



2016 RULES AND REGULATIONS

5 & 6 Year Olds - Lancer Division

The following rules are established for each age group to make sure that the players are able to enjoy their time on the field and have ample opportunity to learn the game at a speed and level where everyone is equal.

1. Games shall be no longer than 4 innings or one (1) hour in time. If the game is tied at the end of either of these, the game shall be considered complete.
2. In case of weather, three (3) innings will constitute a complete game.
3. A full and complete inning is over after the home team has completed their time at bat. As soon as the third (3) out of the inning is recorded or the fifth (5) run of the inning is scored, a new half inning begins.
4. Teams will be allowed two and one-half minutes (2:30) between innings to switch sides and prepare to start the next half inning. This will be timed by the umpire.
 - a. If the team taking the field is the cause of the delay, the team preparing to bat shall place the player listed in the lineup ahead of the leadoff hitter at first base.
 - b. If the team leaving the field is the cause of the delay, the leadoff hitter will lose one swing during the at bat (five to 4).
5. The pitchers circle shall be 8 feet in diameter with the center 44 feet from home plate.
6. Base distance will be 50 feet.
7. There shall be an arc between the first base and third base line that is 10 feet from the back edge of home plate. A batted ball must pass this arc to be considered a fair ball. If the ball does not pass this arc, it will be considered foul and count toward the batters pitch count.
8. Safety bases may be used in this division.
9. The ball will become dead and no runner may advance once the ball is held in control inside the pitchers circle. If a runner has not reached the half way point to the next base, he will return to the last base touched. He is subject to be put out in his attempt to reach the next base safely. If a play is made on him after the ball

- has been in the pitchers circle, he will not be allowed to advance beyond the base he is attempting to reach in the case of an overthrow. This is a judgment call for the umpire.
10. Once the play becomes dead, the ball shall be given to the umpire for the next hitter.
 11. The offensive team shall provide one (1) coach to assist the umpire with the tee. It will be up to the coach to do the following:
 - a. Place and set the tee for the batter,
 - b. Place the ball on the tee when the umpire give the call to play, and
 - c. Remove the tee from the home plate area once the ball is put into play..
 12. Each batter will have a maximum of 5 swings to hit the ball beyond the 10 foot arc. If the ball does not go past the 10 foot arc at the end of the 5 swings, the batter shall be declared out.
 13. If a team scores 5 runs in their portion of an inning, the teams shall switch sides and a new half inning will begin.
 14. Runners may not lead off or steal. Any runner that leaves the base prior to the ball being put into play (batted off the tee) will be reminded to wait for the first offense. A second offense by the same player will result in the runner being declared out.
 15. If the batter or any runner fails to touch a base and the umpire see it, once the play has completed, the umpire will declare which runner missed which base and place that runner back to that base. Any following runners shall be returned to the last legally touched base at the time the base was missed.
 - a. If this requires the batter-runner to return to the batter's position, all runners shall move up one base, if forced, to allow the batter-runner to reach first base.
 - b. If the base missed is home plate, the run shall count and any following runner will be moved back to third base.
 16. The infield fly rule will not be enforced.
 17. The defense must place one player inside the pitchers circle prior to the ball being placed on the tee.
 18. The defense may not place more than two (2) players between the hitters arc and the baselines. The ball shall not be placed on the tee until players are positioned correctly.
 19. Teams may place no more than two (2) coaches on the field while playing defense to assist with positioning of players. If any coach becomes involved with the play by assisting a player physically or makes contact with the ball intentionally, they shall be removed from the field and prohibited from being on the field during their team's defensive half inning for the remainder of the game. This is not an ejection as the coach will still be allowed to be part of the game from the dugout or coaches box when the team is batting.