



## **5 Year Old Division Rules Spring 2017**

The five year old division is dedicated to teaching the fundamentals of baseball. We teach sportsmanship, basic skills, the rules of the game, the importance of defense and the confidence to hit the ball.

### **I. Practice**

A. For the first 45 minutes of the 2 hour "game" period, each team shall loosen up and organize practice drills for hitting, throwing, catching, ground balls, fly balls, running the bases, learning the rules, etc. The coaches shall determine the nature of the drills and whether the teams shall practice separately or together.

B. Teams may, but are not expected to, hold additional organized practices. Coaches should suggest basic drills to parents and encourage them to practice with their children during the week.

C. A child may not miss the practice portion of the day and expect to play in the game. Coaches should emphasize regularly the importance of practice.

### **II. Game Rules**

A. Each half inning shall consist of the entire team coming to bat.

B. The basic defensive rules of baseball are in effect.

C. The score shall not be kept officially or announced by the coaches or the umpire.

D. Players cannot use their own baseballs at practices and games. In WSSL's T-Ball Division only special T-balls or the SV01 Safe/Soft balls are allowed. Coaches will be issued these balls by the League and must bring them to every game and practice for use by the team.

Balls are not to be handed out to players. Coaches must collect all the balls at the end of each game. Families can purchase their own T-balls for practice at home.

### **III. Use of Players**

A. Teams will use a batting order consisting of all players who show up for the practice.

B. If a child does not want to play, the coach will encourage, but not coerce the child to play. A player who leaves a game may return later.

C. Fielders shall include standard infielders, a short fielder placed behind second base, a pitcher's helper to field for the adult pitcher & outfielders. Outfielders shall have both feet on the grass portion of the field.

D. The team in the field will supply an adult catcher, who will catch.

E. All players must play each inning and alternate between infield and outfield positions.

#### **IV. Batting**

- A. There are no balls and no strikes. A batting tee shall be used. The coach is responsible for bringing a tee to the game.
- B. A batter may not deliberately bunt.
- C. No player may bat without a batting helmet. A player who refuses to wear a helmet shall miss that turn at bat.

#### **V. Consultation**

- A. The team at bat is permitted a third base and a first base coach who may consult freely with base runners.
- B. The team in the field is permitted a fielding coach who may instruct fielders.

#### **VI. Running**

- A. Base runners may not take leads. A runner must keep a foot on the base until a batter makes contact with the ball, at which point he or she is permitted to run.
- B. There is no stealing.
- C. No runner may go more than three feet out of the baseline except to avoid interfering with a fielder attempting to make a play on a batted or thrown ball.
- D. One base is permitted, but must be earned, on all wild throws, at which point the ball is dead and is returned to the adult pitcher.
- E. On balls hit to the outfield, a base runner cannot advance beyond the base to which he or she is running once the ball arrives in the infield. For purposes of determining the end of the play, the umpire's decision is final. If the ball is unintentionally thrown out of bounds from the outfield, the runners are allowed one base.
- F. Stand-up collisions are not allowed. A fielder without the ball must get out of the runner's way. When the fielder has the ball and is awaiting the runner, the runner must allow himself or herself to be tagged. If the umpire feels either the fielder or the runner intentionally caused a collision, the offender may be ejected. A runner who intentionally collides with a fielder in control of the ball is out, whether or not the fielder subsequently holds on to the ball.
- G. Fielders must not fake a tag in order to induce a runner to slide.
- H. A batter overrunning first base may turn toward second base, but he or she cannot be put out unless attempting to run to second.
- I. On a ball hit to or fielded by an infielder, base runners cannot advance beyond the base to which they are running once the ball is thrown to the coach or pitcher.
- J. If a runner must slow down because a fielder is blocking a base, then a call at that base will favor the runner.
- K. The distance between the bases shall be 50 feet.

#### **VII. Movement of the Game**

- A. "Home team" players, coaches, parents, and supporters shall congregate on the first base side of the diamond. "Visiting team" players, coaches, parents, and supporters shall congregate on the third base side of the diamond.

B. All games will consist of 75 minutes.

### **VIII. Rules of Conduct**

A. There is no excuse for poor conduct on the part of the players, coaches, or parents. Any player who displays poor sportsmanship must immediately be removed. Any coach who argues or displays poor sportsmanship shall be replaced by the League. Coaches are responsible for the behavior of the parents of their players.

B. Once teams are on the field, the volunteer umpire is in charge. We expect umpires to use their best judgment and to be reasonable, and we also expect cooperation of opposing coaches, parents, and players.

### **IX. Safety Rules**

A. Batting helmets must be worn by all batters, base runners, and all first or third base coaches under age 18 during practices and games.

B. The throwing of bats is strictly prohibited. If the batter throws the bat, the batter will be warned, the second time he will be called out for dangerous play and the ball will be dead. The third time the child will forfeit the rest of the games at bat.

C. THERE IS NO ON-DECK CIRCLE and NO BATS ARE ALLOWED IN THE DUGOUTS.

D. The swinging of bats, including practice swings, is allowed only in the batter's box. To limit risk of injury to the on-deck batter, that batter will remain in the dugout until it is his/her turn at bat.

E. During games and practices, all persons not directly involved in the game or practice should remain at least three (3) feet behind an imaginary line that extends from the end of the backstop and runs parallel to the foul line.

F. Only players, coaches, and umpires are permitted on the playing field during play and practice sessions.

G. Metal spikes and cleats are prohibited.

H. Eyeglasses should be of "Safety Glass" and glasses should be secured with straps.

K. Plaster casts or those made of other hard substances may not be worn during the game.

L. Parent-umpires will not station themselves behind the plate.

M. All coaches must pass the Mandatory Background Check and take the CDC On-Line Concussion Course . The Concussion Course certificate must be submitted to the League President.

N. Each team must have one Coach certified in CPR and use of the AED (defibrillator) . A certified coach and a portable AED defibrillator must be present at every game and practice.

O. Coaches must bring the small medical kit and ice packs to every practice and game and should check it periodically and replenish supplies as needed.