



6U- TBall Hybrid Coach Pitch

Division Overview

Players must be 5 years old by May 1 of the league year and may not be 7 years old on or before that date. This division is for 5- and 6-year-olds.

This division uses a hybrid format: coach pitch first, then a batting tee if needed.

Teams will consist of 10–12 players. The VP is responsible for forming all team rosters.

Game Rules and Regulations

Time Limits / Length of Play

- Game length: **45 minutes.**
- **During the school year:** Drop-dead time limit. When time expires, the game ends immediately.
- **No new inning** may begin with **5 minutes or less** remaining.
- **After school is out:** The current inning will be completed. Each team can finish their lineup.
- Any game canceled/forfeited with less than 24 hours' notice will result in a possible fine up to \$125, if this fine is not paid before next scheduled field practice or game, said team will be suspended until fee is paid. Any changes must be handled through the league.

Participation & Gameplay Rules

- **All players play on defense.**
- Standard infield positions will be filled; all extra players go to the **outfield.**
- Up to **6 coaches/parents** may be on the field to provide instruction. ALL volunteers must be registered with the league AND have a clear background check.
- A coach/parent may stand **behind the catcher** to quickly return balls to the pitching coach.
- Play continues until the ball is controlled by the pitcher **inside the pitching circle.**

Base Running

- **No stealing or lead-offs.**
- **Infield hit:** runner may advance **1 base.**
- **Outfield hit:** runner may advance **2 bases.**
- Base advancement does *not* change due to defensive errors.
- Encourage sliding (except at 1st base) to avoid collisions.
- Outs are not recorded in the score, but **runners who are tagged or forced out must return to the dugout.**
- **No score is kept.**
- Defensive positions must **rotate every inning.**

Lineup Rules

- Each team bats **6 players per inning**.
- If a team has **more than 12 players**, they may bat **7 per inning**.
- Late players are added to the **bottom of the batting order**.

Hitting Rules

- Each batter gets **3 overhand pitches** from a coach (kneeling or sitting on a bucket is allowed).
- If the batter doesn't put the ball in play after 3 pitches, they must **hit off the tee**. Do NOT keep throwing. This delays the speed of play.
- No matter what, each batter gets to hit a fair ball.
- **No walk-up music** is allowed.

Defensive Play & Dugout Rules

- Up to **6 coaches** may be positioned around the field to help with defense:
 - Beside the catcher
 - Behind 1st base
 - Behind shortstop
 - Behind 3rd base
 - Behind outfielders in **left center** and **right center**
- If the defense gets an out, the runner must leave the field.

All Volunteers working with players in ANY capacity must register as a volunteer through FABC and have a clear background check on file. Division VPs will verify all volunteers throughout the season.

Obstruction Rule

- If a **pitched or batted ball** hits a coach or equipment (bucket, etc.):
 - Ball is **dead**.
 - Batter gets **1st base**; all runners advance **1 base**.
- If a ball hits an **outfield coach**, runners get **2 bases**.
- Pitching coaches must avoid interfering with fielders.

Infield Fly Rule

- **Not used** in this division.

Speed-of-Play Expectations

- Teams should take the field quickly to keep games moving.
- **No infield warmup** (grounders, throwing) is allowed before the game.
- After games- please do your team huddle outside of the fence so that the next team can move into the dugout.

Equipment Standards

- Each team must provide **2 game balls**.
- **The League will supply game balls to coaches before the season begins.**
- Teams needing helmets, catcher's gear, practice balls, or other equipment must check items out through the **FABC VP**.
- Any equipment not returned at season's end will be charged to the coach at replacement cost.

Throughout the season, please direct all questions or concerns—whether related to rules, player or fan behavior, interactions with other coaches, equipment, or any other issues—to your Division VP first. The VP should be the initial point of contact before any matter is elevated to the President.