

West Side Little League
6 Year Old Division Rules
revised Spring 2007

The six year old division is dedicated to teaching the fundamentals of baseball. We teach sportsmanship, the fundamental skills, the rules of the game, the importance of defense and the confidence to hit the ball. The first 45 minutes of each two hour time slot is reserved for practice, which is mandatory.

I. Practice

A. For the first 45 minutes of the 2 hour "game" period, each team shall loosen up and organize practice drills for hitting, throwing, catching, ground balls, fly balls, running the bases, learning the rules, etc. The coaches shall determine the nature of the drills and whether the teams shall practice separately or together.

B. Teams may, but are not expected to, hold additional organized practices. Coaches should suggest basic drills to parents and encourage them to practice with their children during the week.

C. A child may not miss the practice portion of the day and expect to play in the game. Coaches should emphasize regularly the importance of practice.

II. Game Rules

A. Each half inning shall consist of the entire team coming to bat.

B. The basic defensive rules of baseball are in effect.

C. The score shall not be kept officially or announced by the coaches or the umpire.

III. Use of Players

- A. Teams will use a batting order consisting of all players who show up for the practice.
- B. If a child does not want to play, the coach will encourage, but not coerce the child to play. A player who leaves a game may return later.
- C. Fielders shall include standard infielders, a short fielder placed behind second base, a pitcher's helper to field for the adult pitcher, outfielders and, at the coach's option, a catcher. Outfielders shall have both feet on the grass portion of the field.
- D. The team in the field will supply an adult catcher, who will either catch or back up the child catcher.
- E. All players must play each inning and alternate between infield and outfield positions.

IV. Batting

- A. There are no balls and no strikes. A batting tee shall be used. The coach is responsible for bringing a tee to the game.
- B. A batter may not deliberately bunt.
- C. No player may bat without a batting helmet. A player who refuses to wear a helmet shall miss that turn at bat.

V. Consultation

- A. The team at bat is permitted a third base and a first base coach who may

consult freely with base runners.

B. The team in the field is permitted a fielding coach who may instruct fielders.

VI. Running

A. Base runners may not take leads. A runner must keep a foot on the base until a batter makes contact with the ball, at which point he or she is permitted to run.

B. There is no stealing.

C. No runner may go more than three feet out of the baseline except to avoid interfering with a fielder attempting to make a play on a batted or thrown ball.

D. One base is permitted, but must be earned, on all wild throws, at which point the ball is dead and is returned to the adult pitcher.

E. On balls hit to the outfield, a base runner cannot advance beyond the base to which he or she is running once the ball arrives in the infield. For purposes of determining the end of the play, the umpire's decision is final. If the ball is unintentionally thrown out of bounds from the outfield, the runners are allowed one base.

F. A batter overrunning first base may turn toward second base, but he or she can not be put out unless attempting to run to second.

G. On a ball hit to or fielded by an infielder, base runners cannot advance beyond the base to which they are running once the ball is thrown to the coach or pitcher.

H. If a runner must slow down because a fielder is blocking a base, then a call at that base will favor the runner.

I. The distance between the bases shall be 50 feet.

VII. Movement of the Game

A. "Home team" players, coaches, parents, and supporters shall congregate on the first base side of the diamond. "Visiting team" players, coaches, parents, and supporters shall congregate on the third base side of the diamond.

B. All games will consist of 75 minutes.

VIII. Rules of Conduct

A. There is no excuse for poor conduct on the part of the players, coaches, or parents. Any player who displays poor sportsmanship must immediately be removed. Any coach who argues or displays poor sportsmanship shall be replaced by the league. Coaches are responsible for the behavior of the parents of their players.

B. Once teams are on the field, the umpire is in charge. We expect umpires to use their best judgment and to be reasonable, and we also expect cooperation of opposing coaches, parents, and players.

IX. Safety Rules

A. Batting helmets must be worn by all batters, base runners, players in the on-deck circle, and all first or third base coaches under age 18 during practices and games. Regulation batting helmets are provided by the League. Runners must not intentionally remove their helmets while running the bases. If the umpire feels that a player did intentionally remove his or her helmet, that player shall be warned.

B. A full set of catcher's equipment must be worn by players in the catcher's

position, including warm-ups. There are no exceptions. Little Leaguers serving as catchers must wear a cup. Athletic supporters with the cup insert as well as the cup will be provided by the League along with all other catcher's equipment.

C. The throwing of bats is strictly prohibited. If the batter throws the bat, the batter will be called out for dangerous play and the ball will be dead.

D. The swinging of bats, including practice swings, is allowed only in the batter's box. To limit risk of injury to the on-deck batter, that batter will remain in the dugout (not in an on-deck circle) until it is his/her turn at bat.

E. During games and practices, all persons not directly involved in the game or practice (batter, base runners, players in the field, umpires, coaches) should remain at least three (3) feet behind an imaginary line that extends from the end of the backstop and runs parallel to the foul line.

F. Only players, coaches, and umpires are permitted on the playing field during play and practice sessions.

G. Metal spikes and cleats are prohibited.

H. Eyeglasses should be of "Safety Glass" and glasses should be secured with straps.

I. Stand-up collisions are not allowed. A fielder without the ball must get out of the runner's way. When the fielder has the ball and is awaiting the runner, the runner must allow himself or herself to be tagged or must slide to avoid the tag. If the umpire feels either the fielder or the runner intentionally caused a collision, the offender may be ejected. A runner who intentionally collides with a fielder in control of the ball is out, whether or not the fielder subsequently holds on to the ball.

J. Fielders must not fake a tag in order to induce a runner to slide.

K. Plaster casts or those made of other hard substances may not be worn during the game.

L. Parent-umpires will not station themselves behind the plate.

M. At the 72nd Street field, all spectators will stay behind the fences (and all the grass). During a game, only coaches and players will be allowed on the grass.

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