



Centerville 2026 | 5th/6th Grade | Baseball Rules

Sportsmanship is of the utmost importance: Be respectful to players, parents, coaches, and umpires. If you have a concern, please address it with the field supervisor on site or call or text Haley at 801-677-6431. There is ZERO tolerance for foul language, harassing umpires or disrupting coaches or spectators. If you are asked to leave, you will be suspended for the entire season

- Official baseball rules apply except where superseded by Centerville City bylaws.
- Players must wear the team issued hat and shirt when playing a game. Alterations or additions to the uniforms require Centerville City approval. Jackets may be worn over the uniform during cold weather. Baseball pants are recommended.
- Metal cleats are **NOT** allowed.
- Dugout selection will be determined as follows: The designated home team will take 3rd base dugout. The designated visiting team will take the 1st base dugout.
- Home team provides the official scorekeeper, recommended that each team keep score.
- All equipment and all offensive players must be in the dugout except for the batter, the on-deck batter, base runners, and the coaches. Defensive coaches must be against their own dugout. Absolutely no spectators on the field or in the dugouts during the game.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player, coach, or spectator being thrown out of the game and facility without warning.
- Each team must clean out their dugout before leaving the area after the game. It is strongly recommended that coaches make sure the dugout is cleaned up and their team has vacated the dugout before handing out treats.
- Any violation of rules could result in disciplinary action as determined by the staff of Centerville City.

GAME RULES

- Field of play: The baselines are 70 feet with 50 feet pitching distance. The line running along the front of the dugout and extending down the baselines will be out of play.
- A ball which bounces over the home run fence will be a ground rule double. A fair ball which bounces past the end of the home run fence (not under the fence) will remain in play unless it crosses the out of play line.
- Regulation games will consist of a time limit of no new inning after 70 minutes. The home team, if behind, will be allowed to bat regardless of time limit. If a game is tied after the end of the time limit, one additional inning will be played to determine the winner. If the score remains tied after the additional inning, the game ends in a tie.
- Forfeit of the game: Each team will have a 5-minute window to wait for a player to show up before the game is counted as a forfeit. The 5 minutes will count toward the time limit for the game.
- A team may finish and start the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.

- Players from lower Centerville City leagues may play up to avoid a forfeit. They must wear their lower league uniform and both coaches and umpires must be notified of these players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide the home team with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number. Home team will provide the official scorekeeper. Scorekeeper will keep track innings pitched in addition to runs scored and outs. A pitcher can only pitch three innings per game.
- There will only be a 7-run max per inning. All runs batted in on the 7th run will count (could have 10 runs total in an inning).
- In case of rainouts, the game will be rescheduled by Centerville City and coaches will be notified as soon as possible via quickscores. Make-up games can be scheduled on days your league doesn't typically play on.
- Games shortened by the elements will be considered complete if at least 30 minutes of game time has elapsed and if the home team is winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.
- Standing will be kept – and scores need to be reported to the field supervisor.

BATTING

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box.

PITCHING

- Pitcher can only pitch three innings total in the day.
- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning (not counting a trip for injury) the pitcher must be removed as pitcher. A trip to the mound is counted when time out is called and the coach crosses the foul line into the field of play. The umpire will call this a visit to the mound.
- Each pitcher will be warned about only obvious and deceptive balks. Only if a balk is obvious and deceptive to the runner and only after the pitcher has been warned once will a balk be called.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 10 warm-up pitches.

- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear long white sleeves. Pitchers also cannot wear batting gloves under their mitt or wear sweat bands.
- Pitchers cannot touch their fingers or hand to their mouth while on the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- **Each player must play a minimum of two innings defensively.** Equal playing time for every player is the goal.
- Teams may field four players (rover position) in the outfield if they choose to do so.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change. The exception to the rule is for pitchers. If a pitcher is removed from the mound, he cannot pitch any more in that game.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Base runners are allowed to lead off.
- Stealing is allowed. Including home plate.
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 1 or more outs. The catcher will be the player who played catcher during the last inning.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmet on until they get back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes malicious contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.