

6U Recreation League Rules - 2009

Administrative Rules

1. No more than a total of 4 games and/or practices are allowed per calendar week.
2. No more than 5 members of a coaching staff are allowed on the field.
3. A game shall be “called” after 6 innings or 1 hour and 20 minutes. After time has expired, the inning in progress shall be completed unless either team is mathematically eliminated. After 1 hr and 20 minutes, the game will be considered a complete game regardless of the number of innings played and no additional inning shall be started. If the game is tied after the end of 6 innings, extra innings may be played as long as no inning begins after 1 hour and 20 minutes.
4. If a game is terminated or suspended for any reason, it shall be considered a complete game if 3 innings of play have been completed, or 2 and one-half innings if the home team is ahead.
5. There is no run rule, but a game will be terminated if either team is mathematically eliminated after 4 innings of play.
6. The City Championship game will be played as 6 complete innings, with no time limit. If the Championship game is tied after 6 innings, extra innings will be played as necessary to resolve the tie.

Offensive rules

1. A base runner is out if the base coach at first base or third base physically assists that runner in returning to or leaving the base. This is a judgement call by the umpire.
2. A base runner is out for leaving the base before the ball is hit. Ruling: The ball is dead, the runner is out, all other runners return to the base last legally obtained, and the batter bats again. The swing attempt does not count against the batter.
3. A bat that is thrown or released in an unsafe manner is a hazard. If the umpire judges that a batter has released his bat in an unsafe manner, the player and the team manager will be given one warning. The warning should be noted by the player’s name in the official scorebook. If the umpire subsequently judges that the same batter has released the bat in an unsafe manner, the ball will be declared dead, the player’s turn at bat will be terminated, and the player will be removed from the batting lineup for the remainder of the ballgame. The player is not recorded as an out and he is expected to continue to play when his team is on defense.
4. The batter will be allowed a maximum of 3 strikes or attempts to put the ball in play.
5. The tee will be placed on top of home plate. The umpire will place the ball on the tee when he determines that all defensive players are ready.
6. The batter must make a full swing and must follow through when attempting to hit the ball. No bunting or partial swings will be allowed. Ruling: The batter will be out and the ball will be dead if

the umpire judges a bunt or partial swing has been attempted. All runners will return to the bases occupied at the time of the illegal hit.

7. A ball knocked off the tee while “measuring up” is not considered an attempt or a strike.
8. If a batted ball does not pass the 10-foot arc, it is a strike. It is a strike if the batter makes contact with either the ball or the tee and the attempt does not result in a fair ball. If the ball goes beyond the arc and then rolls back inside the arc before being touched by a defensive player, it is a strike.
9. One of the coaches should assist the batters when the team is on offense. With only one umpire, this coach is responsible for removing the batting tee after the ball is hit. Once the ball is in play, the coach may not be in the field of play. If the umpire judges that a coach has interfered with a play, the runner will be called out.
10. A coach may provide verbal or physical assistance to position the batter in the batter’s box as long as it does not unnecessarily delay the game.
11. All players must remain in the dugout until called to the plate by the umpire. There will be one warning per team, per game. After the warning, the offending team will be charged with an out. No individual player is penalized. This is a team violation.
12. The ball will be called dead and play will be stopped when an infielder has control of the ball in the infield, the lead runner has stopped his attempt to advance to the next base, and there is no reasonable opportunity to make a play on any runner. This is a judgement call by the umpire.

Defensive rules

1. Teams may play with a maximum of 10 fielders while on defense. A maximum of 6 players may be positioned in the infield. The remaining defensive players must be positioned in the outfield. For the purpose of this rule, the outfield is defined as the area beginning 10 feet behind the base line.
2. A team with 10 or more available players must play with a catcher.
3. The catcher must wear approved protective headgear and must remain in the designated catcher's area while the batter is at bat. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
4. The pitcher must have both feet in the dirt area of the pitchers mound, and both feet must be behind the pitching line until the ball is hit. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
5. Outfielders must be positioned at least 10 feet behind the baseline when the ball is hit. They are then free to move as needed to make a play on a batted or thrown ball. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the

choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.

6. Outfielders will not be allowed to make a tag play on any runner advancing to or returning to any base at any time.
7. Infielders may not be positioned any closer to home plate than the front edge of the cutout area surrounding the base. The infielders must remain behind this line until the ball is hit. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
8. The team manager may make a verbal appeal to the umpire if he believes a runner has missed a base or has left a base before legally tagging up after a caught fly ball.