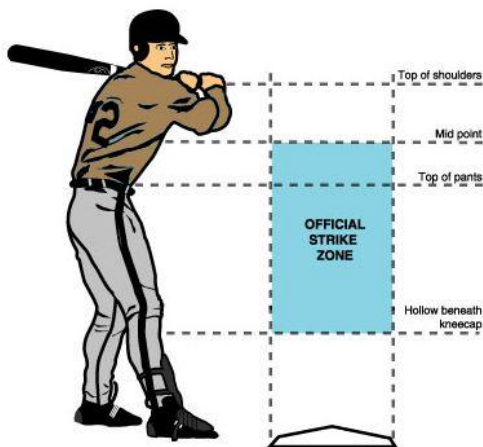


## TWIN RIVERS LEAGUE 2025 RULES

## Grades 5 & 6 BOYS

1. Bases shall be 70' apart and the pitcher's mound shall be 50' from home plate.
2. A team is limited to 7 runs or 3 outs per inning.
3. Base stealing & leading off is allowed.
4. Games will consist of 5 innings except:
  - a) An 8 run lead at the end of 4 or more innings shall constitute a complete game.
5. A time limit of 1 1/2 hours will constitute a complete game.
6. In the event of weather or darkness, 3 innings shall constitute a complete game, and the score shall revert to the last completed inning.
7. A team may start the game with a minimum of seven players and no outs will be assessed (see general rules on playing with less than 7 players). If a player must leave a game causing the team to have less than 7 players, NO outs will be assessed. A team may finish a game with less than 7 players.
8. Free substitutions can be used. All players reporting in time for the game must bat in rotation. Any player coming to the game late may be added to the bottom of the line-up at the time he gets there.
9. Each player must play at least 3 outs or 1 inning in the field unless the game is shortened due to weather or the run rule.
10. There will be 1 warning per team per game for throwing the bat. A second warning per team will constitute an automatic out.
11. A second trip to the mound by a coach, per inning, will make the pitcher ineligible to pitch the rest of the game.
12. One balk warning per team, per game will be given before the balk rule will be in effect for that team. A Balk is an illegal act by the pitcher with a runner(s) on base, entitling all runners to advance 1 base. See rulebook for scenarios.
13. Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. Catchers cannot block or stand on plate without ball. See rulebook for scenarios.
14. Interference: Offensive-act by team at bat or runner(s) which interferes with any fielder attempting to make a play. Defensive-if batter hits catcher's mitt or defense prevents him from hitting ball. Batter receives first base. See rulebook for expanded explanations.
15. A player may appear as a pitcher in no more than 3 innings in a single game.
16. Dropped 3<sup>rd</sup> Strike: Batter may attempt to advance to first base on a dropped third strike if first base is unoccupied or when first base is occupied with 2 outs. Batter is out when 1<sup>st</sup> base is occupied before 2 outs.
17. The infield fly rule is in effect. An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when 1<sup>st</sup> & 2<sup>nd</sup>, OR 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> bases are occupied, before 2 outs. Ball is live, and runners may advance at own risk, the batter is out.
18. Coaches must stay inside the dugout, see general rules for exceptions. Coaches will be warned. (See Code)
19. A runner is out when they, in the umpire's judgment, maliciously collide with the fielder when they do not slide or attempt to get around the fielder who has the ball & is waiting to make the tag. Players do not have to slide but must attempt to avoid contact if possible. Fielders without the ball cannot block a base (see obstruction).
20. Strike Zone: Chest line/mid-point to hollow point beneath the kneecap, when batter assumes a natural batting stance, parallel to home plate.



For a complete list of rules see Twin River's General Rules & NBC rulebook. Please refrain from complaining to the umpires.