

North League Baseball/Softball Rules

5th/6th Grade

GAME TIME:

- Games will be 55 minutes; i.e. batter will finish at bat at 55 minutes (If field space/time allows, we will finish the inning, PC only)
- Game clock will start right at game time or after the previous game is over and players have cleared the dugout. Be prepared to hustle.
- No forfeits, organize games with players that are present
- There will be NO postponing or rescheduling games
- Rainouts will not be rescheduled except when less than 7 games are played in a season (Plain City only, I will try my best to reschedule all rainouts:))

	Pitching	Base Distance	Uniforms: No metal cleats
5 th /6 th Softball:	40 feet- 12" softball	60 feet	Shorts can be worn with slider shorts underneath
5 th /6 th Baseball:	46 feet- baseball *a player may only pitch in 3 innings per game	70 feet	Long pants must be worn

DEFENSE:

- All players must play at least 2 innings on defense
- Catchers are required to wear full protective equipment
- No infield fly will be called

BATTING/OFFENSE:

- Each team must bat all players. Helmets must be worn at all times when batting or running.
- Baseball: Leading off and base stealing are allowed
- Softball: Can leave base and/or steal after the ball has left the pitcher's hand.
- Catcher interference infraction: batter is awarded a ball. Base runners will not advance.
- On a third strike, the batter may run to 1st base if the ball is dropped by the catcher.
- We will enforce an avoid contact or must slide rule at all bases. Malicious contact-runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact.
- Maximum of 6 runs per inning or 3 outs- whichever comes first. Until play clock finishes.

SPORTSMANSHIP:

We encourage all spectators and participants not to question or argue with the decisions of the umpire. An important part of this program will be to teach good sportsmanship and learn to accept all decisions rendered.

*No profane or abusive language is allowed!!! Or the player will be ejected.