



6U Coach pitch/ Tee-ball revised 2025

Division Designation

5-6 years of age-Players cannot turn 7 years old prior to May 1st of the league year.

Each team will consist of 10-12 players that will be placed on each team. The vice president or their designee will be responsible for forming/rostering teams.

Time limits/Length of Play

45 Minutes

While school is in session we will play a drop-dead time limit. When time is up the game ends.

No new inning will start with five or less minutes on the clock.

Once school is out, we will play to finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Equipment

All Leagues

Each team will be responsible for supplying 2 game balls. Game balls will be a quality ball, supplied by FABC to each team.

Note: Teams needing helmets, catcher's equipment, practice baseballs etc..., will check out equipment with FABC Vice President for their league. Any equipment not returned at the end of the league will be charged to the coach at replacement cost.

Participation Rules

- 1) All players will play on defense. The infield will be composed of a player at each position, remaining players will be in the outfield. There are up to 6 parents/coaches allowed on the field. The parents are encouraged to give instructions. To speed the play of the game, a parent or coach is encouraged to be behind the catcher to shag balls to quickly return to the offensive pitching coach. Once the ball is in play, play will continue until the ball is in the pitcher's control within the pitching circle.
- 2) Base stealing and lead offs are not allowed. Balls that are hit to the outfield will allow the runner to take two bases. Balls hit into the infield will allow the runner to take one base.

This is regardless of defensive errors that are made. Coaches should encourage the runners to slide, with the exception of first base, to avoid collisions.

- 3) The infield fly rule does not apply.
- 4) If a batted ball hits a coach or a bucket, it is a dead ball, and all runners shall advance one base.
- 5) Outs are not recorded, but in the event a runner is tagged or thrown out, the runner will return to the dugout.
- 6) No score will be kept. All players shall rotate defensive positions on an inning-by-inning basis.
- 7) Players who show up late shall be added to the bottom of the roster.

Line Up/ Game Roster/ Substitutions

Each team will bat 6 players per inning unless they have more than 12 players. Then they may bat 7.

Hitting

Each player will receive three overhand pitches. (Coaches can throw from a kneeling position or from a bucket.) If the player does not successfully place the ball into the field of play during these three pitches, the ball will be placed on a tee. Each player will be allowed to hit the ball, in play, off the tee.

Absolutely no walk-up music will be played as the hitter approaches the batter's box.

Defensive Play and Dugout Rules

6 coaches/parents are on the field to give defensive instruction. One coach is recommended to be placed alongside the catcher, behind first base, behind shortstop, behind third base, behind outfielders in left and right center.

If the defensive teams make an out, the runner should be removed from the base and the out recorded.

Obstruction Rule

In the event a batted ball strikes the coach while pitching or instructing defense in the infield, the batter shall be awarded first base and runners on base will move up one base accordingly. A ball that strikes an outfield defensive positioned coach shall result in two bases. Pitching coaches should use caution to avoid obstructing a player's ability to make a defensive play.

Infield Fly Rule

There will be **NO** infield fly rule in effect.

Baserunning

No stealing.

Players may advance on a batted ball as long as the ball has not been returned to the pitcher. Once the ball has been returned to the pitcher the ball will be considered dead. If there are two players on one base at the same time, the runners will be returned to their appropriate base.

Speed of Play (All Leagues)

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly.

Infield

No infield practice will be taken prior to the game.