



"MORE THAN JUST SPORTS"

Baseball 6U American League Rules

Player Participation

1. All players present on a team will play in the field and will bat in order.
2. Each batting order must be set prior to the beginning of the game and exchanged with the opposing team's Head Coach. Batting out of order will result in an out.

Game Rules

3. Games will last 4 complete innings or a 1-hour time limit. No new inning will start after 50 minutes of play.
4. Score will be kept by "Outs" only. Each team will be allowed 3 outs or the opportunity to bat all the way through their lineup before the half of the inning is considered complete. During the "Last (Unlimited)" inning, both teams will bat through their lineup, and the opposing team will have the opportunity to obtain as many outs as possible.
5. When teams are not equal in the number of players, the team with fewer players will bat extra to allow the opposing team equal opportunity for additional outs throughout the entire game.
 - A. The team batting extra will keep the same batting order and continue to bat through until the count is equal.
6. Home team will always have the last bat unless exigent circumstances occur.

Field Positions

7. Defensively, teams will be allowed to place 5 players in the infield (P, 1B, 2B, 3B, and SS). All remaining players will be placed in the outfield (or on the bench, to rotate mid-inning, per coach discretion). No player will be played at the catching position.
8. Players must be rotated at the pitcher position and the 1st base position each inning.
 - a. A player is not permitted to play 1st base or pitcher more than one inning per game.
 - b. Coaches are encouraged to rotate players between the infield and outfield positions equally.
9. Two defensive coaches can be positioned in the outfield. These coaches must remain in the outfield and will not touch the ball at any time while it is live unless there is a potential safety concern.
10. The offensive team may have a coach at 1st and 3rd base, and a coach at the catcher's position.
11. The Player pitcher must wear a helmet with a protective face mask.



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Batting

12. All batters will wear a protective helmet with a face protector attached (Full Face Guard)
13. When batting, players will ONLY have the option of hitting a pitched ball thrown from the coach. Players will be given 6 attempts at pitched balls. If the batter has not hit the ball by that time, the batter will be out, and this will count towards the opponent's score. A player cannot "strike out" by fouling the 6th, 7th, etc. pitches.
14. If a player throws the bat after hitting the ball, he/she will be given a warning by their head coach. If the same player throws the bat during a later time at bat, that player will be called out upon reaching first base.
15. All hit balls must travel past the 10-foot arc drawn in front of home plate in order to be considered a fair ball.
16. The coach pitcher must make every attempt to not be hit by a batted ball; however, if struck by a batted ball, the ball will be declared "dead," and the batter will be awarded first base. Any other runner(s) on base may advance one base.
17. Coaches will pitch from a kneeling or standing position no less than 16 feet away from the front of home plate.

Base Running

18. From the first game of the season, outs will be played and base runners will return to the dugout and will not remain on base.
19. Base runners will not be allowed to run on overthrows at 1st or 3rd base.
20. On balls hit into the outfield, base runners will be allowed to advance two (2) bases with the hitter advancing no farther than 2nd base. On balls hit within the infield, runners will advance to only the next closest base. For the purposes of this rule, a ball hit into the outfield must be a well-struck ball that reaches the outfield as a result of the hit. If a fielder attempts to make a defensive play and the ball subsequently bleeds out of the infield, it will not be considered a ball hit into the outfield.
21. Home run hits and ground rule doubles will be enforced, and the batter may run the appropriate amount of bases.
22. When a "tie" is determined at a base, the tie will default to the runner.
23. Players are not permitted to take a lead at any base and must keep one foot on the base until the ball is hit into play. If a player takes a lead, the coach will be given one warning. After the warning has been issued, any subsequent attempt by a player to take a lead will result in an out.



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General Rules

- 24. "Outfield" positions must start in the grass area of the field (regardless of field layout)
- 25. Outfielders MAY make a play at a base without throwing the ball to an infielder.
- 26. Pitching coaches may give runner direction but cannot leave the pitching area.
- 27. Obstructions, such as buckets and ball cradles, are not authorized in the pitching area. Pitching coaches must keep all loose balls on their person, or in exchange with the catcher to avoid and interference play.

Tournament Play

- 28. Games will not end in a tie.
- 29. Championship games will not have a time limit and will play four (4) innings.