

2024--5 & 6 Coed Rules

1. Home team will be the official scorekeeper. Opposing team will be responsible for providing lineup with #s before the game.
 2. Teams will be allowed 15 minutes on the field before the game. Unless 1st game runs late.
 3. If a team is more than 15 minutes late, the game will be recorded as a forfeit.
 4. If a game is rained out before the 3rd inning, the game will be rescheduled. It is the Commissioner's responsibility to reschedule.
 5. Game time length is 1 hour. Scorekeeper will keep the official time announced by the umpire.
 6. This league will be blue flame/batting tee. A coach will use a blue flame to throw to their team. If a pitcher is hit by a batted ball or intentionally interferes with defensive play the ball is dead. All runners and the batter return to previous positions and play continues with the next consecutive pitch.
 7. Teams will play with all players on the field, infield positions and all other players will be outfielders must play behind the chalked line behind the bases. Teams will be allowed to play with as few as 7 players. Two coaches will be on the field with the team. One coach between 1st base and 2nd base, and one coach between 2nd base and 3rd base.
 8. On overthrown balls to 1st base, the play is ruled dead. Please remember at this age we are trying to start to teach the fundamentals of the game. When the ball is in play, we want to encourage players to throw the ball instead of running the ball to first base. Runners cannot advance if the first baseman misses the ball as in an overthrown ball. Any overthrown ball that goes out of the playing field or sticks in or under the fence is a dead ball.
 9. If the offensive team interferes with a batted ball, the offensive player that interfered will be out.
 10. Every player **MUST** bat. Players that show up late to a game must be put at the bottom of the batting roster. Batters stand with both feet in the batter's box. If the batter steps on home plate during a pitched ball he/she will be called out only if contact is made. A pitched ball hitting a batter in the batter box results in a dead ball. Play continues with the next consecutive pitch. Batters will receive 5 attempts only. If the ball is not batted after 2 pitches from the blue flame a tee will be placed and the batter will have 3 chances to hit the ball, if the ball is not hit after 5 attempts the batter is out. No walks. If the last pitch is fouled the batter will get another pitch.
 11. If a team bats out of order, the player missed is automatically out.
 12. All non-wood bats must have USA bat marking. No BBCOR bats are permitted. Tee Ball bats (26" and shorter) must be stamped Tee Ball. All new Tee Ball bats will have the USA bat marking.
 13. Batters/runners must keep helmet on or receive an out. Any batted fair ball that bounces over or through the outfield fence or sticks in or under the outfield fence is a dead ball and the base runner will be awarded 2 bases.
 14. After a player hits the ball and he throws the bat, team will receive warning and next thrown bat will be an out. Any player that shows unsportsmanlike conduct (throwing helmet or bat) will be called out and/or removed from the game.
 15. The runner **MUST** slide on close plays except at 1st.
 16. Only batter and batter on deck may be outside the dugout and must have a helmet on.
 17. Player must touch every base; if one is missed then the umpire can call the player out. Base runners must stay on the bag until the ball is hit, no stealing, no leading off. Base runner may not advance more than one base if the ball is not hit into the outfield. When the ball is hit into the outfield (past the chalk line) runners may continue to advance until the ball is returned to the infield (past the chalk line). In the judgement of the umpire if a runner is halfway, they will be awarded the base they are going too. If they are not half way, they will go back to the base they are running from.
 18. The pitcher player position must have one foot on the circle when the ball is pitched. At no point does the pitcher need to be fully inside the circle.
 19. A half inning ends with the offensive team completes an at bat for all players. The game should consist of 3 innings (4 towards the middle/end of season). There will be no score kept for this league. Remember this is a learning league they should start understanding where to throw the ball and how to throw the ball.
 20. The batting order must be rotated each game. Have your players get their glove and hat and be ready to go on the field when they have finished batting and return to the dugout. This will really speed things up.
 21. Chatter is permitted on the field and in the dugout unless deemed unsportsmanlike by the umpire.
 22. If a player has to leave the game for an emergency, the team will not be charged an out.
 23. There is no 10 run rule. There will be no infield fly rule in this league. There will be no running on a dropped 3rd strike.
- There is **NO TOBACCO, ALCOHOLIC BEVERAGES OR PROFANITY** on the field or in/around dug out at any time, during games or practices. Please remember that this is a sport that the players are here to learn and have a fun time. We expect each individual at the ball park to show good sportsmanship. The Commissioner and the Umpire have the right to ask anyone to leave the ballpark



Batting Tee:

1. The tee should be adjusted to such a height the batter will be able to swing level.
2. There is no bunting.
3. When the ball is hit it must go at least 25 feet which is shown by an arc drawn from the foul line.
4. 3 complete misses of the ball while batting constitutes a strikeout with the tee.
5. If a batter hits part of the ball and part of the tee it is a fair ball if it goes past the 25' arc. If a batter hits all rubber or the ball does not go past the 25' arc it is a foul ball.