TEAYS VALLEY YOUTH BASEBALL LEAGUE (TVYBL)
6U ROOKIE
RULES AND REGULATIONS



GENERAL LEAGUE RULES:

This is not a win at all cost league.

1. Age not over 6 years old before May 1 of the current year.
2. No dogs. Only service animals will be allowed. All non-service dogs will be asked to leave immediately
3. The Ohio High School Rules will cover any rules not covered in these rules.
4. Opposition has access to the scorebook prior to the game. Home team will be the official scorekeeper. The umpire will settle any questions concerning the score using both scorebooks.
5. All umpires will be certified by TVYBL. The umpire will be the sole judge of all plays and will have complete control of the starting and stopping of the game. All umpires must be 15 years old or older. Exception - Both coaches must mutually agree to use a younger umpire if necessary.
6. Any deviation from any league or playing rules could result in a forfeit.
7. No alcohol
8. Do Not Use Foul Language! Control Your Temper! Coaches will be held responsible for the actions of their assistant coaches, players, parents, and fans. TVYBL reserves the right to ask any person to leave the park due to unsportsmanlike and or actions unbecoming the sport.
9. No smoking around diamonds or dugouts. There is a smoking section behind the concession stand.

Coaches' responsibilities

Read all of these rules.

1. Coaches must attend all mandatory meetings. Coaches will be required to sign in and out of meetings.
2. Coaches are responsible for their equipment and must turn it in at the conclusion of the season.

3. All coaches are required to umpire coach pitch games. Penalty for a coach who doesn't show up for their duty will be a two-game suspension of their coaching their team. This rule will be strictly enforced. A junior umpire can be used if coach chooses the 30 dollar fee will be the coaches responsibility.
4. Each team is required to work the concession stand. It is the responsibility of the coach to arrange for parents to cover. You will need 4-6 parents for sufficient coverage. If a team doesn't show for the concession stand duty the team will forfeit two games.
5. Coaches who don't comply with league rules or represent the league in an unacceptable manner may not be permitted to coach in the league the following season. Remember you are teaching the community's children the rules and techniq2ues of the game and to have fun. Teach players to make plays.
6. Do not use foul language! Control your temper.
7. Coaches are responsible for the actions of players, parents and fans of their team.
8. Coaches will follow the practice schedule provided to them by the league. Coaches may request additional practice time on available diamonds but can't make them mandatory.

Equipment Rules:

1. Baseballs (safety balls) supplied by TVYBL will be used.
2. No metal cleats
3. Batter must use baseball bats as governed by the Little League Rule Book.
   (Must have the USA Bat logo, 26" bats or shorter, and have text "ONLY FOR USE WITH APPROVED TEE BALLS").
4. No jewelry will be permitted. Sunglasses may be worn properly.
5. Players batting, on deck, catching and running bases must wear protective headgear. Players must leave helmet on until they leave the playing field. (Note: Only one batter on deck at a time, all other players must remain on the bench).
6. The pitcher will wear a helmet with a face guard and a heart guard.

Playing Rules:

1. Play all players in the field on defense.
2. A normal infield must be played. All other players will play the outfield.
3. On any play that would result in an "out", the player will be removed from the field.
4. No infield fly rule.
5. Normal game will run three (4) innings.

6. If a game is called due to weather or darkness, that game will be picked up at a later date. At the exact point where it was called. Note: After 2 innings, it is considered a complete game.
7. Umpire calls “time” when play is dead. Players or parents do **NOT** call time.
8. If the runners are in motion, the umpire cannot call time, but if the runner is leading off, time will be called.
9. Any batter who throws the bat will be warned ONE time and will be called out on his/her next offense in any one game. Umpire will notify both coaches of the offense.
10. No infielder may advance beyond the 45-foot infield line to make a play until the ball is hit.
11. The team pitcher must stay within 3 feet of either side of the pitching rubber until the ball is hit.
12. If the fielders leave the designated area before the ball has been hit, the batter will be safe at first and all runners may advance one base.
13. All outfielders must be behind the baseline 15 feet to start play. Any violation of this rule will be considered a “dead ball” and the batter must bat over, all runners return to the base that they were occupying.
14. Infield Players must be with-in 15ft of the base they are playing
15. **Pitchers are not allowed to field the ball and advance inside the semi-circle. They must attempt to make a play.**
16. Outfielders cannot make an out by coming on to the infield to field a batted ball. Any violation of this rule will be considered a dead ball. The runners will be given the bases to which they were advancing.
17. The catcher shall be in a designated area and must remain there until the ball has been hit.
18. At no time, will there be more than two (2) defensive players at home plate when a runner is advancing from third towards home.
19. If a defensive player blocks any base or deliberately shoves a runner, the runner shall be given the base to which they were advancing.
20. A fielded ball must be thrown to the base with a legitimate attempt to reach the base in the air. Example: The 1st base man cannot run down a player at third. The runner will be safe.
21. If a ball is hit on the ground to the infield, runner can only go one (1) base. A ball hit through the infield, on the ground, runner can only go two (2) bases. A ball hit in the air, to the outfield, runner advances all he/she can get. This pertains to runners already on base as well.
22. Foul ball line will be 10 feet down the base lines. If the batter hits the tee and no ball. It will still be a foul ball even if it goes past the foul line (umpires judgment).

Batting:

1. When the coach is ready to start play, he/she will tell the batter to step to the plate and ready the defense by saying “defense ready, play ball”.
2. Coach will pitch 3 pitches underhand or overhand. If batter misses ball on 3rd pitch, batter will have 2 chances to hit off tee.
3. If there is still no hit, the player is considered “out” and the player’s turn is over.
4. The coach must remove the batting tee immediately after the ball is hit.
5. There will be no bunting allowed. The batter must take a full swing.

6. Bat the entire roster, maximum of six (6) runs per inning or three (3) outs per inning. (all players will be on batting lineups).
7. **The ball after it is hit must advance out of the semi-circle around home plate.**

Base Stealing:

1. There will be no stealing or leading off. If a base runner leaves the base before the ball is hit, a warning will be given.