

Ennis Baseball Association Rules

5u specific rules

Effective date 5/6/19

Playing rules not specifically covered herein, shall be governed by The Official MLB Rules of Baseball – National League. If any conflict in rules between these Official EBA Rules and The Official MLB Rules of Baseball – National League, these Official EBA Rules shall govern. In the event of any conflict in language between any printed version of these Official EBA Rules and the ennisbaseball.org online version, the ennisbaseball.org online version shall govern.

No player may sit out two (2) innings consecutively in the field.

Coaches found in violation of this will be ejected from the game and suspended for the next scheduled game. If it is found out after the game is over the coach will be suspended for the next scheduled game.

7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up does not become an out when that at bat comes around.

RULE 10.00 – 5u T-BALL SPECIFIC RULES

10.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.

10.02 Fielding pitcher may not tag out the batter or any runner at any base. The fielding pitcher must throw the ball to make an out.

A pitcher can make an out if the ball is thrown to him either by tag or touching the base (touching the base is for force plays only)

10.03 All tball games will be played to a drop dead time limit, the game will end regardless of score or orientation of home team and away team.

10.04 Stalling will not be allowed, calling time out excessively on defense or allowing kids to take time getting to the plate on offense will result in a warning to the coach the first time and ejection of the coach if a second warning is issued during the same game.

10.05 The catcher shall wear a dual ear-flap catcher's helmet with mask.

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10.06 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline. **No more than 6 players can be played in the infield. All outfielders must be in the grass. Infielders must play within normal baseball positions, the normal infield positions are 1st base, 2nd base, Shortstop and 3rd base. Players cannot be moved up toward the batter more than 3 feet from the baseline.**

Players must play a different position each inning, and must not play the same position for two innings.

10.07 The defensive player listed as pitcher shall stay within the pitchers' circle until the ball is hit.

Rule 10.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 10.07 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

10.08 2 Defensive coaches shall be allowed on the field of play. But are not allowed to move players physically.

10.09 The Infield Fly Rule shall not be in effect at any time.

10.10 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

10.10.A Teams may start a game with seven (7) players.

Rule 10.10.A Approved Ruling: A tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

10.11 Teams must use free substitution on defense but the batting order shall remain the same.

10.12 Bunting shall not be allowed.

10.13 A batter shall receive a maximum **of Six (6) swings** to put the ball in fair play or be called out.

10.15 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

10.16 A team may score a maximum of Five (5) runs per inning, including the last inning or record three (3) outs.

10.17 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

10.18 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. **Play is stopped when the ball is thrown into the pitchers circle , through the pitchers circle or run in the circle by the pitcher. Runners will be given the next base if they have crossed the halfway line, if the runner has not crossed the halfway line and it is not a force they will go back to the previous base.**

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Rule 10.18 (a) When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

Rule 10.18(b) **Time shall be called when 1st base is overthrown in an attempt to throw a runner out.**