**5 / 6 Division**

1. Teams will play all players on defense. Players are expected to play infield and outfield positions during each game.
2. Game times and innings will be in accordance with the chart in Appendage “C”.
3. Game mercy rules will be in accordance with the chart in Appendage “C”.
4. The inning will change once the defensive team has registered three (3) outs or the offensive team has scored seven (7) runs.
5. A batted ball must travel past the safety arc to be considered a fair ball, otherwise a strike will be called.
6. The batter is allowed six pitches. After two swings and misses on a pitch, the batter will be allowed one attempt off a tee. If the batter swings and misses again, it will count as a strikes and the batter is out. If the batter makes contact with the tee or the ball, but doesn’t put the ball into legal play, it will be counted as a strike and the batter is out. If the batter puts the ball in play off a tee, the batter and any runners currently on base can advance only one base unless the defense makes a play and gets a runner out. A batter will be out if they have not put a ball in play fairly by the 6th pitch.
7. A batter must make a full swing. No bunting or partial swings are allowed.
8. Play will be stopped by the umpire when in his judgment, an infielder has possession of a live ball in front of the lead runner and all advancement of this runner has stopped. Additional runners will return to the previously passed base unless ½ way to an unoccupied base at the time the umpire called time.
9. Runners may not lead off and may not leave a base until the ball is hit. The team will be given a warning after the first offense and the play will be ruled a No Play. Second and subsequent offenses, the runner will be called out.
10. The defensive team will be allowed a maximum of four coaches in the field to assist players. The coaches will not provide physical assistance once a ball is live.
11. Players should be taught to throw out advancing runners. Players will not be permitted to chase players around the base paths in order to make an out.
12. The catcher will wear protective headgear and be positioned to the rear and back shoulder of the batter until the ball is put in play.
13. Overthrow lines will be determined by the 1st and 3rd base foul lines. A thrown ball may be ruled overthrown after it crosses the foul line on the judgment of the umpire. Time will be called by the umpire and runners will be awarded bases obtained prior to the overthrow ruling. This is intended to speed up the game and encourage defensive teams to attempt to make outs at the proper bases while not penalizing them for errant throws.

Appendage “C”.

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| --- | --- | --- | --- | --- |
| **GAME DURATION Division** | **Innings** | **Time Limit** | **No New Inning** | **Mercy Rule** |
| 3 / 4 Tee Ball | 3 innings | 1 hour | 1 hour | No |
| 5 / 6 Tee Ball | 4 innings | 1 hour 15 min | 1 hour 15 min | Yes |
| 7 / 8 Division | 6 innings | 1 hour 30 min | 1 hour 25 min | Yes |
| 9 / 10 Division | 6 innings | 1 hour 30 min | 1 hour 25 min | Yes |
| 11 /12Division | 6 innings | 1 hour 45 min | 1 hour 30 min | Yes |