

Soderville Athletic Association

2009 Rules for 6U Baseball

(revised and adopted April 19, 2009)

High School rules apply except as follows:

Umpires/Time/Arrival/Forfeits

Games will start at exactly 6:30 PM (coaches synchronize your watches with each other and the umpire before the game begins).

Each team shall keep score in the SAA supply score book. Please exchange line-up prior to the 6:30 start time. Each scorer shall keep score for both teams and are encouraged to check with each other throughout the game to confirm the score and minimize any scoring disputes. The umpire does not keep any score and will not resolve any disputes involving game scores.

Each team will have an opportunity to warm up on the infield, with the first team to vacate the infield 20 minutes before the start time (Example: With a 6:30 scheduled start, team 1 will vacate the infield at 6:10 team 2 will then have 10 minutes until 6:20 to warm up, if so chosen).

Please be respectful of anyone who is preparing the infield (i.e. raking, setting bases, chalking) by vacating the infield or re-raking as needed. Infield maintenance will not be used as a delay, to the start time of the game or, for any reason related to infield practice time. Any final infield preparation that may be needed should be concluded at 6:20 - 6:25. Lack of infield maintenance will not be used as an excuse to change or interpret a rule differently than listed or accepted. If maintenance cannot be completed before the 6:30 start, it will then have to be worked on between innings if needed.

Both coaches and the umpire may agree to begin a game before 6:30 PM.

Volunteer Parent or Umpire will keep the official running time. **No Exceptions** - coaches cannot keep time. Coin toss will determine Home and Visitors.

Each team must have at least 8 uniformed players before play can begin.

Any player arriving after the start of the game will be required to bat at the bottom of the order if the team is currently at bat. Any player arriving while their team is in the field (on defense) will be allowed to enter the game in the open position only. No moving or substituting of players already in a fielding position. Coaches please inform scorekeepers as to the name of the player who is arriving late and to how this will affect the batting order.

Forfeits, due to lack of players, will be called at 6:45 PM (based on the Umpires official time). If players arrive after the forfeit has been called the two teams are encouraged to scrimmage with or without an umpire.

Coaches are encouraged to have your extra players play on the short-handed team. There is no minimum time or inning limit for a forfeited game. The forfeited game will be scored as 1 - 0 and must be reported by both teams.

No inning will begin after 8:00 during the regular season (umpire holds official time).

Timeouts

Coaches may visit the field at anytime to attend to an injured player. Calling a timeout does not stop the official game time so make them as quickly as possible.

Pitching

Coaches will pitch to their own team. Six (6) pitches are allowed to each player. Overhand pitches are encouraged but not required. Underhand pitches will be accepted if the coach determines it is needed based on a batters level of play. Be respectful of the batter's abilities and the coach's judgment.

All batters will receive 6 pitches or until the batter hits the ball into fair territory, whichever occurs first. If the batter hits the 6th pitch foul, they will be allowed an additional pitch. If the batter continues to foul off the last pitch, they will continue to receive additional pitches until they either hit the ball in fair territory, swing and miss, or fail to swing. There are no walks or hit batters awarded 1st base.

Either the Head Coach or Assistant Coach may pitch. If an additional parent is needed to pitch, please notify the other head coach and/or umpire of this information. During the regular season and pool play, more that one coach may pitch in a game.

Equipment

No metal cleats are allowed.

Catchers must wear a helmet, facemask, shin guards, and chest protector to play. If needed, borrow from the other team. Safety is the goal.

Athletic protection, not required, but highly recommended.

Any purchased bat is legal to use with a rubber style handgrip. Helmets are to be worn by all batters, base runners, and on deck players.

All other players are to remain on/in the bench area or behind the fence with parent. Coaches and Umpire's to monitor and remind players as needed. Safety is the goal here.

Game

While batting, two (2) coaches plus one (1) pitching coach are allowed on the field. One (1) coach on the first base line and one (1) on the third base line. While on defense, two (2) coaches are allowed in the field. Both coaches may roam as needed.

Only the current batter and the player next in the line-up are allowed to practice swinging during the game. Both players must be on the playing field and the on-deck batter must be standing in the on-deck circle. No other player is allowed to swing a bat during the game, including players outside of the playing field.

Each inning is limited to 5 runs or 3 outs, including the 6th inning. Games are 6 innings or when the time limit is up (Reference 8:00 time rule).

Four players are allowed in the outfield. Outfielders must start each play (before the batter hits) in the grass outfield.

A game is considered complete after three (3) innings if the trailing team is unable to score enough runs to tie or win. If the score eliminates one team at the end of three (3) innings, the game will be considered complete and the score reported accordingly. If both coaches agree, they may continue playing for the remaining amount of time or innings. The official score, however, will be reported based upon the official complete game.

Bunting is not allowed.

Coaches are encouraged, but not required, to use a courtesy runner for a player that will be used as a catcher in the next inning. The courtesy runner will be the player that made the last out in the previous inning. This is intended to speed up the down time between innings and keep the game moving as quickly as possible.

No head first running slides at any base. This will be an automatic out. Safety is the goal.

No deliberate contact will be allowed. Any deliberate contact will result in an out along with suspension of the player for the remainder of the game and the player's spot in the batting order will be considered a out for the remainder of that game. Umpire will have the final call on this along with reporting the infraction to Director of the Umpires. Accidental contact will happen, so be flexible.

Infield fly rule will not be called.

Foul tip must be above shoulders of the batter to be out, if caught.

No foul language by player, spectators, or coaches will be allowed. The umpire will warn as needed. Second offense will result in an out. Third offense will result in suspension of player for the remainder of the game. Spectators or coaches will be required to leave area with a report made to the Director of Umpires.

Runners may not advance past the base they were running to when any outfielder makes contact with the batted ball. Runners can not advance on an overthrow.

Rainouts

Regular season and pool play games will be considered complete after three (3) complete innings (2-1/2 innings if the home team is leading).

Incomplete games called because of weather or darkness will be rescheduled by the coaches based on field availability or at the prescheduled make up dates. Contact Director of Umpires to schedule an umpire or if both coaches agree a parent umpire is acceptable.

Games that are suspended will continue where they left off exactly in the same point (i.e. runners on base, batting order, number of out's etc). This includes tournaments. The umpire will call games that are in progress.

Games will be suspended immediately when lightning, hail, or emergency sirens are heard/spotted with everyone to leave the field area and head to a safe area. Coaches cancel games because of weather before the 6:30 start time by speaking with each other and then notifying the team players and umpires as needed. If in doubt go the field.

Miscellaneous

In each game, all players are **required to sit once** before any player can sit twice. No players may play the same position more than 2 innings in a single game. Coaches are encouraged to also split field time of players between infield and outfield as much as practical.

Bases are **60 feet** apart.

Two coaches will be allowed on the bench during the game. Additional "helpers/coaches" will be allowed to help prepare catchers and warm-up players between innings as needed. Any person under the age of 18 that is coaching a base is required to wear a helmet.

Both teams are required to report the score to the league coordinator same day or next day by email. Any scores not reported within 24 hours will be recorded as a 1-1 tie.

Ties

If during a regular season or pool play game, the game is tied at the end of the regulation time limit (no new inning to start after 8:00) or six (6) complete innings the game will be considered a tie and reported as such. If time is available and both the umpire and head coaches agree, one (1) more additional inning can be played in an attempt to determine a winner. After that one (1) inning and the score remains tied the game will be considered a tie. Coaches and Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk, the last couple innings taking 20 minutes etc).

All rules regarding innings pitched, substitution, etc. apply throughout the completion of the game

If during Pool Play, the game is called because of weather/darkness and the game is unable to be completed before the start of the tournament, the game will be considered a tie.

No new rules apply because the game is extra innings.

Tournaments

SAA In-house Tournament - teams will be ranked based on the following criteria (listed in order):

1. Win/Loss record
2. Runs scored
3. Face to face results

Day games will be played until a winner is determined.

If game is played at night and no lights are available, an extra inning can begin before 8:30 in an attempt to determine a winner. Coaches and Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk; last couple innings taking 20 minutes etc). If it is determined that there is not enough good light remaining, the game will be continued as soon as can be scheduled and agreed upon by the coaches and umpire (example - early next morning if Saturday or late afternoon if Monday). Please be flexible here.

If during a tournament, a game is called by the umpire because of weather/darkness the game will be considered complete after four (4) complete innings if the score has eliminated the trailing team. This also includes the 5th (fifth) inning.

If a game is called because of weather/darkness and either team has a chance to win, the game will be suspended and continue at the earliest possible time (see above).

No new rules apply because the game is extra innings.