

Bi-County 5/6 Boys League Rules

Updated on 2/19/2026

Teams will Consist of Boys exiting 5th and 6th Grade

Pre-Game Plate Meeting: Before the game begins, the umpire shall hold a plate meeting with both head coaches to review ground rules. Once completed, the umpire shall announce the start of the game and begin the game clock. **Game Clock:** The game clock may be stopped at the umpire's discretion for weather delays, injury timeouts requiring extended stoppage, or other delays not caused by either team. **The third out will start a new inning.**

Once an inning has started it must be completed. No infield warm-ups will be permitted if a game is **twenty (20) minutes or more behind schedule**

Sliding & Contact: There is **no mandatory slide rule. Deliberate or malicious contact** with a defensive player shall be ruled at the **umpire's discretion: First offense:** Runner is declared **out** **Second offense:** Player shall be **ejected from the game**

Tie Games: A game shall be declared a tie only when **time has expired** and the **current inning has been completed**, regardless of whether the maximum number of innings has been played

Late Player: If a player is expected to attend but will arrive late, their name must be listed on the lineup card at the beginning of the game. If their turn to bat occurs before they arrive, an out will be recorded each time their spot in the batting order comes up until they are present. Once the player arrives, they may enter the game in their original batting position.

Metal Cleat – Are Allowed

- **Base Distance: 70'**
- **Pitching distance: 46'**
- **Ball Size: 9" Little League or Comparable Leather Covered Ball**
- **Bat Size: Barrel Size may be 2 1/4, 2 5/8, 2 3/4**
- **Time/Inning:** Games will be **six (6) innings or one (1) hour and thirty (30) minutes**, whichever occurs first. - When the time limit is reached: **The current inning shall be completed. No new inning may be started.**
- **Run Limit per inning: No**
- **Mercy Rule:**
 - **15-run lead after three (3) innings – optional at the discretion of the team that is trailing.**
 - **10-run lead after five (5) innings, shall end the game.**
- **Home Plate Open: Yes**
- **Dropped Third Strike -** The **batter** becomes a **runner** when the catcher fails to catch the **third strike**, provided **first base is unoccupied at the time of the pitch**, or there are **two outs**.
- **Steal: Yes**
- **Lead off: Yes**

- **Balk:** Yes - Illegal action by the pitcher with runners on base. The pitcher must come to a complete stop in the set position before pitching. A pitcher making a motion as if throwing to first base, but then throwing home, or stopping mid motion and then throwing to a different base are examples.
 - **Pitch Count:** Pitchers may pitch a maximum of **75 per game and a max of 90 per week. No additional pitches will be permitted during tournament week.**
 - **Defensive Rules**
 - Teams may field **up to 9 players.**
 - Teams may play with **as few as 7 players** without penalty.
 - **If a team plays with fewer than 7 players, an out will be recorded each time the missing player's spot comes up in the batting order.**
 - **Only 6 defensive players**, including the **pitcher and catcher**, may be positioned **in front of the baseline.**
 - All other defensive players must be **behind the baseline at the time of the pitch.**
 - **Lineups & Substitutions**
 - Teams may elect to:
 - **Bat the entire lineup**, or
 - **Bat 9 players.**
 - If a team does not bat the entire lineup:
 - Any substitute entering the game must enter the **same batting order position** as the player being replaced.
 - A player removed from the game may **re-enter only in the same batting order position in which they started the game.**
 - Proper NFHS substitution procedures must be followed at all times.
 - The **only exception** to substitution and re-entry restrictions shall be in the case of an **injury when no legal substitutes are available.**
 - **Starting Pitcher:** The **starting pitcher may re-enter to pitch**, provided they have **not left the game defensively.**
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