

Coosa Baseball Association League 6U Rules

Offense:

- 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 Tee. **The batter is out if the batter does not put the ball into the field of play on the second attempt from the Tee.**
- **The entire lineup will bat.**
- The Foul Arc is only a Foul arc during attempts to hit from the Tee. If the coach is delivering the pitch the foul arc is not applicable.
- The play is live 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 6th inning. In the 6th 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.

Defense:

- **11 players maximum on the field. (Catcher, Pitcher, 1st, 2nd, SS, 3rd and 5 Outfielders)**
- **The pitcher may only run for a force out at 1st base if the hit carries them toward the base. If the ball is hit to the third base side the pitcher must throw the ball to 1st base for the out. There will only be one warning given per game. The batter will be awarded the base if the action continues.**
- The coach pitcher must leave the field immediately when the ball is put in play. If the coach pitcher is unintentionally struck by a batted ball, the ball is dead and the batter is awarded 1st 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.
- 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.
- **Players that are on the bench should sub in and out each inning on defense.**

Run Rule:

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

Time Limits:

- **All games will be 1:30 minutes and up to 6 innings**

Protest:

- **Any protest will be ruled by the Coosa Association Board. Rule applications may be protested; judgment calls may not. A \$100 protest fee is required to file a protest and will be returned if the protest is upheld.**

Sportsmanship:

Coaches are expected to demonstrate good sportsmanship for their team and their fans. They are also responsible for the behavior of their team and their fans. Any coach or player who is ejected from a game will be suspended for the following game. A coach who is ejected must leave the complex immediately or be subject to additional penalties. Any spectator who is disruptive or who displays poor sportsmanship may be removed at the discretion of the umpire, Coosa Board Member or complex representative.