

# Coosa Baseball Association BPA League 6U Rules

*PLEASE REFER TO THE ONLINE BPA RULE BOOK FOR THE OFFICIAL RULES. This consist of the modified and approved rules adopted by Coosa Baseball Association*

All batters will receive 3 pitches from the coach. If the batter does not hit the ball into the field of play within 3 pitches, the batter will be given two attempts to hit from a T. If the ball hit from the T is hit in foul territory or does not go past the foul arc, then batting continues from the T. If the batter misses the ball or if the bat does not make contact with the ball as determined by the umpire, the batter is out.

The Foul Arc is only a Foul arc during attempts to hit from the T. If the coach is delivering the pitch the foul arc is not applicable.

The play is live at when the ball is hit and until the lead runner is stopped and the umpire has called time. There is NO dead ball at first base.

5 run limit per team per inning with the Exception of the 6<sup>th</sup> inning. In the 6<sup>th</sup> Inning teams are allowed a maximum of 10 runs.

Baserunners may not leave their base until the ball is hit.

No infield fly rule.  
No bunting.

The Coach Pitcher must leave the field immediately when the ball is put in play. The coach pitcher may not verbally or physically coach. If the coach pitcher is unintentionally struck by a batted ball, the ball is dead and the batter is awarded 1<sup>st</sup> base. Any baserunners are also awarded one base. If the coach pitcher intentionally interferes with a batted ball, the ball is dead and the batter is out. Any baserunners return to the base occupied at the time of pitch.

The defensive player in the pitcher position may not leave the pitching circle until the ball is hit. The defensive player must start with one foot in the circle prior to the ball being hit into play by the batter. PENALTY: The play continues and after the play ends, the offensive team has the option of taking the result of the play or a no pitch. The defensive player in the pitcher position must wear a helmet and/or safety mask and stand on either side of the coach pitcher.

The pitcher can make a play at any base if the play is there with the exception of the following: They need to attempt to throw the ball, (for example, if the play is at first and the ball is hit on the 3rd base side of the pitcher mound they MUST throw the ball to first base. PENALTY: The first instance will be a warning issued to the head coach by the umpire. The 2<sup>nd</sup> instance the player will be awarded 1<sup>st</sup> base and no out will be taken. If the ball is hit to the 1st base side of the pitcher they may throw or tag the runner going to first. Pitcher can make a play at 2nd, 3rd or home).

Each team on defense will field 11 players consisting of 6 infielders and 5 outfielders. Outfielders must stay in the outfield until the ball is hit. The two additional outfielders may be positioned with 1 between 2<sup>nd</sup> base and the 2<sup>nd</sup> base player and 1 between 2<sup>nd</sup> base and the Short Stop Player if a team wishes to do so. NOTE: Teams may start with 9 players; however, they must play with 6 infielders and 3 outfielders. If a team drops below 9 players, the game will be forfeited.

If any batter throws/slugs the bat, the team will be issued a warning. The second time it occurs with any batter on that team, the ball is dead and the batter is declared out. All baserunners must return to the base occupied at the time of pitch.

## Run Rule

12 after 3 innings  
10 after 4 innings  
8 after 5 innings