

Dalton Parks & Recreation

6u Baseball Rules

GOALS

1. Teach basic catching, throwing and batting skills.
2. Teach base running basics.

EQUIPMENT

1. Jerseys and hats will be given to the players to wear at the games. No jewelry is allowed for safety purposes.
2. All batters, base runners and players on deck, **MUST** wear protective headgear.
3. Players supply their own gloves, baseball pants and soft spikes. Tennis shoes are allowed at this age.
4. If player would like to use their own bat, it **MUST** be t-ball approved and remain the responsibility of the player, not DPRD.
5. DPRD will provide a face mask for the player in the "pitcher" position. DPRD will also provide a chest protector for the player in the "catcher" position. The "catcher" can wear a batting helmet.

COACHES/MANAGERS

1. You **MUST** always set a good example of **GOOD SPORTSMANSHIP** for all players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions.
3. Injured player **MUST** be attended to immediately.
4. Coaches are responsible for forwarding all practices, games and events to the players in a timely manner.
5. Remember to keep it simple. Every coach should be more concerned with the players learning how to play the game rather than who wins or loses. There are **NO** losers, we are all winners!

Always use ENCOURAGEMENT AND ENTHUSIASM!

LENGTH OF GAME

1. Regulation games will 2 innings or 1 hour in length (all innings started **MUST** be completed in full). If time limit is almost up, **DO NOT** start another inning. No new innings after 50min.
2. Rainouts will be cancelled and rescheduled by the Scheduling Coordinator and can be viewed on the website.

OFFENSIVE RULES

1. Three coaches may be used on offense. One to assist the batter and two coaches for coaching the bases.
2. Each player is placed in number sequence for the batting line-up. Every player bats each inning.
3. Players will be called out, but we will not keep track of outs. The entire line up will bat.
4. 6u is a coach pitch/t-ball hybrid. Players will receive three pitches from the coach and two off the tee (if they don't make contact on a ball from the coach). If a player doesn't hit off the coach or the tee, they are out.
5. Runners may ONLY take one base on balls which stay on the infield.
6. The following is NOT ALLOWED: lead offs, stealing, pinch hitting, infield fly rules or protesting.

DEFENSIVE RULES

1. Three coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.
2. The defensive team will field up to 13 players.