



SW Community League Rules – 12/13 Yr Old (6th/7th Grade) Division

Rule Summary

6th-7th Grade

Dimension	
Pitching Rubber	52
Bases	70-80
Time Limit (hrs)	2 (no new inning after 1:45)
Innings	6
Runs per innings	5
unlimited last inning?	no
Defensive Players	9
Continuous batting	Yes
Free Substitution	Yes
Pitch Limit - innings per game	3
Leading off	Yes
Stealing	Yes
Bats	-10
score on pass ball	yes
dropped 3rd strike	live
advance on ball thrown to pickoff or steal	yes
Bats	USA/USSSA/BBCOR
Spikes	Metal allowed

Revised 4/2018

All current Federal High School Baseball Rules shall apply. Noted below are exceptions or iterations of the National Federation of State High School Baseball Associations:

1.
 1. The 6&7 Grade Baseball League is for 6 and 7 graders.

1. One responsible, adult coach must be on the bench during the whole game. Only adult coaches can be bases coaches as well. 6th and 7th Grade League coaches are to be adults that are college age or above, no player peers are considered team coaches. An adult coach is defined as a coach that:
 1. Is responsible for and in control of the players conduct.
 2. Abides by the league rules and ensures that the players abide by the 6th and 7th Grade League rules.
 3. Presents a good example for the players.

1. A coach, player, substitute, attendant or other bench personnel shall not commit any un-sportsman-like act to include, but not limited to:
 1. Fake a tag without the ball.
 2. Deliberately throw a bat, helmet, etc.
 3. Initiate malicious contact.
 4. Call "Time" or use any command or commit any act for the purpose of causing a balk.
 5. Leave their position or bench area for the purpose of fighting or physical confrontation.

1. Disputes are will be decided by the League Commissioner(s) and, if there is commissioner split decision the League Coordinator will break the tie. In the event the dispute involves the Commissioner the VP of Community Baseball shall make the decision.

1. **Other**
 1. Home team's score book is official.
 2. Home team sits on the third bases side, regardless of signs posted on the field that may signify otherwise.
 3. When reporting the game score both coaches are to do so to the appropriate League Commissioner.

1. **Player Participation:**
 1. Each player must play in the field a minimum of 3 innings per 6 innings. For extra inning games, each player is to play a minimum of one half of the innings in the field for even numbered innings. The intent of this rule is to assure, that to whatever extent possible, innings played over the season should be distributed equally among all players.
 2. Teams will play a maximum of 9 players in the fields.

1. **Continuous Batting**
 1. All players on the team must be assigned a position in the batting order. Batting is to be continuous through all players in the batting order, regardless of whether or not they played a defensive position in the field that inning. Late arrivals are to be placed at the end of the batting order as it is at the start of the game. When a player needs to leave early, the coach needs to inform the opposing coach and umpire when this is to happen. No out is

to be recorded at the place in the batting order where the player has vacated. Once a player is out of the game, he is no longer an eligible player.

1. Free Substitutions

1. Players may be freely substituted throughout the game subject to the restrictions listed in the section covering pitchers, except in the case of injury or a pitching change, defensive players may not be replaced during an inning.

1. Injured Player

1. A player who is injured during the course of the game must either take his normal turn at bat and fulfill his equal time obligation in the field or be declared injured, "not able to compete," and be taken out for the remainder of the game. An injury must be declared right after the occurrence to the umpire and the opposing coach, but the decision to declare, "not able to compete," need not be decided until any subsequent turn at bat or his turn in the field, whichever comes first. When a player is removed from the line-up, due to an injury, it is not necessary to take an out in the position in the line-up.

1. Number of Players

1.10.1. *A team may start and play a game with only eight players, including substitutions.*

1. A substitution player listing will be provided to each coach at the time of the draft. No other substitution players will be allowed.
2. Substitution players may be used if a coach knows that nine or fewer players will be present for a particular game. The number of substitutions shall not be more than required to have 10 players maximum.
3. A substitution player from one of the teams can be used during the regular season on a temporary basis. The list of allowable substitution players will be provided by the community commissioner. No other substitutions are allowed.
4. If 9 or more regular team members are present for the game, only regular team players may start the game. Any player called up must be played equally, but in no case more than any regular team player.
5. A substitution player may not pitch or catch.
6. Substitutions must bat last

1.11. Maximum Runs Per Inning:

1.11.1. A maximum of 5 runs per inning is allowed. There is to be a hard stop after the 5th run crosses the plate.

1.11.2. Due to time restrictions on the game, the last inning may not necessarily be the sixth inning.

1. Season Ending Tournament

1. The ranking for the season ending tournament will be determined by winning percentage. Tie games during the season will be counted as a ½ point win.
2. **Each association will have its own season ending tournament amongst its own teams only.**

1. STARTING THE GAME

1. Warm-up practice before the game will start 30 minutes before game time.

2.1.2. The visiting team shall have the field first and the home team shall have the field 10 minutes before game time and then remain on the field for the start of the game.

1. Starting the Game:

2.2.1. If one team does not have the minimum number of players (8) within 10 minutes after game time, that team loses by forfeit and the game is canceled. If both teams do not have the minimum number of players both teams lose by forfeit and the game is canceled. Because the field is available and the object is to play baseball, the teams are encouraged to loan players and begin a practice game. If the coaches mutually agree to do this, the umpire(s) will work the practice game.

1. If a team knows ahead of time that they will be short of players for a regular season game, the game can be rescheduled, provided it is communicated to the commissioner and the opposing coach, one-day prior to the game. The commissioner will contact the umpire coordinator and the field scheduler to attempt to find a mutually agreeable time and date. The opposing coach is not obligated to accept the proposed makeup date, and can instead accept the forfeit as a win.
2. For the season ending tournament games, there is no rescheduling for teams that are short of players. Teams are obligated to play at the designated scheduled time. No non-rostered substitutions are allowed for the season ending tournament games. Tournament players can not be rostered on another team. A team that fails to meet these obligations is to forfeit the game.
3. If there is not an adult coach on the bench, a forfeit is to be called. See the definition of an adult coach under the 1.2.
4. If an umpire has not arrived 10 minutes after game time, the game is to proceed using a volunteer umpire, or a coach from each team will alternate innings as umpire. If the umpire shows later they are to take over their duties.

1. Inclement Weather

2.3.1. The respective Park and Recreation Departments will make the decisions on cancellations of games due to inclement weather up to 4:30 PM Monday through Friday. League Commissioners will do their best to communicate with their coaches and other association regarding field conditions. It is recommended that coach communicate with one another if weather conditions deteriorate after 4:30 PM or on weekends.

1. A game may be called due to weather after the 4:30 city determination, but before the game starts, upon mutual agreement of both coaches. If the coaches do not agree, the umpire at the game will make the determination whether or not to start the game. Once a game starts, the decision to call the game due to weather is solely up to the umpire.
2. During the game, the umpire has discretion for the suspension of play due to rain, lightning or any unsafe condition. If in the opinion of a coach that there is danger to a player he is to call a conference between the other coach and umpire to discuss and agree the course of action.
3. If lightning is observed the play is to be halted and the field cleared until no lightning is observed for 20 minutes before play can be resumed.
4. Play is to continue after the weather threat has passed. If it is obvious that the weather condition will not dissipate in a reasonable period of time the game is to be called, based on the umpires discretion or mutual agreement between the coaches and umpire.

1. ENDING THE GAME

1. Regulation Game:

1. **Six innings.**
2. The game is called due to weather or darkness under the following:

1. If 4 full innings have been played, or if the home team has scored an equal or greater number of runs in 4 or 4 1/2 innings.
 2. If play has gone beyond 5 full innings and the game is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning; except if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.
 3. If the losing team is down by more than 10 runs after 4 1/2 innings the losing coach will decide if the game should be played out.
3. **Time Limit for games played:**
1. For games played where there is a restriction on time, a **1 hour and 45 minute** time limit will be in affect if there are multiple games scheduled for the field, has elapsed before the conditions above can be met. If possible, all games should be played to their full number of innings.
 2. If a regular season game or a season ending tournament game is called and does not qualify to be a complete game, then the game is considered a "no game" and is to be played over in its entirety.

1. PITCHING

1. A player may pitch a maximum of **3 innings in any game played**. No player may pitch more than 8 innings total in any one week measured from Sunday to Saturday. Having pitched in any part of an inning is counted as whole inning. For instance, if a player replaces a pitcher in the second inning with two outs, that complete inning is considered as one inning that he has pitched. A pitcher that has been replaced during a game may not re-assume the position of pitcher unless it is the starting pitcher and they have pitched less than the maximum amount of innings.
2. Coaches, players and umpires at this level are assumed to know the balk rules by now and no balk warnings need be given prior to an umpire calling a balk. An umpire may choose to give a balk warning per their own discretion.

4.3. Once a pitcher has entered the game, at the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws, completed in one minute (timed from the third out of the previous half inning). The umpire may, however, authorize more throws because of injury or inclement weather. Umpires and coaches are encouraged to enforce this rule to ensure timely continuation of play between innings.

5.1. No Contact Rule: Contact is to be avoided, sliding is preferred. Any offensive player that runs into a defensive player attempting to make a put out is automatically out, with the exception of the first basemen moving into the path of the runner. Sliding into a fielder who is attempting to perform a double play is not allowed and the penalty of doing so will result in an automatic out of the second runner. If the offensive player intends to injure, the umpire is to throw the player out of the game. Any such incident is to be communicated to the community commissioner. Any player exhibiting a record of deliberate contact is to be disciplined according to the high school rules.

1. A pinch runner maybe allowed for a player with an injury that prevents him from running at full speed. If the player has the condition prior to the game, the umpire must observe that the injury affects the player's ability to run. If a player is injured during the game, the umpire needs to determine if the injury adversely affects the player's ability to run. The injured player must take a normal turn in the field. He cannot simply bat. Pinch runners are also allowed for the player who will be in catcher position the next inning with 2 outs remaining in an inning.

5.3. INFIELD FLY RULE (*clarification only*)

5.3.1. A fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort is an infield fly provided first and second bases or all bases are occupied and there are less than two outs.

5.3.2. The umpire shall immediately declare, "infield fly" for the benefit of the runners.

5.3.3. If the umpire does not declare "infield fly", and it is apparent that it should have been called, the umpire shall at his discretion rule that the batter is out and may return the runners to their original bases.

5.3.4. The ball is alive and runners may advance at their risk as on any fly ball.

1. If the ball is foul, it is treated as any foul ball.

6. TEAM CONFERENCES

1. During each game, a manager or coach may make only one trip to the mound per pitcher before removing the pitcher from the game. On the second trip to the mound, the pitcher must be removed. A trip is defined as crossing the first or third base line to discuss any action occurring on the field. Any conference to discuss the balk rule is not considered a trip
2. Only one offensive conference is allowed per inning.
3. A conference with an injured player is not a charged conference.
4. A conference where a pitcher is removed is not a charged conference.
5. The other team may conference during the same time as the team that called the conference and not be charged for the conference.

1. UMPIRES

1. Complaints against any umpire are to be made to the community commissioner in writing and directed to the appropriate Umpire Coordinator, who will take appropriate disciplinary action.
2. When consulting an umpire, both opposing coaches must be present.

8. EQUIPMENT

8.1. Catchers

8.1.1. Catchers must wear a protective cup and supporter (it is strongly suggested that all players do this). Coaches shall see that this rule is followed. Catchers shall also wear the protective helmet and mask supplied by the league, if they do not have their own appropriate equipment.

8.1.2. Only a team member or a coach may warm up a pitcher at home plate or in the bullpen. The warm-up catcher must wear a mask while warming up the pitcher and is encouraged to use a helmet also.

1.
 1. There are no restrictions on the length of bats, but, each bat must be 2-3/4 inches or less (wood) or 2-5/8 inches (aluminum) in diameter at the thickest part and the bat shall not weigh numerically more than 10 ounces less than the length of the bat in inches (for example, a 31-inch-long bat must weigh 21 ounces or more). Bat's should have a 1.15bpf marking on the bat or the USA Baseball Stamp. BBCOR Bats are allowed for play and should be a -3 in weight.

2. The manufacturer's label, stating the bat specifications, must be legible, if not, the bat cannot be used.
3. Use of an illegal bat is an out if: the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat. If the infraction is discovered before the next pitch, following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.

8.3. Uniforms

1. A player must wear a baseball shirt, a baseball hat and baseball pants and either cleats or athletic shoes. The hat must be worn with the bill forward. The shirt must be tucked into the pants. No shorts or sweat pants are allowed. Any player without the appropriate attire cannot participate.
 2. Molded plastic spikes are recommended, Metal spikes are allowed.
-
1.
 1. The visitor and home team must each contribute one baseball to the umpire before the start of the game. Each team is equally responsible to contribute more balls to make sure that there are two playable game balls throughout the game.