



6U Rules

All games will have a 1 hour time limit. Teams should be prepared to start on time.

Please limit the time between innings to three minutes.

Since game time is limited, players should be coached to hustle on/off field.

- All players are used defensively each inning.
- Positions :
 - Pitcher-placed on pitchers mound on the pitching rubber, not in front of it.
 - Catcher-placed approximately 8-10 feet away from the plate; catchers gear is not required, but a batting helmet is for this position.
 - Remaining infield of 1B, 2B, SS, and 3B.
 - Remaining players are placed along outfield grass line.
 - Maximum players on the infield per inning is six. (Pitcher, catcher, 1B, 2B, SS, & 3B)
- Approved defensive coaches (those that have completed the Level II DCF background check) are permitted on the field behind players for instructional purposes. Coaches not permitted to touch a live ball.
- All players must remain in their designated position until the ball is hit.
- An outfielder is not permitted to make an infield play. (Tagging a runner or touching a base for an out)
- All players must rotate and play the infield for at least one inning per game.

Batting

- The manager or coach will tee up the ball for the batter and is encouraged to instruct the batter at home plate.
- There is no "on-deck" batter. The next batter will remain in the dugout until their turn to bat.
- First and Third base coaches are permitted in the coaching box areas.
- There is no infield fly rule.
- Batting orders will not be changed or altered once game starts.
- Balls hit less than 6 feet will be considered a dead ball and another attempt will be made.
- Three attempts are allowed to hit the ball in play before being recorded as an out.
- There will be no advances on overthrows to first base. An overthrow to any other base, the runners may advance until the ball is in control of an infielder. If they are less than halfway to the next base, they must return to the last base touched.

- If a ball is hit into the outfield, the runner can advance until the ball is secured in the infield. Secured means that any infield player has possession of the ball and are not attempting a baseball play. Runners more than half the distance to the next base when play stops will be allowed to occupy the next base. All others will return to the previous base unless they are forced to the next base.

General

- Opening Day through Spring Break: Teams will complete their batting order each inning regardless of the amount of outs recorded.
- After Spring Break: Once a team has three outs, their inning is complete. The next inning, the first batter will be the one after the player that made the out the inning before. The batters per inning will be limited to eleven batters. An inning will be over when the third out is made or when an infielder has secured the ball if the 11th batter has batted. On the 11th batter, when a fielder secures the ball, this will designate a dead ball, and all runners will stop at the base they were last at, unless more than half way to the next base. Base runners shall not continue running the bases.
- If a player is out they must return to the dugout area.
- All general baseball rules apply. (outs, runs, etc.)
- Any parent that wants to help coach, assist during practices, or be on the field in any capacity must have a Level II DCF Background Check completed within Cape National Youth Baseball.
- Please monitor players for digging in the grass. Infielders must play their positions in the clay, not on the grass. This prevents wear on the infield grass aprons.
- The home team is notated on the schedule. If the schedule says Team A @ Team B, Team B is the home team. Home team manager is responsible for picking up the game balls from the concession stand prior to each game.
- To emphasize and encourage the learning aspect of the game, scores and standings are not kept in 6u.

Any Questions will be final decision of League President or Umpire Chief