

2025 6th/7th Grade Rules Supplement

The current [high school rules](#) are used with these exceptions:

Field Dimensions

- The distance between all bases shall be 75-80 feet.
- The distance between the "point" of the home plate and the front of the pitching slab shall be 50-52 feet.

General Rules

- Only the head or assistant coaches may coach the bases.
- Home team has the choice of dugouts for all regular season games.
- The on-deck batter must warm up in the on deck circle on the safe side of the batter (behind the batter at the plate). With a left-handed batter up to bat, the on-deck circle is in front of the 1st base dugout. With a right-handed batter up to bat, the on-deck circle is in front of the 3rd base dugout.

Length of Inning

A ½ inning shall be complete when 3 outs are recorded by the defense.

Length of Games

- Regulation games shall be
 - 7 innings.
- Complete games in case of rain, darkness or other causes shall be 5 innings or 1/2 inning sooner if home team leads.
- No inning may start after two hours from the start time.
- **Special Time Rules for Games Under the Lights**
 - **6:00pm Games w/ Lights:** If the game is being played under the lights (e.g. at the Rochester Baseball Complex, RBC), a time limit goes into effect in that no inning will start after 8:00pm. If there is another game afterwards games still in play at 8:30pm will be ended by the umpire. The official score if the game is "ended" by the umpire at 8:30 rather than full completion of the game will revert back to the previous inning.
 - **8:00pm Games w/ Lights:** If the game is being played under the lights (e.g. at the Rochester Baseball Complex, RBC), a time limit goes into effect in that no inning will start after 2 hours. Games still in play at 10:30pm will be ended by the umpire. The official score if the game is "ended" by the umpire at 10:30 rather than full completion of the game will revert back to the previous inning.

- The mercy rule is in effect as follows:
 - If a team is ahead by at least 20 runs after 3 innings, the game is over (2-1/2 innings if home team is ahead)
 - If a team is ahead by at least 15 runs after 4 innings, the game is over (3-1/2 innings if home team is ahead)
 - If a team is ahead by at least 10 runs after 5 innings, the game is over (4-1/2 innings if home team is ahead)
 - Example #1: If the visiting team goes ahead by 12 runs after the top of the 5th inning, the home team still gets their at-bat. If they fail to get within 9 runs the game would end after 5 innings.
 - Example #2: If the home team is ahead by 12 runs after the top of the 5th inning, the game would be over and the home team would not bat in the bottom of the 5th inning.
- A game shall be considered complete when one of the following conditions applies:
 - Seven innings are completed (regulation game).
 - Five innings (or 4.5 innings if the home team leads) are completed and the game needs to be stopped due to darkness, rain, or other causes.
 - Less than six innings are completed, but the time limit to start new innings has been reached.
 - The mercy rule is applied.
- A game that has started but which is interrupted before reaching the criteria for being a complete game shall be treated as a suspended game and shall be resumed later from the point of suspension until it can become a complete game.
- Any game not completed will be considered a loss in regards to winning percentage and league results including playoff seedings where appropriate.

Rescheduling Games

Please send an email to headsup@rybamn.com. There must be a valid and approved reason to reschedule the game.

Player Participation

- To be eligible to participate in RYBA at a specific grade level, the player must be in the specific grade at registration time, and must be registered with RYBA as a player.
- Continuous batting rule (all players bat in order) shall be used with free defensive substitution.
- The batting order should rotate between games. That is, the place in the order in which a player bats should change between games.
NOTE: This may be done by any method the coach wishes to use. Recommendations are a rolling batting order or one based on position rotation.
- Each player shall play a minimum of 4 (complete) innings defensively. Violation of this rule shall result in a forfeiture of the game the rule violation occurred. Violations must be

processed as a protest. For shortened games (mercy rule or time limits) this may be adjusted but there is an expectation for effort of participation in these cases as well.

- No player may sit a second inning until all players have sat 1 inning. No player may sit a third inning until all players have sat 2, except in case of injury, ejection, or for disciplinary reasons.
- All players should play at least one inning in an infield and one inning in an outfield position if possible.
- Players arriving late are added to the bottom of the batting order.
- Players that leave early, become ill, or are injured during the game, will be temporarily removed from the line-up (they are not an automatic out). Players may return to the game at the coach's discretion.
- If a coach benches a player because of disciplinary reasons, he must report the player's name to the opposing coach prior to game time. Both coaches must enter the player's name in their scorebooks indicating disciplinary action. The coach of the disciplined player must report the player's name and reason to the commissioner within 24 hours after the game is completed.
- Players ejected from the game are considered an automatic out at their time of at-bat.

Player Bring-Up (Roster shortage)

- If a team has 9 or fewer players for a single game, one of the following may be done to restore their roster to 10. NOTE: if due to communication issues more than the needed number of substitutes arrive for the game they should be allowed to play.
 - Players may be brought up from players from a lower age/grade level.
 - Substitute players may not pitch.
- EARLY SEASON EXCEPTION: For games early in the season, the lower age/grade levels may not have started games yet. Please contact your grade level commissioner in advance if you know you will be short players. The recommended remedy is to reschedule the game. If necessary the team short players may play with 8.

Equipment Rules

General Equipment

- All players must wear the RYBA issued hat and sponsor shirt.
- Sponsor shirts may not be changed (e.g. tie-dyed).
- Baseball pants are required.
- Metal spikes are NOT allowed.
- Protective cups are highly recommended.

Helmets

- All players must have their own regulation helmet.

- Regulation helmets must be certified by the National Operating Committee on Standards for Athletic Equipment. These helmets will be stamped, usually on the back, with "Meets NOCSAE Standard".

Bats

The following bats are legal:

- Maximum diameter at the thickest part: 2 1/4" or less with unlimited weight differential and a USSSA or USA mark and meet Bat Performance Standards.
- Maximum diameter at the thickest part: 2 5/8" or less with minus 11 weight differential and a USSSA or USA mark and meet Bat Performance Standards.
- Maximum diameter at the thickest part: 2 3/4" or less with minus 10 weight differential and a USSSA or USA mark and meet Bat Performance Standards.
- Maximum diameter at the thickest part: 2 5/8" or less with a minus 3 weight differential and be BBCOR approved.
- Wood bats are allowed

Strike Zone

The strike zone is that space over home plate, the top of which is halfway between the batter's shoulders and the waistline, and the bottom being the knees, when he assumes his natural batting stance. The height of the strike zone determined by the batter's normal batting stance. If he crouches or leans over to make the shoulder line lower, the umpire determines height by what would be the batter's normal stance.

NOTE: Umpires may extend the zone but must inform coaches of their intent to do so.

NOTE: Coaches should explain the strike zone to the players and that swinging is encouraged even if it leads to strike outs.

Pitching

Any team member may pitch subject to the following rules:

- As soon as a pitcher delivers one pitch to a batter, he/she shall be considered as having pitched one inning
- A pitcher can pitch a maximum of 3 innings per game, 5 innings per week.
- A pitcher may re-enter as a pitcher once
- No intentional Walks
- Breaking balls are allowed at the Coach's discretion. The goal is to introduce pitchers and batters to an occasional breaking ball at the proper time in the count.

Pitchers in violation of any of the pitching rules shall be considered to be ineligible to pitch the remainder of the game in which the violation occurs.

Balk Rule

An attempt should be made to enforce the balk rules. Umpires may have some leniency in what they call, but warnings and teaching moments should happen. If a balk is called the penalties are: Warning on first balk by pitcher. Runners advance on 2nd and following balks by a given pitcher. Fake pitch results in a dead ball, runners advance.

Base running

- Baserunners may lead off and advance at their own risk.
- Batters may attempt to reach base if a third strike is not caught and first base is unoccupied or there are 2 outs.

Speed Up Rules

- A new pitcher is allowed 7 warm-up pitches. A player already considered the active pitcher will receive 4 warm-up pitches between innings.
- When there are 2 outs and the catcher of the team at bat is a base runner, the catcher on base must be replaced with a pinch runner. The pinch runner must be the last player to have made an out.
- After 3rd out is recorded, players on the field should run into the dug out, and prepare to hit. A coach or player that has been on the bench should identify who is up, who is on deck, and who is in the hole.
- After 3rd out is recorded, players that have been at bat should grab their gloves and run out to their assigned positions. Center fielder and 1st baseman should each take a ball with them to warm up.
- A bench player should warm up the outfielder closest to their dugout.
- If the catcher has not completed gearing up, a player not in the field or a coach should grab a mask & glove and warm up the pitcher, continue until the catcher can take over the duty.

Protests and Penalties

- A team failing to field at least 9 uniformed players within 15 minutes after the scheduled starting time of the game shall forfeit the game. Forfeit will be recorded as a 7-0 loss.
- Penalty for use of an ineligible pitcher shall be immediate removal of pitcher from the lineup upon appeal of the opposing team coach. The removed pitcher is suspended for the remainder of the game.

- If the protest is based on the interpretation of the rules, the objecting coach must, at the time the play occurs, notify the head umpire and the opposing coach that the game is being played under protest, and submit the protest in writing to the League Commissioner within 48 hours of the completion of the game.
- Any team coach or other adult leader who withdraws a team from the playing field, under any circumstances prior to the official completion of the game, shall forfeit all rights to a protest as prescribed in this section.
- Only the head coach or acting head coach can converse with an umpire. This is a High School League Rule and will be enforced by umpires.