



5/6 yr olds -Midgets Regular Season Rules

The following Midgets Rules shall be used exclusively for the 5/6 yr olds (Midgets) age division for the Hattiesburg Youth Baseball Regular Season. The Official DYB Playing Rules as currently in use will be the basic set of rules for 5/6 Coach Pitch play as emphasized or modified below:

12.01 Regular Season Play:

- (a) A game will be a forfeit if a team cannot field eight (8) players within 15 minutes of the scheduled game time.
- (b) Line ups must be turned in no later than 15 minutes prior to game time.
- (c) Time Limit: **5/6** – Six innings or One Hour 15 Minute (Whichever comes first-scorekeeper will keep the time on scoreboard) Home team will bat even if they cannot catch up. When the official game time has expired and the game is tied, the game will end in a tie and no additional innings shall be played.
- (d) Fifteen (15) run rule at four innings or after will be in effect.
- (e) Balls - "RIF 5" will be used for regular season play.
- (f) (No Strike out, All Kids Hit. All outs recorded in the Field)
- (g) No glass containers are allowed in the facility.

12.02 Playing Field:

- (a) Baselines shall be 60 feet.
- (b) A 12-foot-diameter chalked or painted pitching circle (the "pitching circle") with a chalked or painted line in the center of the pitching circle at 46 feet drawn completely across the circle. The center of the pitching circle will be 46 feet from the back edge of home plate.

12.03 Coaches:

- (a) Six Coaches are recommended. 4 Certified Coaches and 2 Team Moms/Parents

12.04 Coaches should be positioned as follows:

- (a) **Offensive:** One offensive coach is allowed at each base including second base. That would be (1) in the first base coaches' box, (1) in the third base coaches box, (1) directly behind second base on the edge of the dirt infield on the grass, (1) Coach Pitcher and (2) coaches in the dugout area. If the offensive team has only (5) coaches, they will need to eliminate their 2nd base coach. The least amount of offensive coaches to ensure the safety of the players will be (4) coaches. One (1) Coach Pitcher, Two (2) on the base corners and one (1) in the dugout area. Offensive coaches cannot touch, and/or abide runners.
- (b) **Defensive:** One (1) defensive coach 15 feet behind the 1st base coaches box along the right field line, (1) one defensive coach 15 feet behind the 3rd base coaches box along the left field line, (1) one defensive coach positioned behind 2nd base are allowed in the infield during play. Defensive coaches on the field must remain in the outfield grass or 15 feet behind the offensive base coach. Defensive coaches not on the playing field may coach from their dugout area only. Under no circumstance should a courtesy coach that is retrieving balls behind the catcher be allowed to coach their players.

12.05 Coach Pitcher:

- (a) The adult coach pitcher of the offensive team shall pitch to the batters, and he shall throw overhand or underhand standing position. Once the ball is put in play the Coach Pitcher should turn to the defensive player who is attempting to field the ball and place their hands in a standard catching position (Both hand and glove hand in ready position to catch a throw; so that the defensive players can readily seek the Coach Pitcher out and throw to them) If the batter utilizes the batting Tee during their time at bat the Coach Pitcher is allowed to help set the ball on it and get the batter ready to be in the hitting position. Once the ball is hit off the Tee the Coach Pitcher will need to return to the mound area to be in the catching position as soon as possible in order to receive the ball from a defensive player. The Umpire will handle the retrieving the bat and Tee if need be. If the Coach Pitcher is hit with a batted ball, the play is dead and will be declared a no pitch. The Coach Pitcher may verbally coach or position the batter but cannot coach the runners. The Coach Pitcher will be given one warning if he/she coaches the runners and on the second offense he/she will be removed from pitching and placed in the dugout for the remainder of the game.
The coach pitcher shall pitch from a pitching rubber of twenty feet (20') from the back tip of home plate. The coach pitcher must start with one foot on the rubber when pitching to the batter. PENALTY: If the 6U coach pitcher does not start with one foot on the rubber, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
- (b) The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. PENALTY: A warning will be given for the first offense, and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.
- (c) Only the manager shall represent or speak for the team.
- (d) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- (e) The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury. Coach Pitcher must complete any inning in which he starts.

12.06 Player Pitcher Position

- (a) The defensive team will place two (2) players in the designated pitching circle at the 46-foot pitcher position. The player pitcher shall, in the interest of safety have one foot inside the designated pitching circle, must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit. PENALTY: The offensive coach has the option of accepting a hit or taking a no pitch.
- (b) The player pitcher is required to wear a face guard with or without a batting helmet or cap while playing this position. A softball mask is acceptable.

12.07 Equipment

- (a) Catchers must wear full catcher protective equipment. The catcher may use a baseball fielder's glove or catcher's mitt.
- (b) T-ball bats are allowed in 5/6 Coach Pitch regular season play with the "RIF 5" baseball. Tournament play will not allow T Ball bats.
- (c) Batters must wear batting helmets. Faceguards are preferred by league but are optional. All players not inside the dugout must have on a helmet.

General Playing Rules:

- (d) The infield fly rule is NOT applicable.
- (e) Putting the Ball in Play: Coach Pitcher will pitch up to (3) pitches to each batter. If
- (f) the batter has not put the ball in play after (3) pitches, the ball shall be placed on a hitting tee. The hitting tee shall be centered on home plate. The batter shall be allowed to bat until the ball is put into play. A batted ball must reach the grass (about 4 feet) to be considered "in play" when using the hitting tee only. Regular fair ball rules will apply to pitched balls.
- (g) Free substitution—All players should play every inning. Violation of this rule is the disqualification of the team manager in the next game. Exception because of injury or illness.
- (h) Stopping play—Play shall be stopped when the ball is thrown back to the coach pitcher at the mound. Play shall be stopped if the ball was thrown into the infield and in the umpire's opinion the player throwing the ball was attempting to throw the ball to the coach pitcher. The coach pitcher should position themselves in the 46 foot mound and move to a position closest to the ball in play. The coach pitcher should make every effort to catch the ball in the infield. Coach pitchers shall be removed from the mound after a warning for not attempting to catch the ball. Offensive Coaches may coach a base. Runners are not allowed to advance, except in the umpire's judgment, if the runner is halfway to the next base, he/she is allowed to advance at their own risk. If he or she is not halfway, they will have to return to the previous base.
- (i) Bunting is NOT allowed. PENALTY: If a player bunts a ball in fair territory, it is a violation of this rule and the umpire shall immediately call time; no players may advance, and the batter will be charged with a pitch and astrrike.
- (j) Base stealing is NOT allowed. Base runners must stay in contact with the base until the ball is hit. Leaving the base before the ball is hit will allow the defensive team the option to keep or reject any part of the play.
- (k) Intentional walks will not be allowed
- (l) Time Limit: 5/6 – Regulation game will be Six innings or One Hour 15 Minute (Whichever comes first-scorekeeper will keep the time on scoreboard) Home team will bat even if they cannot catch up. When the official game time has expired and the game is tied, the game will end in a tie and no additional innings shall be played.
- (m) Fifteen (15) run rule at four innings or after will be in effect only if all batters have completed one-time at bat.
- (n) Seven Run Rule-- A team may bat until they score 7 runs or the defense records three outs. An inning is over when a team scores 7 runs or records 3 outs except in the 6th inning. In the 6th inning teams shall bat until 3 outs are recorded. Only in the 6th inning is there no 7-run rule. It is an Open Inning. No Extra Innings.
- (o) Batting order--Consecutive batting order with an inning consisting of 3 outs or 7 runs except the 6th inning. The 6th inning teams shall bat until 3 outs are recorded. There is no 7-run rule in the 6th inning only as stated above
- (p) Defense-- 5 infielders, 2 pitchers, 1 catcher should be positioned in the infield. All other plyers shall be in the outfield grass. (outfielders must stay in the outfield grass until the ball is hit)
- (q) Infielders including the player pitchers may not be positioned any closer than an imaginary line between first and third base for their safety.
- (r) Outfielders - The outfielders may play anywhere in the outfield but no closer than twenty feet (20) behind the normal base path. (In the grass) Penalty: The offensive coach has the option of accepting the hit or taking a no pitch. Note: This grass line pertains to the four outfielders only, not to the infielders. Once the batter has hit a ball the outfielder may move to the infield dirt to make a play on the ball. Once the ball is hit all players including outfielders may move at their discretion.

12.08 Defensive/Offensive Time Outs

- (a) Defense - A manager shall be entitled to request time, on defense, to talk to his players once during the same inning without penalty. On the second request for time in the same inning the manager will be placed in the dugout for the remainder of the game. Exception: Injury or illness
- (b) Offense - A total of three (3) timeouts per inning shall be allowed on offense to talk to a batter. The coach requesting a fourth timeout to talk to a batter in the same inning shall result in that coach being removed from the field and placed in the dugout for the remainder of the game. Exception: Injury or illness

12.09 Base Running:

- (a) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out.
 - **PENALTY:** The runner shall be called out on appeal.
- (b) Courtesy Runner" may not be used in 5/6 yr old Coach Pitch.

Protest – No protest shall be appealed beyond the League Director/Official on Duty