



FDLSD Community Ed & Rec Dept
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**2025 FALL YOUTH BASEBALL
5th & 6th Grade (Fifth & Sixth Grade)**

The Official WIAA High School Baseball Rules with the following exceptions shall govern this league.

PLAYING FIELD DIMENSIONS

- A. **Pitching distance is 46'; baselines are 60' or 65'.**

PLAYING RULES

- A. It is not within the power of the umpire or coaches to suspend any of the rules.
- B. Players completing Fifth & Sixth Grade must play in the 5th & 6th Grade League.
- C. Rosters shall be a maximum of 15 youths.
- D. **No more than nine (9) players will play in the field at one time (3 OF's).**
- E. Every member of the team roster appearing on time at the game must be given the opportunity to play two (2) complete innings by the fourth (4th) inning. A complete inning consists of six (6) consecutive outs.
- F. No fake tags will be allowed in any league.
- G. Adults or players may coach at first and third bases. Only one (1) coach will be allowed in the coaching box at a time. Players or minors coaching a base must wear a helmet.
- H. A regulation game will be six innings or four innings if called because of rain or darkness.
- I. A game will be called if one team is 12 runs ahead at the end of four (4) innings, or 10 runs ahead at the end of five (5) innings. See General Rule IX-C for additional comments.
- J. **The umpire shall call out a runner leading off before the ball leaves the pitcher's hand. (The runner can leave the base once the ball leaves the pitcher's hand).**
- K. Stealing of all bases is allowed. Delayed steals will be allowed if the steal attempt begins before the pitcher controls the ball "on the rubber". If the batting team is up by 8 or more runs, no stealing will be allowed and no runners may advance on passed balls or wild pitches. This rule on limiting stealing is waived for the playoffs.

A steal attempt will be considered completed if one of the following occurs:

- the runner steals the base.
- the runner is tagged out.

- the runner stops advancing to a base while the pitcher controls the ball on the rubber.
- the catcher possesses the ball and checks the runners back to their bases.

- L. A player may not square away to bunt, and then swing away. If this occurs, the umpire is to declare a dead ball and the batter is to be called out.
- M. All runners must attempt to slide **FEET FIRST** when any "Play" or "Attempted Play" is being made on them going into a base or home plate. Failure to slide will result in "Dead Ball" being called and the runner that did not slide being called out. **(Umpire's Discretion)**
- N. Tennis shoes or rubber spikes may be worn.
- O. Infield Fly Rule **"IS"** in effect.
- Q. Teams must bat their entire roster.
- R. A maximum of 5 runs may be scored per inning by the hitting team during regular season games. This rule is waived for the playoffs.
- S. Game time limit is 1:15. No new inning may start after 1 hour and 15 minutes has elapsed from the start of the game. Games may end in ties.

PITCHING

- A. PITCHING RULES:
 1. No balk rule for pitching
 2. A player shall not pitch more than **6 "outs" per game and 9 "outs" per day.**
 3. The batter may not take first base on a dropped third strike.
 4. No curveball will be allowed - See Rule III, Section C of the General Rules.
- B. The coach has one (1) free trip to the mound per inning, per pitcher; on the second trip, the pitcher must be relieved.
- C. **Pitchers may intentionally walk an opposing batter** by simply signaling to the home plate umpire – no pitches need to be thrown and the batter will be awarded first base only.
- D. Time between innings: New pitchers will be allowed eight (8) pitches and five (5) pitches will be allowed for returning pitchers.
- E. Once a pitcher is removed from pitching, he cannot return as a pitcher in that game.

CATCHERS

- A. COURTESY RULE: A RUNNER **"MUST"** BE USED AFTER TWO (2) OUTS FOR THE CATCHER ONLY. THE COURTESY RUNNER WILL BE THE RUNNER WHO MADE THE LAST OUT. **THE CATCHER MUST CATCH THE NEXT FULL INNING. ALL THREE (3) OUTS.**
- B. Catchers are required to wear all protective equipment - please read General Rules, Page 4 - VI –

C. ALL CATCHERS ARE REQUIRED TO WEAR A PROTECTIVE CUP.

- C. No player will warm up a pitcher without a catcher's facemask in practice or a game.

EQUIPMENT

A. BATS

1. All bats must have the "USA Baseball" stamp on them to be legal