

## 5 - 6 Year Old Baseball League Rules – Summer 2026

### 1. LEAGUE RULES

a. The official rules of Little League Baseball will apply to all matters not specifically addressed in these league rules.

b. The umpire has final discretion in any matter not specifically covered by these rules or the Official Rules of Little League Baseball, keeping the best interest and safety of the players as the first priority.

### 2. COACHES

a. While on offense each team shall have a first base coach, third base coach, pitching coach, catching coach, a dugout coach, and a scorekeeper. The pitching coach may not leave the turf area to coach base runners and should rely on the base coaches for instructions as much as possible.

b. The offensive base coaches shall remain in foul territory and within 5 feet of their respective bases at all times.

c. Only the catching coach may physically adjust the batter before a pitch.

d. In the interest of safety the dugout coaches are responsible for:

i. Keeping offensive players seated in the dugout at all times

ii. Having only ONE on deck batter ready with helmet and bat

iii. Ensuring the on deck batter does not enter the field until “TIME” is called.

iv. There shall be no coaching from the dugouts. Players must learn to follow instructions from the “ON FIELD” coaches and not listen to the potentially conflicting commands coming from the dugout.

e. If an offensive base coach physically assists his own players while the ball is in play “TIME” will be called immediately and the batter or runner in question will be called out.

f. If a batted ball makes contact with the pitching coach or umpire before contacting any fielding player, “TIME” will be called immediately and the batter and all base runners will be awarded one base beyond the base occupied when the play began.

g. If, in the umpire’s judgment, the pitching coach does not make a reasonable effort to avoid being struck by the batted ball, “TIME” will be called immediately and the batter shall be called out and all base runners will return to the base occupied when the play began.

h. TREE RULE A- (3rd base line ONLY) – If the ball hits the tree and, in the umpire’s judgement, dramatically alters the path of the ball, “TIME” will be called and the batter will re-hit and all runners will return to previously occupied base. The batter will not be charged with a strike.

i. TREE RULE B – (Centerfield) Any ball that goes between the sequoia tree in centerfield and the fence will be considered a double, with any runners on base advancing TWO bases only.

j. While on defense each team will have no more than two outfield coaches, who are permitted in fair territory and behind the outfield lines at all times.

k. While on defense the offensive base coaches must back up to outfield foul territory.

l. If a defensive coach physically assists his own players while the ball is in play, “TIME” will be called immediately and all runners will be awarded as many bases as would, in the umpire’s judgment, nullify the effect of the interference.

m. The pitching line will be parallel to the front edge of home plate, located 25 feet from the rearmost point of home plate.

n. The pitching coach must deliver each pitch overhand with both feet on or behind the line before the pitch is delivered. One foot must remain at or behind the line at the time the ball is released.

o. Only the coaches, scorekeeper and player are allowed in the dugout at any time.

### **3. BALL, BASES AND BATS**

a. A level 5 RIF ball (safety ball with a sponge in place of twine) must be used for all practices and games.

b. Bases will be spaced 40 feet apart.

c. SLIDING BASE RULE: If a base becomes dislodged during the course of play, the base is considered to be at its original location not the location of the dislodged bag.

d. In accordance with LITTLE LEAGUE REGULATIONS to promote the safety of the players no bat shall be used either in practice or in games with a barrel greater than 2 ¼” in diameter UNLESS it is a USA STAMPED T-BALL BAT .

### **4. TEAMS, PLAYERS, FIELDERS**

a. A team with fewer than 7 players at the scheduled game time will be allowed to begin play.

b. The game will be declared a forfeit if any team has fewer than 7 players present at any point after the beginning of the second inning. If the number of players available on a team falls below 7 due to injury the game will be allowed to continue.

c. Each head coach must account for all absent players to the official scorekeeper prior to the game.

d. All players on the team's roster, and who are present for the game, must play defensively each inning and must be listed in the team's offensive lineup with no substitutions or rotation of batters. Players may not elect to bat only.

e. A traditional infield arrangement will be used, no player will play catcher.

f. The player positioned next to the pitching coach must remain behind the pitching line until the ball is in play, and may be positioned on either side or behind the coach.

g. All players present and who are not positioned in the infield will play in the outfield, and must be positioned on or behind the outfield line until contact is made by the batter.

h. All coaches and players must exit the dugouts immediately at the end of the game, to allow teams for the following game to enter the dugout quickly.

## **5. ABSENTEEISM RULE**

In the event that both teams have sufficient numbers of players to constitute a valid game, but one team has at least 3 players more than the other team, the team with the fewer number of players will be penalized by addition of an automatic "OUT" added to the batting order following the last batter on the league scorekeeper's game roster. The coach of the team with the greater number of players has the option to waive this penalty at any time before the game. Once waived the penalty cannot be reinstated.

## **6. BATTERS; RUNNERS**

a. Balls will not be called by the umpire for pitches outside the strike zone, nor will bases- on- balls be issued.

b. Bunts are not allowed and batters may not throw the bat in a dangerous manner after making contact.

c. If a batter fails to swing at three pitches within the strike zone during the same at bat, the umpire will issue a warning. After being warned a strike will be called for any pitch within the strike zone for the remainder of the at bat.

d. Runners may not leave the base until contact is made by the batter, nor steal any base.

e. All offensive players must wear protective headgear at all times when not seated inside the dugout.

f. In the interest of safety only one player may be "ON DECK" behind the backstop swinging a bat. If a hitting stick is used, a responsible adult must hold the stick and ensure the batter's back is towards the defensive team's dugout to avoid any players walking into the swing.

## **7. GAME PLAY; SCORING**

a. A complete game will consist of 5 innings. In the event of stoppage due to weather, loss of lights, etc. 3 innings is considered a complete game.

b. Game time is 50 minutes. No new inning will begin after 50 minutes of playing time.

c. The first game of the night will start promptly at the scheduled start time, regardless of the readiness of the 2 teams. For the subsequent games the game clock will start 5 minutes after the previous game is called/completed unless it is completed more than 5 minutes prior to the next scheduled start time. In that case the game clock will start promptly at the scheduled start time.

d. Official time will be kept by the umpire, and will begin when the umpire calls, "PLAY BALL" prior to the first batter of the game. A clock visible to the field of play may be used to count upwards to 50 minutes.

e. Time will not be added for injuries.

f. Any inning must be completed once it has begun.

g. During the first through fourth inning, any half inning will be terminated following the seventh run scored. Regardless of how many runs score as a result of the batter's hit prior to the seventh run being scored...only 7 runs will count in the first through fourth inning. In the case of a home run in the above situation the home run will count for trophy purposes, but only 7 runs will count.

h. There is no limit to the number of runs that may be scored in the fifth inning or later.

i. MERCY RULE – a team that is ahead by 15 runs after THREE complete innings will be declared the winner. A team that is ahead by 10 runs after FOUR complete innings will be declared the winner.

j. 1+1 RULE: When a ball in play is declared “out of play” by the umpire, the ball is dead, and all runners will be awarded one base beyond the base occupied or running to.

k. The “infield fly rule” will not be in effect.

l. When the ball is in play, the umpire will grant “TIME” when any defensive player holding the ball verbally requests “TIME” and is standing inside of the infield baselines, regardless of whether any runners are in motion. The position of the runners shall be judged at the moment THE UMPIRE calls “TIME”, not when the player with the ball requests “TIME”.

m. A runner who is at least halfway to the next base when “TIME” is called by the umpire will be awarded the next base.

n. Any batter-that overruns first base may be put out if he makes any motion toward second base before attempting to return to first base.

o. If a player forgets to call time and throws the ball back to the pitcher, the pitcher SHALL NOT let the ball go by deliberately and let his runners continue to advance. If this happens the umpire will call “TIME” and no runner will be allowed to advance. If the pitching coach catches the ball, “TIME” will be granted and the runners will be granted the next base.

p. If any player appears to be seriously injured while the ball is in play the umpire may call “TIME” immediately to tend to the injured player.

q. After tending to the injured player, the umpire will make a judgment as to the progress of the runners had play not been stopped and award bases to the runners accordingly.

r. Each team will be allowed one defensive three-minute time out per game excluding injuries.

s. This is an instructional league. Teach both infielders and outfielders to play their positions. It is not allowable to designate one fast infielder to run to the outfield and collect hits then chase base runners down on the baseline to get “OUTS”. Penalty for continued violations will be to have time called and runners advance without jeopardy to be put out.

t. To encourage real instruction and players making the right plays we will only allow one base on any overthrow from the infield to first base. Any overthrow from the OUTFIELD will result in only one base. Any other overthrows during the course of play will be considered a live ball.

u. Use of the double first base will be in effect. The batter MUST utilize the orange base when running to first base. After the runner completes the play, the orange base is no longer used for any subsequent play. Only exception is if the batter rounds first base, in that case they will utilize the white base. The first baseman must always use the white base for recording outs. The umpire will grant leniency to this rule early in the season as it is a new thing for many coaches and players.

## **8. DECORUM**

a. Any umpire's decision which involves a judgment is FINAL. No player, coach, or spectator shall object to any such decisions.

b. APPEAL RULE: If there is a reasonable doubt that the umpire's decision may be in conflict with rules, only the head coach may appeal the decision with the umpire and ask that a correct ruling be made.

c. The head coach must request "TIME" from the umpire, and the umpire must call "TIME" before the head coach may approach the umpire to discuss the decision. No other coach or player may approach the umpire without permission. The appeal must be made to the umpire before play is resumed. No appeal will be considered once the next pitch is delivered.

d. After considering a head coach's appeal, the decision of the umpire will be FINAL. Failure of the head coach to return to his position when asked to do so by the umpire will be considered dissent (see rule 8-E-1)

e. EJECTION RULE: Any player, coach, or spectator may be ejected from the vicinity of the playing field at the discretion of the umpires and/or league directors at any time for inappropriate behavior, including, but not limited to:

i. Expressing dissent, by words or actions, with the umpire's decision in such a manner as to disrupt play.

ii. Berating or insulting the umpire, coaches, players, or spectators in such a manner to disrupt play.

iii. Any coach or player who leaves his position to dispute a decision by the umpire.

iv. Any spectator who enters the confines of the field to dispute a decision by the umpire.

v. Directing profanity toward the umpire, players, coaches or spectators.

vi. Making verbal or physical threats towards the umpire, players, coaches, or spectators (assault) Making unwanted physical contact with the umpire, players, coaches or spectators (battery)

vii. Any coach who consumes or is under the influence of alcohol or illegal substances during a game.

viii. Any coach or player who smokes or uses tobacco products on the field of play during a game.

f. VACATE RULE: Any player, coach or spectator ejected from a game is not allowed on playground property or in the vicinity of the field, until expressly allowed to return by the League Director.

i. Play will not resume until the umpire is satisfied that the ejected person has vacated playground property, and cannot be seen or heard from the field.

ii. The umpire may declare the game a forfeit by the team with whom the ejected person is affiliated if that person refuses to vacate the playground within TWO MINUTES of the umpire's order.

iii. The umpire may declare the game a "double forfeit" if people affiliated with both teams refuse to vacate the playground within TWO MINUTES of the umpire's order.

iv. Anyone ejected by the umpire may be considered a trespasser by Lakeview Playground, and may be treated accordingly.

g. SUSPENSION RULE: Any player, coach or spectator ejected from a game will be suspended from attending THE NEXT scheduled game of the team with whom the person is affiliated.

i. The actual length of the suspension will be determined by the League Director after consideration of the facts surrounding the incident. The League Director's decision is final.

ii. The suspended person is not permitted on playground property or within the vicinity of the field of play during the duration of the suspension.

iii. Anyone serving a suspension may be considered a trespasser by Lakeview Playground, and may be treated accordingly.

iv. The League Director may require the suspended person to meet certain other conditions before being allowed to return, depending upon the circumstances surrounding the incident.

v. Once the terms of the suspension have been met, the person will be allowed to return on probationary status for the remainder of the season.

h. **BANISHMENT RULE:** Any player, coach or spectator may be banished from the playground for the remainder of the season at the discretion of the League Director. The actions for which a person may be banished from the playground include, but are not limited to:

i. Committing an assault or battery on a player, coach, spectator or the umpire.

ii. Refusal to comply with the terms of a suspension.

iii. Failure to comply with the terms of a suspension.

iv. Any further inappropriate behavior while on probationary status.

i. Depending on the severity of the incident, the League Director may decide to banish someone even if there is no previous suspension.

j. Anyone banished from the playground is subject to further disciplinary action from the Lakeview Playground Board of Directors, up to and including a permanent ban from the playground