

Southwest Baseball League 6U Division Rules

PARTICIPATION RULES

Note: every effort should be made to allow all players the opportunity to play at every position. All players shall play the entire game. **Note: Failure to comply with the above rules may result in suspension of coaching and forfeiture of games in question. ROSTER**

Note: A draft will apply for placing kids on teams.

Each Team will be comprised of at least 8 players, but should not exceed 10 players.

Teams designated by age division shall be defined as follows: 6U teams will be classified as teams which contain 6-year old players or younger on a roster.

Note: See AABC Handbook.

HOUSEKEEPING

Field of Play

The field is dimensioned with 40 feet between the bases. A ten-foot pitcher's circle shall be marked on the infield, 38 feet from home plate.

The pitcher's line is a designated (imaginary) line marked between first base and third base. Fielders cannot be in front of the pitcher's lines until the ball is hit.

Umpires

There will be no designated umpires for the 6U division. Coaches will umpire the games in a professional manner.

Equipment

Prior to the start of the season, each team will be given one dozen (12) tee balls and first aid kit. Helmets will be passed out on an as needed basis. All gear and first aid kits shall be returned at the end of the season.

The home team of each game is responsible for providing the game balls.

Uniforms

A player is encouraged to be in full uniform and matches teammates. Full uniform means baseball pants, team jersey with number on back, and matching cap. Players may not wear jewelry items at any time during games or practices.

OFFENSIVE RULES

General

All team members shall bat in the order directed by the coach. Players that arrive late will be placed at

the end of the batting list. At the coach's discretion, any player may be omitted from the batting order in the case of discipline, injury or illness before game time.

Coaches may be on the first base line (coach's box), third base line (coach's box), or at home plate assisting while their team is batting.

Two coaches may be outside of the dugout while their team is on defense. All other coaches must remain in the dugout. A ball that strikes a defensive positioned coach shall result in two bases.

Batting Order

Coaches will prepare a batting order using every available player from their team. This batting order will be followed throughout the game.

The Batter & Runner

Batters must wear helmets while hitting and running bases.

All batters must use the tee to hit off of for the first two weeks when games start. Then after those two weeks it is at the coach's discretion and he/she can pitch underhand to batters with a max of three pitches and then must go back to the tee to hit to keep the game progressing.

The on-deck batter is not permitted during play.

Runners cannot leave an occupied base until the ball is hit.

GENERAL RULES OF PLAY

Terms of Play

Each half inning shall consist of 3 outs, or the entire offensive team has batted through their lineup.

Time Limits/Length of Play

Games shall be 1 hour with no maximum number of innings.

The game shall end immediately at 1 hour and 10 minutes, regardless of which team is batting. The score becomes final at 1 hour and 10 minutes.

A new inning shall not start after 55 minutes.

Team Dugout Designation

Third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team. During tournament play, dugouts are on a first come first serve basis.

Defensive Play and Dugout Rules

Players shall be placed at all normal infield positions, except catcher, with remaining players spread throughout the outfield. Play will stop when the ball is controlled by the pitcher within the pitcher's circle.

The pitcher cannot tag the runner going to first. The pitcher must tag first base or throw the ball to the first baseman.