



**5th & 6th GRADE INTOWN BASEBALL
OFFICIAL RULES AND REGULATIONS**

(Revised June 2014)

ELIGIBILITY:

- Fifth and sixth graders who reside in Berkeley Heights are eligible to participate in the program.

EQUIPMENT:

- Each player will be given and is expected to wear a complete team uniform consisting of a hat, shirt and baseball pants that will match their teammates
- Molded/rubber cleats are permitted and encouraged, shoes with metal cleats are strictly prohibited
- A protective batting helmet must be worn by the batter, "on-deck" batter and any base runner(s)
- All players must wear a protective cup
- Between innings, any player who warms up a pitcher must wear a catcher's mask
- Bats may not exceed 33" in length, and the bat barrel may not exceed 2¼" in diameter. Only 2¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2¼" barrel bats are allowed
- Game balls will be supplied by the league and must be used for all games, no other balls may be used

GAME TIME:

- Games shall begin promptly at 6:00pm. All players are expected to arrive at or before 6pm to warm-up
- Two complete innings shall constitute a complete game prior to May 15th. After May 15th, three complete innings shall constitute a complete game
- Six innings constitute a regulation game

DARKNESS:

- The top half of an inning shall not start after 7:45pm until June 1st, or after June 1st 8:00PM. In the event a game is called because of darkness, the score reverts back to the last full inning, meaning if team A leads team B at the end of 5 by a score of 6-5, team B batting in the top of the 6th scores 2 runs to make the score team B - 7 and team A – 6 heading to the bottom of the 6th if the time limit of 7:45 or 8pm is reached then the game is called and team A is declared the winner by a score of 6-5
- In the event, darkness prior to these times causes unsafe conditions, the umpire and two “head” coaches will decide if the game should be “called”
- **During the playoffs no top half of the inning shall start after 8:15PM. In the event a game is called because of darkness, the score reverts back to the last full inning (see above example). The umpire shall have final decision whether a game is to be called due to darkness**
- **These time/daylight restrictions, do not apply to lighted fields.**

RAIN-OUTS/WET GROUNDS:

- In the event of unplayable field conditions, the decision to play must be made and agreed to by both “head” coaches. Coaches and players should log onto www.bhpal.org first to see if games are cancelled.

BALKS:

There will be two warnings per pitcher until May 15

There will be one warning per pitcher after May 15 including the playoffs

Once the balk warning is reached, any balks committed by that pitcher will result in a dead ball and base runners advancing

BUNTING:

- Is permitted at any time
- Slash hitting (the act of showing bunt and then swinging away) is expressly prohibited and will result in an automatic out being called

BATTING:

- All roster players must bat in rotation, with all the players batting whether they are members of the defensive unit or not. Each player shall bat in his assigned order
- *There will be only ONE “on-deck” batter at a time. That batter MUST be located within the designated “on-deck” cage at all times*
- Players that arrive late shall be placed at the end of the batting order

FIELDERS:

- Nine fielders play on defense at any given time

WARM-UP:

- Pitchers not currently on the mound may warm-up between innings well away from field of play

FORFEITURES:

- Forfeiture of a game to the opposing team will be declared in the event one team cannot field **8** players by 6:20pm. Any forfeit will be recorded as a 1-0 win. The two teams may still play a game if agreed upon by both head coaches and the team with more players may send additional players to the other team. The results of the game will not count. . If both teams are unable to field **8** players, the game will be considered postponed and must be re-scheduled.

RUN RULES: Playoff Update

- A team may score no more than 5 runs in any given inning. When the 5 run total is reached, the inning will end and the opposing team will resume batting. The exception to this rule would be the losing team may score as many runs as the deficit at the beginning of the half inning (i.e. team A is leading team B 13-2 after the top of the 3rd inning, team B may score up to 11 runs. Upon the score being tied the half inning will be over).
- The 5 run rule will be suspended in the 6th inning. A team will not be limited to a run limit in either the top or bottom of the 6th inning.
- There will be a 10-run rule in effect. The game is officially over if one team is ahead by 10 or more runs after the losing team has batted at least four times. Of course, if the visiting team is up by 10 or more runs, the home team will always get an opportunity to bat in the bottom of the inning. If both coaches agree, play can continue, but cannot alter the outcome and the score will be recorded when the margin is 10 or more runs and the losing team has batted four or more times

EXTRA INNINGS:

- A tie game may go into extra innings, provided that time/daylight/weather permit

OVERTHROWN BALL:

- When a ball is ruled dead on an overthrow from a fielder, a baserunner is entitled to advance 2 bases from where the baserunner was on the pitch
- On a pickoff move from the pitcher the base runner is entitled to one base on an overthrown pickoff that goes into dead territory, if an overthrown remains in play the runner(s) may attempt to advance at their risk THESE WILL COUNT TOWARD THE 3 STOLEN BASES ALLOWED PER INNING

PITCHING: Updated for playoffs

- A player shall not pitch:
 - In more than 2 innings per game or 6 innings maximum in a calendar week (Monday through Sunday).
 - A single official pitch shall constitute having pitched an inning
 - A pitcher may not pitch in more than one game per day, in-town or travel
- Once a pitcher is removed from the mound, he may not return to the mound; however, he may participate at any other position.
- Each Sunday during the season, head coaches must provide the 5th/6th grade league director with a list of pitchers who pitched during the previous week and how many innings each pitcher pitched
- Breaking pitches may not be thrown at all. **This includes curveballs and sliders.**
- *The count begins with the first pitch.*
- *Upon hitting a third batter in a game the pitcher must be removed from the mound*

STRIKE ZONE:

- The strike zone shall be from the top of the batter's shoulders to his knees, while taking a natural batting stance and is up to the sole discretion of the umpire

STEALING: Updated for Playoffs

- The stealing of all bases is permitted; however, there are only three successful steals permitted per inning. Advancing a base on a pickoff attempt shall count as a stolen base.
- It is expected that coaches will communicate with one another actively during an inning relating to steals remaining
- It can be confusing when your team has used up their 3 steals and a base runner either attempts a steal or gets caught off base by a pitcher/catcher pickoff attempt. If you have no steals left, the runner has to return to the base. If he's tagged out, he's out. If he gets in a rundown, his only option is to attempt to return to the base from where he started. If he advances to the next base, without any steals left, the runner doesn't get a free return to where he started. He can simply be tagged out. In any of these situations, the defense can simply wait for the runner to return to the base to tag him out or the runner can "give himself up. The bottom line is that the coaches and umpires have to communicate with each other and their players, at all times, with regards to how many steals they have left. An inadvertent steal attempt will likely lead to an automatic out. This is something the Coaches have to be responsible for. This rule has been in effect long before we were involved. It is there to promote opportunities for lesser skilled players to play certain infield positions and to not put them in too vulnerable a spot with unlimited stealing.

BASE RUNNING:

- Leading is allowed
- Players must slide feet first at all times, a player may only slide head first when returning to a base, if they slide head first into a base they will be called out by the umpire

- Base runners are obligated to avoid contact with fielders attempting a put out at a base, if the base runner does not slide and in the sole discretion of the umpire did not “attempt” to avoid contact with the fielder, the runner will be called out and the ball declared dead
- A base runner will be called out if in the opinion of the umpire the batter purposely let his helmet fall off while running the bases

INFIELD FLY:

- The infield fly rule will be enforced

The rule applies only when there are fewer than two outs, and there is a [force play](#) at third base (*i.e.*, when there are runners at first and second base, or the [bases are loaded](#)).^[1] In these situations, if a [fair fly ball](#) is in play, and in the umpire's judgment it is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often, "infield fly, batter's out"); the batter will be out^[2] regardless of whether the ball is actually [caught](#) in flight. [Umpires](#) typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect.

If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must [tag up](#). On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, and there is still no force, but the runners *are not* required to tag up. In either case, the ball is [live](#), and the runners may advance on the play, at their own peril. An infield fly may be declared by any umpire on the field

DROPPED THIRD STRIKE:

- The batter is entitled to attempt to advance to first base with first base unoccupied (with 0 outs or 1 out) or with two outs the batter may attempt to advance regardless of base runners, if the bases are loaded the catcher may step on home plate to record to record the third out

WALKS:

- A runner may be forced home by a walk

HIT BATTER:

- A hit batter may take first base at any time, even with the bases loaded; however, the coach of the team at bat reserves the right to permit the batter to remain at bat or take his base, however the previous pitch will be recorded as a ball, if in fact that is ball 4 the batter must take his base

PARTICIPATION:

- All travel baseball players must participate in 75% of their teams played games to be eligible for Travel baseball, if a player does not meet this requirement in order to be eligible for travel the player will need to show the In Town and Travel Baseball Commissioner that the absence was warranted (injury, family emergency, etc.)

- Each player MUST be given a batting order position and must bat whether he is in the game defensively or not as his turn arises
- **No player is permitted to remain out of play more than one inning in a row defensively and no more than two innings per game**
- Defensively, all players should have the opportunity to experience various positions. Unless a legitimate safety issue exists, players should be rotated among all infield and outfield positions. **A player shall not play any the infield for more than 3 innings per game.** *This rule excludes the skill positions of pitcher and catcher.*

SPORTSMANSHIP:

- Such acts as “riding” other ball players, belittling batters, derisive chanting, etc. are **STRICTLY PROHIBITED** and have no place in this league. Coaches and umpires are responsible for enforcing these rules

SUBSTITUTIONS:

- A defensive player may not be substituted during an inning except for disciplinary reasons (not an error) or an injury
- Pitchers may be replaced as needed, however, the rules governing pitching shall govern the pitcher

OTHER RULES:

- The book Official Rules-Little League Baseball will apply except as stated otherwise.

ACCIDENTS:

- All accidents and injuries must be reported to Tom Barton, BH Recreation Director and Chris Pierce- BHPAL In Town Baseball Commissioner, within 24 hours of the incident at 464-0550 and cdpierce09@gmail.com. The following information should be provided: name of injured player, address, telephone number, age, description of incident, extent of injury, at what field the accident occurred and names of witnesses

INSURANCE COVERAGE:

- Accidents must be covered by the player’s parents/guardians own insurance policy

UMPIRES:

- We utilize Youth Umpires. Not every call will be correct nor will every pitch be called perfectly. Proper conduct towards umpires is essential always keeping in mind that they are trying their best. They are kids who have come through our program. They must be treated with respect at all times by Coaches, players and fans.
- *Coaches, parents and players may not request that an umpire change the call.* Berating, belittling or otherwise verbally abusing the umpires will not be condoned or tolerated in any way, shape or form. This also applies to players and fans as their conduct is the coaches’ responsibility. If an issue does arise, the umpire should be called aside after the conclusion of the inning to discuss a particular situation. Coaches are encouraged to report to Chris Pierce, cdpierce09@gmail.com the BHPAL In Town Baseball

Commissioner any umpire issues/concerns after a game so that we may use them as a teaching moment.

- If there is an incident with an umpire, the coaches, player or parent may be interviewed and if disciplinary action is required the In Town Baseball commissioner will decide upon the penalty, which may include suspension or expulsion

STANDINGS:

- The winning team must report the score to the website within 24 hours of each game played.
- The 5th/6th grade League Director will maintain “standings” throughout the entire in town season.

1st tie breaker - head to head results

2nd tie breaker - record against first place team

3rd tie breaker - coin flip conducted by the commissioner

OTHER-to be shared by coaches with parents/guardians:

- There is an expectation that all players and coaches will line up at the end of the game and shake hands with their opponent and umpires in a display of good sportsmanship
- Players are to notify their coaches if they will not be able to attend a game or practice.
- In the event of rain or suspected poor field conditions, players should log onto bhpal.org
- Parents/guardians are not to leave players off at the field unless a coach is already there.
- Parents/guardians must pick up players immediately after a game is over. Coaches are not expected to stay with the players more than 10 minutes after a game is over
- **Parents/guardians are encouraged to attend all games**

Any questions may be directed to Chris Pierce BHPAL In -Town Baseball

Commissioner at cdpierce09@gmail.com or 646-522-5652