

LEAGUE SPECIFIC RULES/GUIDELINES

BOYS 5-6 GRADE

1. Limited to boys in grades 5 and 6.
2. Baseline length - 70 feet
3. Pitching distance - 50 feet
4. Game length - 7 innings or 1 hour 50 minutes. No new inning may *start* after 1 hour 50 minutes of play. Games that are tied with no time remaining will remain tied. Games that are tied with time remaining will go into extra innings, as long as you don't start an inning after 1 hour and 50 minutes.
5. There shall be no such thing as a balk.
6. **Leadoffs/Stealing** – There are leadoffs, once the pitcher is set on the mound, a base runner can take a two stride/step lead off and must hold. The runner may then steal once the pitched ball crosses the plate. No stealing of Home on passed balls, if the batting team is ahead by 5 or more runs. All runners must return to their bases when the pitcher assumes his legal pitching position, unless a runner has begun an attempted steal before the pitcher receives the ball from the catcher. Teams that have a runner who leaves early, before the ball crosses the plate; Penalty: the runner is out!
7. No Stealing is allowed if the batting team is ahead by 10 runs or more.
8. A batter, on a dropped third strike, can only advance to first base when:
 - First base is unoccupied with less than two outs or,
 - First base is either occupied or unoccupied with two outs.
9. Infield fly rule will be enforced.
10. **Pinch Runner for Catcher** - In the event of two (2) outs and a catcher is on base, the manager is encouraged to take the catcher out of that inning in order to allow him to ready himself for the next inning of play. The player making the 2nd out of that inning must be the person to substitute on that position.
11. **Bunting** is allowed. If a batter has two strikes and then bunts foul, he is out. A hitter cannot fake a bunt and then swing away. The batter may pull back from the bunt if the pitch is a ball, but they cannot pull back and then swing away. The hitter will be called out and play stops.