

## TCYBL 6U Playing Rules

A team roster of each member team should be available for the league president at the beginning of season by member league directors. These rosters will be used to verify the tournament rosters. All players named on the team roster are eligible to participate in all tournaments. No player shall be told not to participate in any tournament game. Any coach found to be in violation of this rule by the authoritative body will be suspended from coaching for the remainder of the season.

- 1) All players should be 6 years old or under before May 1<sup>st</sup>. Exceptions can be made if in the best interest of the individual player.
- 2) Communities and coaches, especially those with more than one team, must remember that this is an INSTRUCTIONAL LEAGUE. Every effort should be made to balance your teams in the interest of UNIFORMITY and FAIR PLAY. Teams within a program should be balanced according to player age.
- 3) Coaches and umpires need to remember that these are impressionable children. ABSOLUTELY NO UNNECESSARY ROUGHNESS OR VULGAR LANGUAGE WILL BE TOLERATED from any participant or spectator of the game.
- 4) Coaches have a responsibility to teach ALL players the fundamentals of baseball as well as sportsmanship, teamwork, and fair play. The throwing of equipment (bats, helmets, and gloves) will not be tolerated. This includes coaches. Set a good example. A batter accidentally throwing a bat receives a warning - next time they are called "out". **A player intentionally throwing a bat, helmet, or mitt in disgust will be ejected from the game.** Coaches should not use gimmick plays (such as having players avoid throws by running with the ball, rolling the ball, or intentionally throwing the ball out of play) to achieve a competitive edge at the expense of teaching proper fundamentals.
- 5) Players should be taught baseball safety - never throw the ball to someone who is not looking and never swing the bat until they have checked to make sure no one will be hit with the bat. Do not throw the bat after hitting the ball. Please pay special attention to safety or it may be a child on your team that gets hit in the head with a bat or ball.
- 6) There will be no walks, each batter will get 3 swings to attempt to put the ball into play. A foul ball will not constitute the end of their at bat from the pitching machine. If after 3 "strikes" the batter fails to put the ball into play they will hit off a tee and play the ball "live".
  - a) This rule will change for any game starting Friday of Mother's Day Weekend until the end of season tourney. The rule will become NO tee used after 3 strikes. The batter is out. This is to allow strikeouts and progress towards real baseball rules.
- 7) Regular Season and Tournament Games shall be 6 innings or 1 hour 15-minute time limit (whichever comes first).
- 8) In the first inning each team will hit their entire roster, if 3 outs are made you will clear the bases and continue hitting until all players on the team have hit.
  - a) This rule will change for any game starting Friday of Mother's Day Weekend until the end of season tourney. The rule becomes: the entire game will be played under rule 9a for every game and for all tournament play
- 9) After the first inning, each team will hit until 5 runs are scored, or 3 outs are made (whichever happens first).
  - a) This rule will change for any game starting Friday of Mother's Day Weekend until the end of season tourney. The rule becomes: The entire game will be played that each team will hit until 5 runs are scored or 3 outs are made (whichever happens first)
- 10) A team may field up to 10 players. A catcher will not be used so the 10<sup>th</sup> player will be the 5<sup>th</sup> outfielder. Teams should have a coach or parent volunteer stand behind the plate and return balls to the machine operator after each batter. 3 balls will be at the machine to use to keep gameplay moving.

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- a) Any team fielding less than 10 defensively must always use a pitcher.
  - b) All outfielders shall be positioned at least 20 feet beyond the direct lines between bases, until the ball is hit.
  - c) Except for the pitcher, no infielder shall be more than 5 feet inside the baselines until the ball is hit.
- 11) The defensive team will use free substitution. All players MUST play at least 2 complete innings on defense.
  - 12) Each team must set a batting order and bat in that order thru the remainder of the game.
  - 13) There will be no leading off and no stealing. Baserunners must remain in contact with the base until the ball is hit. Players leading off and/or leaving the base early will get 1 warning. If that player leads-off or leaves early again, the player shall be called out.
  - 14) Runner(s) will be awarded the base they are advancing to, from their positions on the base path at the time of the throw if an overthrow lands out of play. Over throws which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with liability to be put out. The boundaries for what is out of play should be determined by the coaches and umpires in their pre-game meeting. It is recommended to only advance one base on live ball over throws, if the defense is not attempting to make a play on any runners.
  - 15) Bases will be set at 55 feet in this division.
  - 16) Pitching distance is 26 feet using a Jugs pitching machine with a speed setting of 25 mph
  - 17) The player-pitcher shall take a position with 1 foot inside of an area demarcated by a 6 ft radius drawn from the center of the machine and behind lines drawn from the center of the wheel to the inside corner of first and third bases. **The player will stay behind these lines and inside of this radius until the ball is batted or has crossed the plate.**
  - 18) Batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners may advance.
  - 19) Baserunning:
    - a) A hash mark shall be placed at the mid-point between third base and home plate and will be used by the umpire(s) to determine the base runner's location to home plate. A "**controlling situation**" is: when the baseball has been secured/controlled by an infielder or pitcher within the baseline, the controlling player has called time out, and the umpire has recognized the timeout request, the following baserunning limits will result:
      - i) A baserunner advancing from third towards home plate must completely cross the hash marks to be awarded home plate and score; if the baserunner does not completely cross the hash marks, then they return to 3<sup>rd</sup> and all other runners would not be able to advance to 3<sup>rd</sup>.
      - ii) If a baserunner's momentum has stopped while the controlling circumstance has occurred the baserunner will return to the most immediate base secured.
      - iii) If the controlling situation occurs the play is "dead" and the defense has forfeited their right to get an out. A runner advancing towards their next base will be awarded that base.
      - iv) Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is

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solely up to the discretion of the Umpire. PENALTY - The runner shall be called out and may be ejected from the game at the discretion of the umpires. All other runners go back to the last base achieved at the time of the infraction.

- 20) There is no infield fly rule in this league.
- 21) If a batted ball strikes the pitching machine it is treated as any other ground ball, unless it goes foul. In the event of a foul ball, the batter is awarded first base, and runners advance one base.
- 22) If a batted ball lodges inside the machine or stops on the ground in the area between its legs, the ball is dead, the batter is awarded first base, and runners advance one base.
- 23) For safety reasons there will be no plays at the plate! Infielders are not to cover home plate to get an offensive player out.
- 24) Any injury, that warrants a coach's immediate attention, WILL IMMEDIATELY stop play. Defensive player injury -- all runners advance one base. Offensive player injury -- will stop play also, but runner's advancement will depend on the situation at the time of the injury and will be the umpire's decision.
- 25) Coaching:
  - a) Offensive teams may have coaches at 1<sup>st</sup> and 3<sup>rd</sup> base. No coach should physically assist a runner. Pitching Machine Operators can help coach offensive players at the plate or on the bases.
  - b) Defensive teams may have 2 coaches on the field. Defensive coaches need to be in foul territory if in the infield, however can be anywhere in the outfield grass. No coach should assist or interfere with the player making a play.
- 26) It is highly recommended we do not use parent umpires, however if both teams are adamant they use parent umpires then each team should provide an umpire for each game. Each team should also provide a new game ball and a pitching machine operator.

***Except for the above rules and regulations, official baseball rules (published by the National Federation of State High School Associations) will be used.***