

GRACEAC 2010 Rules-at-a-glance

5th/6th grade league baseball – patterned after Little League Baseball, Majors Division rules

Innings played	6, extra innings are allowed if within time limit, played by Kansas City rule: begin the extra inning with none out and the last batter from the previous inning on 2 nd base.
Time limit	No inning begins after 80 minutes, counted by umpire, certified on home team scoreboard.
Run rule	5 max per inning; stop the play once the fifth run is scored. (Home run over the fence is only way to score more than five)
Mercy rule	15 run lead after 5 innings; home team doesn't bat if ahead by mercy.
Substitution	Free substitution
Count	All batters begin with 0-0 count
Batting Order	Rocket rule. If a player becomes sick, injured, leaves, or is ejected, his spot in the batting order is passed without penalty.
Bunting	Allowed
Bat restrictions	Any approved Little League(LL) bat may be used as long as it is not damaged. Maximum 2 1/4" barrel is enforced for non-wood bats. Bat Exit Speed Ratio(BESR), Bat Performance Factor (BPF) and -3 drop is not enforced for otherwise legal bats. Softball bats are not allowed.
Footwear	No metal spikes or cleats allowed.
Intentional walks	Not allowed
Field dimensions	60 foot bases, 46 foot pitchers' plate.
Position rotation	Maximum 3 innings at one position. Four outfielders are allowed.
Pitching limitation	3 innings per day.
Balks	No balks or illegal pitches called, just explain infraction to pitcher
Leadoffs	Not allowed once pitcher returns to pitchers' plate
Stealing	Runner may leave base once the pitch crosses home plate.(If runner leaves early he is out but other action during play continues – delayed dead ball out.) Runner may then attempt to steal second or third base. Runner starting at third may not attempt to steal home on a clean pitch (one that the catcher catches cleanly) that is returned promptly to the pitcher and the pitcher takes his place on the pitchers plate. If the pitch is a wild pitch or passed ball the runner may continue to home plate at his own risk. If there is a play made at a different base or the pitcher drops the throw back from the catcher, the runner may continue to any base at his own risk.
Infield fly	In effect when situation arises
Hit-by-pitch	One base unless: 1)batter intentionally moves into path of pitch 2) batter makes no attempt to move out of the way of the pitched ball 3) batter swings and misses the pitched ball or swings more than a check swing and the ball hits his hands 4)pitch passes through strike zone.
Courtesy runner	Allowed anytime for catcher or pitcher of record. Runner must be player who made last out; unless first batter of game requires runner, who then shall be last player listed in line-up.
Injured player	<u>Defense</u> : injured player does not need to complete his playing requirement if he stays out of the game. However if he stays out of the field he may not bat. <u>Offense</u> : (while on bases) Courtesy runner rule invoked (while at bat) erase count and bring next batter to plate
Fake tag	Obstruction call per book rule (delayed dead ball). Also, one warning per team then automatic ejection for unsportsmanlike conduct.
Rough play	No purposefully running over any fielder during play at any base; automatic dead ball out and ejection for unsportsmanlike conduct, no warning. Runners return to bases at time of pitch.
Close play	Runner must slide or avoid contact on a close play at any base. The runner is automatically out for infraction (immediate dead ball out), no warning. Runners return to bases at time of pitch.
Headfirst slide	Not allowed running forward. OK when returning to base. Diving over a fielder is illegal.
Thrown bat	Umpire judges throw to be dangerous to other players; one warning per team - next infraction, any batter, same team, automatic dead ball out. Runners return to bases at time of pitch.
Dropped 3 rd strike	Batter is automatically out and may not advance at any time; other runners may advance (as in stealing.)
Weather	When lightning or thunder occurs, delay game for 30 minutes from time of last occurrence.
Blood on uniform	Player who is bleeding, has an open wound, or has any amount of blood on uniform shall be directed to leave the game. Enter a replacement under the injury rule until rectified.