

## Local League Rules - Six Years Old

Only three (3) players protected; all others are assigned randomly.  
All rules not covered in this addendum will be as per Dixie Youth Rule Book.

1. Games will be seven (7) innings or one (1) hour, whichever comes first. In the last (2) minutes of any game, the clock will stop for time outs.
2. At least one (1) umpire and one (1) scorekeeper will be used for each game. The umpire shall allow three (3) swings on five (5) pitches. A batter will not be called out on the 3rd swing foul ball or any last pitch foul ball.
3. Six, Seven (7) and Eight (8)-year-olds will play coach pitch and will abide by Dixie AA Coach Pitch Rules including, but not limited to:
  - a. The adult coach pitcher of the offensive team shall pitch to the batters and shall throw overhead from a standing position.
  - b. The coach pitcher must pitch from within the designated pitching plate with a with a foot remaining in contact until the pitch is released. The plate shall be 36 feet from the back of the home plate. **PENALTY:** If the coach pitcher does not remain in contact with the rubber, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
  - c. The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. **PENALTY:** If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
  - d. If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.
  - e. The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. **PENALTY:** A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.
4. Each team's coach will have the following responsibilities or will delegate the responsibilities to another adult:
  - a. Provide parent or coach to pitch to the batter. In addition, this person may not coach runners in any fashion while on the field except to assist the batter.

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- b. Provide a first and third base coach as well as a "parent catcher" to retrieve balls and throw them back to the pitcher.
  - c. Must have an adult in the dugout at all times.
5. Placement of the fielders/batting order/defensive substitutions:
  - a. All players will be used, 5 infielders and the remaining in the outfield on the grass. There will be a catcher who must wear a batting helmet or approved catcher's mask. He will stand behind the umpire until the ball crosses the plate.
  - b. Outfielders must be on the outfield grass.
  - c. Pitcher must have both feet within the pitching circle and stand on either the left side or the right of the coach pitcher, and not be any closer to the batter than even with the pitching rubber. The player pitcher cannot leave the circle until the ball is hit. PENALTY: The offensive coach has the option of accepting a hit or taking a no pitch. A batting helmet with a face mask is required for the player pitcher while playing the pitching position.
  - d. Continuous batting order will be used.
  - e. Coaches can be in the outfield when his team is on defense.
6. Runners may advance when:
  - a. A pitched ball is hit in fair territory.
  - b. A foul ball is caught in foul territory, if he properly tags up.
  - c. There will be no stealing.
7. The ball is dead when:
  - a. After a natural stoppage of play, the umpire shall call time and all runners will advance or return to the closest base designated by the umpire.
  - b. A pitched ball hits a batter. No pitch shall be declared and the batter will continue his time at bat.
  - c. Whenever time is called and the ball is dead the only way to put the ball back in play is with a pitch.
  - d. It is the umpire's judgment call when a play has been completed.
8. A team may begin a game with eight (8) players and it will count as an official game; however, an out will be called for not fielding a batter in the 9th position each time that position comes to the plate without a player.
9. Games will end if a team leads by Fifteen (15) runs after 2 ½ innings or Ten (10) runs after 3 ½ innings if the home team is ahead. A team may score a maximum of seven (7) runs per inning during the first four innings. There is open scoring

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the rest of the game.

10. The infield fly rule is not used in this league.
11. Tie games: If teams are tied and time has expired, the game ends in a tie. Once an inning begins the home team will be allowed to bat unless leading.
12. Pool players are any player in the league, but must bat last and play in the outfield.
13. No parent or coach is allowed to stand on the outside of the fence in the general vicinity of home plate and coach or talk to the players on offense or defense. "General Vicinity" is to be determined by the umpire.