

New Providence Recreation
5th and 6th Grade Baseball Rules and Specifications
(3-31-09)

1. **GOALS:**

*to teach fundamental and rules;*to develop sportsmanship;
*to promote interest in the game;*to exercise; *to have fun

2. **FIELD SET-UP:**

Pitching Distance: 46 feet from pitching plate to home plate

Bases: 60 feet apart

Distance Home Plate to Second base: about 85 feet

Bases: May remain loose

Double First Base: Orange to outside of foul line, white to inside.

Home team: last team on schedule; bats last; and sits on first base side

Away team: first team on schedule; bats first; and sits on third base side

Equipment box: It is the coach's responsibility to assure that equipment is returned to the box and the box is locked securely. (Please do not make the combination public.)

3. **# OF PLAYERS:** A minimum of 8 players is permitted to start an official game. Up to 10 players will play defense in the field, including 4 outfielders. If a team has less than 8 players it will forfeit the game but should use, for defensive purposes, a "guest" player(s) from the other team to allow a game to be played for "fun". The guest player(s) shall be the player(s) from the other team who made the last out(s) of the inning before.

4. **OFFICIAL GAME:** Games start at 6:00 pm. A fifteen-minute leeway is allowed. SIX innings is the scheduled game. The losing team must bat FOUR times to constitute an official game. If the umpire calls a game before a full 4th or 5th inning is over and the losing team did not complete its fourth time at bat, the final score is the score from the last full inning played which can end up in a tie. An extra inning game can also end in a tie. No new inning may start after 8:15 pm.

5. **EQUIPMENT:**

- a. **Helmets:** All players must wear protective batting helmets when at bat and when running the bases. The helmets must meet National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards. Helmets meeting the standard will have the NOSCAE label on them. Do not use any helmet if the shell is cracked or deformed; or if the interior padding is deteriorated.
- b. **Protection:** All players must wear a protective cup or athletic supporter.
- c. **Footwear:** Sneakers or composition cleats are permitted. No open toed shoes, flip-flops or sandals are allowed.
- d. **Baseballs:** Standard "Little League" type ball.
- e. **Bats:** Non-wood (aluminum, titanium, composite metal) or wood "Bat Performance Factor" (BPF) cannot exceed 1.15. The barrel of a non-wood bat can not exceed 2 ¼ ".

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6. PITCHING RULES:

- a. Curve balls and other types of breaking pitches are prohibited.
- b. A player may not pitch on consecutive days.
- c. One pitch thrown to a batter is considered one inning pitched by a pitcher.
- d. A pitcher shall not pitch more than THREE innings in one game with a 60-pitch limit per pitcher.
- e. There is a limit of FOUR walks per inning (excluding play-offs) After the fourth walk, only strikes will be called on the batter. If a pitcher is changed, the original count on the batter remains the same.
- f. Substitution: A pitcher removed from the mound in any game is eligible to continue playing in any other position or return to the bench. He can return to the mound in a subsequent inning subject to the three innings or 60 pitch limit.
- g. Pitchers are limited to five warm-up pitches at the start of the game and between innings.

7. DEFENSE:

- a. No player on defense (exception –pitcher and catcher) may be in fielding position in front of either first or third base until the batter hits the ball or shows that he is bunting the ball.
- b. Starting position for all outfielders must be on the outfield grass.

8. BATTING RULES:

- a. Bunting is allowed. If he positions himself for a bunt, he must either bunt the ball or pull back the bat. No fake bunting is allowed meaning that a batter may not position himself for a bunt, and then take a full swing at the pitch.
- b. All players present at the start of a game must be listed in the official batting lineup and bat when his turn comes throughout the game even if that player is not in the defensive lineup at the time.
- c. Any player coming after the start of the game must be added to the end of the batting order and bat in that position for the remainder of the game.
- d. No more than 10 players may come to bat in each of the first FOUR innings. The tenth batter cannot reach base by being walked or hit by a pitch. He must cause an out or reach base on a hit or an error.
- e. On deck batter must only prepare in the on deck area (caged in area by the dugout) with a batting helmet on. (No swinging of bat anywhere else).
- f. No throwing of the bat permitted. Bat will be placed down or carried to first base. Warning at first offense, called out at second offense and batter will not bat for the remainder of the game.
- g. Hitting the ball is much preferred over “taking the walk”.

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9. BASE RUNNING:

- a. The batter running to first base must step on the orange part of the double first base while the fielder touches the white part of the base.
- b. Stealing of second and third base is permitted. No stealing home.
- c. Base runners must remain on base until the ball passes home plate or is hit by the batter. A base runner shall be called out for leaving a base too soon, play stops, runners do not advance and the batter remains at the plate.
- d. The infield fly rule does not apply in this league.
- e. An overthrow that goes into foul territory results in a one base advance for all runners.
- f. An overthrow that stays in fair territory results in runners advancing as much as they can at their own discretion.
- g. A return of the ball from catcher to pitcher, following a pitch, is not considered an overthrow.
- h. Sliding is allowed. No head first sliding allowed. Runners must slide into home plate when there is a play at the plate otherwise the umpire will call the runner out.
- i. After a batted ball, play stops when a pitcher receives the ball on the mound from another player on his team.
- j. By the umpire's judgment, runners are awarded the next base if they are more than ½ of the way to the base when the play stops.
- k. The dropped third strike rule does not apply and the batter will be called out.

10. SUBSTITUTION:

- a. Free substitution for positions other than pitcher. (See previous pitching rules).

11. UMPIRES:

- a. The assigned umpire must work at home plate. Should a 2nd umpire be present, that umpire will work the bases. If a 2nd umpire is not assigned, each team will provide an adult to umpire the bases.
- b. No umpire is allowed to call balls & strikes from behind the pitcher.
- c. Please notify the Recreation Department in the event you do not have an umpire for any scheduled game or if the umpire is late in arriving for the game.
- d. The UMPIRE is the only person permitted to call off a game. In the event the assigned umpire does not show up, a gentlemen's agreement between each teams' coaches must be reached to use volunteer umpires to make it an official game.
- e. UMPIRE DECISIONS: Coaches are required to use discretion involving any umpire's decision. All efforts must be made to confine any discussion to the coaches and umpires only. Players and spectators must not be allowed to be part of any discussion involving the umpire's decision.

12. **SCORES:** Scores (as well as any other areas of concern such as field conditions or equipment) must be called into the Recreation Department at (464- 4430) or e-mailed to nprec@newprov.org within 24 hours by both teams.

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13. **COACHES:** The team at bat may coach in the coach's box at first and third base. Coaches for the team that is fielding must remain behind the fence (in the dug-out).

14. **PLAYING TIME:**

- a. Coaches must make every effort to equalize playing time over the course of the season.
- b. It is recommended that players be given the opportunity to play various positions (subject to coaches' judgment).
- c. All players must play at least every other inning on defense.

15. **GAME PREPARATION:** Proper warm-up technique should be stressed for all players, particularly pitchers. Proper clothing to meet weather conditions is recommended.

16. **GAME CANCELLATION/FORFEIT:** In the event a team's coaches deem it necessary to request the cancellation of any game, the Recreation Department must be notified by that coaching staff at least SEVEN days in advance of the scheduled date. This will allow the Rec Dept. to let the other team know that an official game will not be played. The team requesting the cancellation will receive a forfeit loss and the other team will receive a forfeit win.

17. **GAME POSTPONEMENT:** Any game called due to bad weather, darkness or poor field conditions will not be made up.

18. **RECOMMENDATIONS:** Coaches are urged to instruct all players on the proper fundamentals of the game. This includes but is not limited to the following:

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| a. Batting (Proper stance & technique) | b. Pitching (Proper motion & delivery) |
| c. Running the bases | d. Fielding (infield/outfield) |
| e. Fielding Positions | f. Throwing & Catching techniques |
| g. Basic Rules | h. Sportsmanship/Teamwork |

19. **CHANGES:** The above rules are subject to change at any time by the Recreation Department once all teams' coaches are notified.

20. **BEHAVIOR EXPECTATIONS:** Behavioral Expectations for parents, coaches, and players were approved by the Community Activities Advisory Board in 2008. Behavioral Expectations are shared with the intent of providing conduct guidelines. All recreation participants – parents, coaches, and players – are asked to review and follow these guidelines.

* Behavior Expectations are found @: www.leaguelineup.com/newprovbaseball.

Please click on Bulletin board and then click to Behavior Expectations.