

MIDDLE BORDER BASEBALL LEAGUE RULES – 5TH & 6TH GRADES

General

- Games will be six innings or an 85-minute time limit – whichever comes first
 - No new inning should begin after 75 minutes
- Games cancelled due to inclement weather or other reasons should be called off by 4:30pm
 - Home team coaches should notify visiting team coaches, assigned umpire and association contact ASAP via email and/or text if a game is cancelled.
 - If inclement weather develops during a game (e.g. lightning, high winds, hail, thunderstorms, etc.), coaches and umpire will make the decision to call the game
- Umpire will be provided for each game
- Pitching/base path distance – 46' and 60' or 65'
 - Mound is suggested for this age group (portable or permanent)

Equipment

- Rubber spikes or molded spikes only – no metal spikes allowed
- Helmets must be worn by all players batting or base running
- Catcher must wear full catcher's gear
- Players can bring their own bat, helmet and catcher's gear to use

Player positions

- No player should play the same position for more than 2 innings during a game
 - Pitchers should pitch consecutive innings for their outing
 - Exception is if player has physical restriction or other condition which should be discussed with opposing coach prior to the game
- All players should play multiple positions to gain experience throughout the season
- Team is allowed to play with four (4) outfielders

Pitching – 46' from front edge of pitching rubber to rear tip of home plate

- Two (2) innings max per game – one pitch constitutes an inning pitched
 - Maximum of 4 innings per week (except during playoff week – then 6 innings)
 - Monitor number of pitches thrown to avoid risk of injury (recommend to limit to 50 pitches per game)
- Eight (8) warm-up pitches at beginning of game and for new pitchers
- Five (5) warm-up pitches between innings
- Balks will not be called – umpire/coach provide instruction to pitcher

- Live pitching - strike/ball count begins immediately (4 balls/3 strikes)
- All pitch types are legal

Base-running

- Baserunners may not lead off or steal until the ball crosses the plate
 - If runner leaves early, one warning and then the player will be out
- No stealing allowed when team is leading by 8 or more runs
- No scoring or advancing bases on overthrows from catcher to pitcher OR when catcher attempts to throw out a runner at second base in 1st/3rd situation
 - 1st/3rd situation – catcher has opportunity to throw out runner going to second base without any repercussions of runner from third base scoring
- Stealing home is not allowed unless there is a play/pick-off attempt on the runner at third base
- Sliding is required on plays for safety reasons
- Courtesy runner allowed for catcher or next pitcher to help speed up play (last batter to make an out)
- Infield fly rule will apply – runners may advance at their own risk

Batting

- Bunting is allowed
- All players present must bat in the batting order (continuous batting)
- Strike zone – bottom of knees to chest and 1 ball off each side of the plate

Scoring/Outs

- Batter is automatically out on dropped third strike
- Ten (10) run rule does apply during games after 4 innings of play

Other information

- Throwing helmets and/or bats or arguing with umpires is not acceptable – first violation is a warning, next time is automatic out
- Be respectful of other town's ballparks and represent your hometown well
- Leave dugout area cleaner than when you arrived
- Always respect the umpires and thank them for their time and effort at the end of each game