitch within the same inning unless there is an injury. If a player is not catching that inning, they can pitch.

- g) Intentional walks do not require the pitcher to pitch. The coach, pitcher, or catcher can request an intentional walk.
- h) Pitchers are allowed to wear sunglasses. (Unless obvious glare that affects vision of home plate umpire)

#### 5) PLAYER ELGIBILITY

- a) Each team can have a maximum of 2 players from outside the team's community or school attended.
  - i) The board needs to be petitioned by assigned date for approval of these changes.
- b) Rosters need to be completed and submitted to Baseball VP by determined date.
  - (1) Roster forms can be found on the SWCL website. Forms need to include players full name, jersey number, grade completed, school attended, shirt size.
  - (2) Any alterations to rosters must be submitted to the Baseball VP prior to game.
- c) Players are only allowed to play on one team in each division (3/4,5/6,7/8) Players are not allowed to play both softball and baseball.
- d) Players are not prohibited from playing in other organized youth baseball programs e.g., Cal Ripken.
- e) A player playing on more than one team of the same age group, e.g. 5<sup>th</sup>/6<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup>, or playing on a younger team, e.g. a 7<sup>th</sup>/8<sup>th</sup> grade player playing on a 5<sup>th</sup>/6<sup>th</sup> grade team, is strictly prohibited.
  - (1) Forfeits the game(s)

#### 6) RECORD KEEPING

- a) Teams must keep complete/accurate record for each game. Teams may use a scorebook or any electronic form of scorekeeping. The SWCL board may request access to any form or scorekeeping at any point of the season and will be granted that access or a forfeit of the game(s) in question. *Coaches must verify final score with opponent.*
- b) Records need to include (at minimum):
  - (1) Players' full name
  - (2) Players' uniform number
  - (3) Number of runs scored by each team.
  - (4) Number of innings each pitcher pitched.
- c) The winning team needs to report scores on our website (SWCL.org). Failure to report the score of a game will result in a forfeit by each team. Coaches should verify final score and sign opponent's book. Any team with 2 or more unreported scores by the deadline, the current head coach will not be allowed to coach the next year unless a \$150 fine is paid to the SWCL.
- d) Teams participating in the SWCL Tournament need to be able to produce their full set of game records from all SWCL league games and present them to the league, if requested.

#### 7) OFFICIATING

- a) Umpire Qualifications
  - (1) League Games:
    - (a) The home plate and base umpires must be high school age (at least 15 years old).
    - (b) The home team is responsible for providing the home plate and base umpires.
    - (c) Plate umpire is required to wear shin guards, chest protector, and face mask.
    - (d) Plate umpire is to print name on both team score books.

#### 8) SWCL TOURNAMENT

- a) Players must have played in at least 50% of their teams SWCL games during the SWCL regular season to participate in the SWCL Tournament.
  - (1) Exemption: If a player is injured (e.g., broken arm, etc.) and is unable to play and travels with his team he may participate in the league tournament.
- b) The SWCL Board will make the final decision whether a player is eligible.

- c) Tie breaker for seeding teams with same win/loss record.
  - (1) Head-to-head
  - (2) Winning %
  - (3) Least runs given up per game (if more than 2 teams have same win/loss record)
  - (4) Record against higher seeded teams
  - (5) By flip of a coin
- d) The location of games will be
  - (1) Monday through Wednesday at the higher seed location.
  - (2) Thursday Night Winners bracket will be played at the host site. Losers Bracket will be played at the higher seed location.
  - (3) All games will be played at the host site Friday and Saturday.
- e) Home team
  - (1) The higher seed will be home team.
- f) Teams must bat at least 10 players, take an out for each player less than 10. No penalty for legitimate injury during game.
- g) Balls must be stamped or marked Little League approved.
  - (1) Monday through Wednesday the home team is responsible for providing one new ball and one good spare.
  - (2) Thursday, Friday, and Saturday the tournament host will provide one new and two good spares for each game.
- h) Games do not have a time limit.
  - (1) Rainout/delay games will be completed to 6 innings, unless the 10-run rule applies.
- i) If the game is tied after 6 innings of play.
  - (1) The last player that made an out, from both teams, will be placed on 2<sup>nd</sup> base at the beginning of their half of the 7<sup>th</sup> inning and any necessary innings.
  - (2) The last out will continue to be placed on 2<sup>nd</sup> base until an extra inning ends without a tie.
  - (3) Pitcher earn extra innings in extra innings played. No consecutive innings. Pitch 1, Rest 1
    - (a) Ex. If pitching 4,5,6 innings pitcher can not pitch again until the 8<sup>th</sup> inning
- j) The community that hosts the year end tournament will receive \$100 per game for umpires.
  - (1) The home plate umpire at the host site must be WIAA Certified Thursday, Friday, and Saturday.
- k) Pitchers may pitch a maximum of 8 innings per day.
- l) Regular season pitching game rules, see #6, Pitching