



Humble Atascocita Baseball Association

6u League Rules

Goals

- Teach basic catching, throwing, batting and base running skills.

Equipment

- Jerseys, hats, socks, and belts will be provided.
- Players supply their own gloves, baseball pants and cleats. Tennis shoes are allowed in this division; cleats are recommended.
- All batters, base runners and players on deck must wear protective headgear.
- HABA does not allow metal spike cleats in any age division.
- Bats with the BPF 1.15 stamp or USA stamp (on the transition area between the barrel and handle) are legal. No Tee-ball bats



- Each manager will be provided catchers equipment, a Tee with a dozen of Level-5 softy baseballs.

Game Time

- The game time limit will be a maximum of 1hr 15 minutes or 6 innings of baseball.
 - The game clock starts at the conclusion of the manager's plate meeting.
 - Teams may play with 8 players. Batting spot #9 will be an automatic out each time that spot comes to bat. Any player arriving after the game has started will be added to the bottom of the batting roster. Once the #9 batting spot is filled; it's no longer an automatic out.
 - Teams with 7 or less players have 15 minutes from game start time for the 8th player to arrive. At the 15-minute mark if a team has not met the required 8th player the game will be scored as a forfeit of 7-0. Both teams may still play a game as good faith but must complete it by the game time limit of 1hr 15 min from the scheduled start time. (remember the game is considered a forfeit)
 - An inning will end when the 3rd out is recorded, or the 5th run crossed the plate to end that half of the inning.
 - When time expires the inning will finish. If the home team is batting and is ahead when time expires that will end the game.
 - If the game is tied at the end of the time limit or 6 innings the score is declared a tie. There are no extra innings.

Game Scores

- The home team is the official book. Each team will receive 1 scorebook at uniform pickup.
- At least one representative from each team is required to keep the official scorebook during every game. The official scorebook will be the only record used in the event of any scoring discrepancies.
- GameChanger may be used for personal or team tracking purposes; however, it will **not** be considered an official record. Umpires will **not** reference or review GameChanger for any scoring decisions or disputes
- Verify the score with the umpire and home team book at the conclusion of each half inning. This will ensure the correct score is being recorded.
- A maximum of 5 runs per inning.
- Run rules are mathematical in 6 innings of play. 16 runs after 3 innings, 11 runs after 4 innings and 6 runs after 5 innings. For example after 4 innings and the score is 18-7 the game would be considered a run rule.
- At the conclusion of the game, both teams need to submit the game score on google form that was shared with each coach.

Batting

- Each team bats their entire roster. Each team provides the opposing team with a line up with the players name and jersey number clearly written on the line up card.
- No intentional walks.

- This is Coach Pitch, each team pitches to its own team and each batter shall receive a maximum of 4 swings. If the batter fails to hit safely after the 3rd swing, they have the option of 1 more pitch or 1 swing off the Tee. Ball must be put into play.
 - Extra coach pitched ball- batter must swing, if the ball is foul batter receives 1 extra pitch (unlimited foul on coach pitch only) swing and a miss the batter is declared out.
 - Extra swing of Tee- coach from team batting will place the ball on the Tee, ball must be put into play, any ball not put into play batter will be declared out.
- No bunting or half swings. Umpires discretion and the ball is considered dead. Counts as a swing attempt. If it's the last pitch the batter is declared out and all runners return to their bases.
- In the 6u division only, on a batted ball the batter may only advance 1 extra base on any overthrow to first base only. It is a live ball and the runner may be tagged out while advancing.
- Time will be called when the lead runner has stopped advancing and the ball is in control in the infield.
- A batted ball that hits the coach pitcher is declared no pitch and the pitch does not count. All base runners return to their bases occupied at the time of the pitch.
- Runners may not lead off or leave the base early. Umpires discretion ball is dead and runner returns to the base and no pitch is counted.
- No courtesy runners in 6u unless it's for an injury. The last recorded out will be the courtesy runner.
- There is NO must slide rule. Its umpire discretion of malicious contact. The runner will be out with a warning. The next violation player will be ejected from that game.

Fielding

- A maximum of 6 infielders and 4 outfielders.
- No player may sit out for back-to-back innings or exceed 2 times within a single game.
- Catchers must be properly equipped with provided catchers' gear. If any equipment issues, please contact the equipment director Equipment@humblebaseball.com
 - Must be positioned 8ft behind home plate. A coach from the defensive team must assist in retrieving pitched balls.
- Pitching position –
 - Player must have 1 foot in the turf area and positioned behind the imaginary line across the pitching rubber.
 - In 6u only there are no unassisted outs to first base only by the pitcher. Example: batted ball the fielding pitcher must throw the ball to first base only if attempting to get the batter out. (see overthrow rule under batting section)
 - Pitchers may field a batted ball and tag any runner coming from any other base.

- Infielders-
 - No infielders may play up more than 5 ft into the infield grass at the time of the pitch.
 - No infielders may play in the outfield grass at the time of the pitch.
 - Must have full control of the ball in the infield before time will be called when the lead runner has stopped forward progress.

- Outfielders-
 - 4 positions left field, left center, right center and right field are the positions to be occupied.
 - No rovers or 3 outfielders on either side of the imaginary line between home plate and centerfield.
 - Outfielders must be in the grass no closer than 10 ft from the infield dirt.
 - 2 coaches will be allowed in the outfield to position players.

Coaching

- A maximum of 3 coaches while your team is batting, 1st and 3rd base coaches and 1 coach pitcher who will also place the ball on the Tee.
- A maximum of 3 coaches while on defense, 2 coaches in the outfield and 1 coach outside the dugout. Please limit this to avoid confusion with the players.
- Coach pitcher may not throw from the knee. Must be in contact with the pitching rubber at the time of release.
- 2 defensive and 1 offensive timeouts are allowed. Umpire MUST grant the timeout.
- Coaches are responsible for scheduling practices and team communication.
- Coach positive and basic baseball skills. Promote good sportsmanship for all players and fans.
- Appeal plays-
 - Appeals must be made before the next pitch by the manager only
 - The manager only must ask for timeout first, go to the umpire who made the call. Once the umpire makes the decision, move on. If it's a rule violation you may ask for a protest.
 - Protesting a game must be the following: (judgement calls cannot be protested)
 - Once it's determined you want to protest a rule issue, tell the umpire you want to protest.
 - The umpire must write the protest on the game card with the time remaining in the game and both coaches must agree and sign the card.
 - Take a picture of the umpire scorecard and the official home teams scorebook of both home and away pages. Make sure it is clearly marked on the player where the protest is taking place.
 - Ask for a HABA official by going to the concession stand and tell them you need an official on your field. The game time clock will not be stopped.

- The HABA official will make a decision then. If it is warranted the game will resume with how much time is on the clock with what is in the official scorebook.
- In the event a decision cannot be made at that moment, resume the game and the executive board will make a final decision. If it's warranted the game will be rescheduled and start from what is clearly marked in the book.

Ejections

- Any player ejections will be an automatic 2 game suspension. The remainder of that game plus 1 more. Any player who was ejected will be reviewed by the executive board. If it's determined the actions were over aggressive a longer suspension may be applied.
- Any manager or assistant coach gets ejected; they must leave the field of play immediately and will be given an automatic 2 game suspension. The remainder of that game plus one more. If any coach refuses to leave or make it a bigger issue he will be sent to the parking lot and a longer suspension will be applied. All coaching ejections will be reviewed by the executive board. you may appeal your ejection by sending in an email to president@humblebaseball.com
- Regarding parent ejections, parents may be requested to leave the stands and should relocate to the outfield area, away from the dugouts. If necessary, a HABA official may ask parents to move to the parking lot.

After the game

- Clear the dugout and bleachers as soon as possible. Each team is responsible for picking up trash and placing it in trash cans please.
- Hold your team meeting. Always use encouragement and enthusiasm!