



Quad County Youth Baseball 5th & 6th Grade League Rules

All players must be in 5th or 6th grade for the current school year.
All leagues will follow the WIAA rulebook with the following exceptions:

I. Playing Time

1. The league operates on an equal playing time philosophy for all participants with a minimum expectation of 2 innings per player. All substitutions must be made by the third inning.

II. Game Time

1. A regulation game will last 6 innings. No inning shall start after 1 hour 45 minutes from the start of the game. Notification of the possible last inning may be given to both coaches when approaching time limit, but it is coaches' responsibility to monitor time limit. Exception: Tournament games will be played until a winner is determined.
2. Games will start at the time they are scheduled. There is no grace period.
3. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
4. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
5. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up. ***Players that show up late to the game, or leave early from a game, may be added at the end of the batting order, or subtracted from the batting order without penalty.***
6. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
7. **15/10 Run Rule:** At the end of 4 complete innings, if a team is ahead by 15 runs, the game is over and that team wins. If a team is ahead by 10 runs at the end of 5 or more complete innings, the game is over and that team wins.
8. Teams wishing to warm-up before a game should be at the field early so as not to delay the game. The home team must complete any on-field warm-up 15 minutes prior to game time. The visiting team is given the courtesy of using the field for warm-up 15 minutes prior to the start of the game.
9. **The winning team must submit the final score within 48 hours of completion of the game to the Quad County League Website, otherwise the winning team will automatically forfeit the game. Teams have one week after the date of the played game to dispute final score.**

III. Fields/Equipment/Supplies/Uniforms

A. Fields

1. The bases will be set at 70 feet.
2. The distance for the pitching rubber will be 50 feet.
3. Field conditions must meet the approval of the umpires and both coaches prior to the game.

B. Equipment/Supplies

1. The home team must supply two Regulation Little League baseballs for the game.
2. Both teams must keep a legible scorebook for review by the umpire or the opposing coach at any time during the game.
3. For safety purposes, all batters and base runners must wear batting helmets.
4. Players coaching the bases must wear a helmet.
5. Only, USA Baseball approved bats will be allowed.

C. Uniforms

1. Players are not allowed to wear jewelry.
2. Baseball shoes are recommended but not required. Metal spikes are not allowed.
3. All teams must have numbered uniforms and players must wear baseball caps.

IV. Batting

1. Bunting is allowed.
2. Teams must bat all players on the roster and have free substitution defensively. In the case of injury, the injured player's spot can be skipped without an out being recorded.
3. A player who throws their bat will get one warning. If it happens again, they will be called out.
4. On a dropped third strike, the batter can advance provided that 1st base is unoccupied with less than 2 outs. If there are two outs, the batter can advance even if 1st base is occupied.
5. There will be no fake bunting. If a player presents a bunt, they must bunt or pull back. If a player tries to slash, they will be called out. No Warning Required!
6. All batters shall be required to warm-up in designated on deck circles. The batter shall utilize the safest available circle.
7. **There will be a 6-run cap per inning for the first 4 innings. The cap will be lifted after the 4th inning, and teams will have the opportunity to score unlimited runs for the remaining innings. The last inning will be played until 3 outs are made.**

V. Base Running

1. Base runners are allowed to advance at their own risk on an overthrow that remains in play. If the ball goes out of play, then it is a dead ball and the umpire awards the base runner the next base.
2. Lead offs are allowed.
3. Runners can steal home on a wild pitch, passed ball, in combination with a double steal, or throwback to the pitcher.
4. A courtesy runner must be used for a catcher when there are 2 outs. The courtesy runner should be the player that made the last out in the inning.
5. When there is a play at any base the runner **must either slide or avoid contact** by stepping around the defensive player. It is not mandatory that a base runner must slide. The runner will be called out if in the opinion of the umpire the runner intentionally collides with the defensive player. Headfirst sliding is not allowed, violation of the headfirst slide rule will result in the umpire issuing a warning to both teams. Any subsequent violations by either team will result in the base runner being called out. Players are allowed to dive headfirst back to a base they have reached or already occupy.
6. The Infield Fly Rule is in effect.
7. The ball is considered live on throws back to the pitcher.

VI. Coaches

1. Coaches are in charge of scorekeeping.
2. The league will keep rules posted on a website and each community is responsible to promote parental knowledge of league rules.
3. A coaching staff will be limited to no more than 3 coaches with an additional scorekeeper. Only team members and coaches are allowed in the dugout or on the field during a game.

VII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.** Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Players ejected from a game will also have to sit out the very next game as a disciplinary measure.
3. Parents are not allowed on the field unless a coach has requested their assistance.
4. Fans are not allowed to sit directly behind home plate.
5. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
6. No throwing of bats, helmets or other equipment in anger. This will lead to immediate ejection from the game.
7. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and from future games, as well as possible forfeiture of the game.
8. There will be **no smoking or chewing tobacco** on the playing field, bench, or bench area. Offenders will be removed from the game or bench area. Some communities may not allow tobacco products at their fields and/or facilities. Local ordinances and rules above league rules must be followed.
9. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game. No Exceptions!

10. **THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR! Any acts of poor sportsmanship resulting in ejection will be reviewed by the league's disciplinary committee.**

VIII. Pitching 1. Any player warming up a pitcher must wear a catcher's mask.

2. At the umpire's discretion, warm-up pitches between innings will be limited to 5.

3. Relief pitcher is entitled to 8 warm-up pitches.

4. No curve balls allowed. If the umpire rules that a curve ball has been thrown, the pitch will counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive coach. In the event that the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. Two occurrences in a game require the pitcher to be prohibited from pitching any more that day.

5. Pitchers may pitch a total of 9 consecutive outs per game or a maximum of 27 outs per week (defined as Monday thru Sunday). A pitcher cannot re-enter the game as a pitcher once they have been removed.

6. Each pitcher will be given one balk warning per game.

IX. Defensive Positioning

1. Each team can decide whether to play with 9 or 10 players in the field. If playing with ten (10) players on the field at a time, the field must include (4) outfielders If playing with nine (9) players on the field at a time, the field must include (3) outfielders.

3. Roving fielders will not be allowed.

X. Inclement Weather/Cancellations

1. All postponed games should be made up as quickly as possible.

2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.

3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.

4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. 4 innings is considered a complete game if weather forces the completion of a game.

5. Lightning: If the umpire can hear thunder, a lightning strike is possible, and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Thirty (30) minutes after the last visible lightning strike or audible thunder, the game can resume.

XI. Umpiring

1. Each home team must provide a qualified umpire for each game; however, 2 umpires are suggested.

2. The official score book will be the home team's scorebook. The home plate umpire should verify the score after each half inning.

3. The umpires have total control of the games. They may stop the game at any time for any reason they see necessary.

4. Umpires will only meet between innings to clarify or discuss a rule. Cell phones will only be allowed to check game time and for emergencies.

XII. Injury

1. If a player has an injury that causes bleeding, they must leave the game and can not return until the bleeding has stopped and the injury has been properly treated.

2. Any player who becomes unconscious at any time during the game may not return to the game that day.

XIII. Tournament Play

1. Teams must complete at least 12 games to be eligible to participate in the tournament.

2. Teams that complete more than 12 games will have their best 12 games used in the standings.

3. Tournament seeding will be determined by using each teams winning percentage. If there are multiple teams with the same percentage, then a tie breaker will be used to determine the team's seeding (head-to-head first, then total runs allowed).