**North Macon Youth Sports Association**

**6U Baseball Rules**

**Equipment**

1. All batters must wear a helmet with a facemask.
2. Catchers must wear a catchers helmet, or a batting helmet with a facemask.
3. Regular baseballs will be used.
4. Players may use any bat that does not exceed 2 and 1/4 inch diameter and is stamped approved for play with USSSA logo (or Little League/Dixie Youth).

**Game Format**

1. Games will be 5 innings or one hour. No new inning can be started after the one hour time limit is reached. Extra innings will be played until there is a winner.
2. An inning is completed when each team has an At-Bat which is finished by either making 3 outs or scoring 5 runs. Maximum runs per inning will be 5 runs. This is for ALL innings.
3. Tournament play: A game will be ruled completed if the winning team has an advantage that is greater than the maximum number of runs that the losing team can score. If there is a Rain Delay or a game is postponed, the game will resume where it left off as soon as it can be rescheduled. There is no minimum inning requirement that would deem a game completed.
4. Defensive Unit consists of infield positions, including a catcher, and the remaining players out in the outfield.
5. Teams may play a game with 8 players. However, during tournament play, the 9th spot in the lineup will be an automatic out.

**T-Ball Specific Rules of Play**

1. Fair Ball Arc: There shall be a ten (10) foot arc from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.
2. The defensive player listed as pitcher shall stay in the pitcher’s circle until the ball is hit (at least one foot I the circle) **Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game. (Tournament Only) – During the regular season, we will continue with a warning and attempt to teach the player how to play the position. It is the coaches discretion as to when he wants to rotate that player out of the pitcher’s position.
3. The Infield Fly Rule shall not be in effect at any time.
4. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. Post Season Tournament: If a player is listed on the line-up and does not take his turn At-Bat, the player will be called out. TOURNAMENT PLAY: If a batter bats out of order he is considered an improper batter.
5. Batter/runner shall not advance on an overthrow of first base.
6. Teams may use free substitution on defense but the batting order shall remain the same.
7. Batters must maintain two feet in the batters box. Bunting shall not be allowed.
8. A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls. (Tournament Only). During the regular season, you may pitch up to 6 batters per inning. Each batter will get 3 swings and then you must use a Tee.

Comment: Tournament Play: A thrown bat will result in a team warning – all subsequent thrown bats will be ruled as an out. Each team will only receive ONE warning.

1. Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit (Regular season, warnings will be given). Over throws to first: The batter may NOT advance to second base. (All-Star tournaments, the runner can advance). All other base-runners may advance. Once a defensive player makes an attempt to make a play at another base, the batter on first may now advance. If the over-throw goes over the fence, the batter may not advance, all other runners may advance one base only (i.e. the base runner that started on first cannot advance past second base).
2. If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory, hits a runner or an umpire while still in flight, and then is caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced; if a batted ball in fair territory hits a runner prior to the fielder being able to make an attempt on the ball, the runner is out and the play is called dead.
3. A ball that rolls under the outfield fence shall be deemed “dead” as soon as an outfielder or outfield coach raises his hands to identify the ball as being out of play.
4. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

When a runner stands of a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

1. A batted ball to the pitcher: If the pitcher is in the circle, a throwing attempt must be made to get the batter, or a base runner out at ANY base. He may not run and tag the batter out. If the ball is outside of the circle, the pitcher may make any attempt necessary to get the batter, or base runner, out.
2. NO fielder may intentionally ROLL the ball to a base in order to get a player out. We are teaching these young players to throw and catch the ball.
3. Outfielders may not come into the infield at any time prior to the ball being put into play.
4. A defensive player without the ball shall not intentionally obstruct a runner from advancing and/or grab or interfere with base runner. The coach of the batting team may choose to take the outcome of the play, or have the runner advance to the next base. For example: If a runner is blocked from reaching second base and is tagged out, if interference is called, the coach may elect for the player to remain safe on second base. If a player is rounding second base heading to third base and is obstructed and called out – if interference is called, the coach can choose to have the runner advance safely to third base. If interference is called, but the runner advances safely, the coach may choose to accept the outcome of the play. (This rule will become more strict as the season progresses and especially in tournament play).
5. No base coach may physically assist a base runner, i.e. – not touching. The runner will be ruled out.
6. You may have 2 Defensive coaches in the outfield, deeper than the deepest player. You may not physically assist a player at any time, verbal instruction only. A third coach may remain in the opening of the dugout to instruct the infield. You may not come more than 1-2 steps out of the dugout.
7. Defensive positioning for infielders: 3rd baseman may not line up any closer to the batter than the “half way line” that is in white on the basepath. Shortstop and 2nd baseman may not be any closer than the 3rd baseman, and the 1st baseman no more than half way down the foul line as well (approximate).
8. If a ball hit a coach in the outfield, the play continues, the coach is part of the field.
9. TOURNAMENT: Home/Visitor will be determined by a pre-game coin toss which must be witnessed by the umpire or a park official.
10. Any protest during the tournament must be verbalized to the NMP officer on duty prior to continuing play.

**Offensive Play**

1. Base runners must be in contact with their base while the batter is in position to bat. They may not leave the base until after the ball is put in play.
2. Play will commence when the ball is hit by the batter. The batted ball will be in play when it enters fair territory past the batting foul line in front of the plate. Any ball not crossing this line is a foul ball.
3. Strike outs will not be called during regular season play.
4. “Bunting” will not be allowed.
5. Base coaches shall remain in the coaches box when their team is batting. They may not touch a base runner while they are running the bases unless it is to prevent an injury.

**Time Out**

1. Only the umpire may call “Time Out”.
2. Once “Time Out” is called by an umpire, it is final.
3. “Time Out” will be called and play will cease in the following situations: lead runner is stopped/prevented from advancing.

**Player Safety**

1. Any batter who, in the judgment of the umpire, has “slung” a bat will be warned by the umpire. The umpire will warn both dugouts that a batter has been warned and any subsequent violation will result in the batter being called out on either team.
2. At no time will a runner be allowed to intentionally run into the catcher or any other defensive player for the purpose of dislodging a ball or obstructing his attempt to field a ball. This will be a judgment call by the umpire. The penalty for this violation is the runner being called out.
3. If either of the above violations is flagrant, the batter or runner may be ejected from the game. This will be a judgment call by the umpire.

NOTE: It is important that managers and coaches instruct their players on these rules. They are designed to be safety rules for the players to insure that no possibility of injury will occur.

**Tournament**

1. The tournament will be a double elimination tournament. The tournament bracket will be decided by a random drawing.
2. Scores will be kept during tournament play.
3. All teams will be eligible to play in the first round.
4. For purposes of the tournament only, a batter may strike out. It will be considered a strikeout if the batter swings at the ball three (3) times for the purpose of putting the ball in play and fails to make contact with the ball. For purposes of this rule, if the batter swings and hits the “tee” and the ball falls forward but does not cross the plate foul line, it will be a foul ball. If the ball falls backwards, it will be considered a strike.
5. If three outs are made by the defensive team, regardless of how many batters have hit, that half of the inning will be considered complete.
6. All other regular season rules will be in effect.
7. Only one All-Star coach may be selected from the managers own regular season team. The second All-Star coach must be a manager or coach from another team within the same division as the All-Star manager.
8. The All-Star coaches selected shall be board approved coaches of a regular season team if the coaches were the starting coaches and coached on the team all during the season. If a coach was not a starting coach and was not a coach during the regular season, he will not be eligible to coach for the All-Star team.
9. The list of the selected All-Star players will go to the league representative or vice president of baseball and shall not be revealed until the last tournament game is played.

NOTE: At any time, there will be no form of tobacco use during the game. This also includes dipping. Penalty would result in one game suspension.

**RULE 10.00 – SPORTSMANSHIP, EJECTIONS & SUSPENSIONS**

**General Statement:** The matters of sportsmanship and unsportsmanlike conduct shall be taken extremely serious. The teams you compete against will exhibit an elevated and sometimes fierce level of competition. Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators should exhibit good sportsmanlike to ensure a positive impact in the development of the participants. Thus, it is paramount that managers, at all times, have absolute complete control of their coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators both on and off the field as well as in the grandstands.

**Comment:** Any reference to the term **“MANAGER”** in these rules is intended by definition (a person appointed by the team as the highest ranking on field official to be responsible for the team’s actions on and off the field, to include the grandstands and to represent the team in communications with the umpire and the opposing team), to designate the highest ranking on field team official.

10.01Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exhibit abusive, vulgar, unbecoming or unsportsmanlike conduct shall be immediately ejected. Warnings shall not be issued for abusive, vulgar unbecoming or unsportsmanlike conduct.

10.02Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exercise the use of profanity or abusive language, regardless to whom it is directed, shall be immediately ejected. Warnings shall not be issued for the use of profanity or abusive language.

10.03 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who throw equipment shall be immediately ejected. Warnings shall not be issued for throwing equipment.

10.04 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who leave their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in an altercation, fight or brawl shall be immediately ejected and local law enforcement shall be notified. Warnings shall not be issued for participating in an altercation, fight or brawl.

**Rule 10.01 – 10.04 Comment:** Violation of any article of Rule 10.01 – 10.04 may, if warranted, require a team to forfeit a game or games and/or be removed from the league/tournament.

10.05 When adult (18 years of age and older) coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators are ejected for any reason, the manager shall also be ejected for failure to maintain absolute complete control of coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators.

10.06 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators ejected from a game shall immediately remove themselves and all personal belongings from the vicinity of the playing field and/or grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from plus one additional game. Under no circumstances shall ejected managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors or spectators return to the vicinity of the playing field and/or grandstands upon game completion. Ejected managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators returning to the vicinity of the playing field and/or grandstands upon game completion shall be treated as trespassers and local law enforcement shall be notified.

**Rule 10.06 Comment:** Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors, and spectators ejected from a league/tournament ending game (i.e. elimination game, championship game), shall be required to forego their attendance at the team’s first game in their next sanctioned event.

10.07 Players ejected from a game shall immediately remove themselves and all personal belongings from the dugout and dugout area and shall be confined to the grandstands. An ejected player may remain in the grandstands as long as doing so is not a disturbance or disruption to the game. If warranted, an ejected player shall be removed from the grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game.

10.08 Managers, coaches, assistant coaches, trainers, scorekeepers, players and other dugout personnel shall be confined to the dugout for the remainder of a game as an alternative to an ejection at the sole discretion of the Umpire(s).

 **Rule 10.08 Comment:** For managers, confinement to the dugout is not applicable for violating Rule 10.05.

10.09 Certain actions of managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators call for immediate suspension. Such acts include but are not limited to, a physical attack or the threat of a physical attack on an umpire, game official, tournament official or association director and/or officer. Knowingly competing with or against illegal or disbarred/suspended managers, coaches, assistant coaches, trainers, scorekeepers, players, sponsors and spectators. Participating in or permitting a fraud to be perpetuated. Competing under an assumed or altered (miss-spelled) name, and/or date of birth. Purposely utilizing false information to damage, harm, hurt, impair or mar Georgia USSSA Baseball.

**RULE 11.00 – PROTESTS**

11.01 Umpires will work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-In-Chief and then to the League Director before the next pitch in the game is delivered. Protests shall not be accepted after the final out of the game.