

## 6 Year Old “Perfect Pitch” Rules – Amendments to Regular Baseball Rules

### Game

- § Games will be a maximum of 5 innings, or 1 hour time limit, depending on which comes first.
- § Once an inning has begun, it will be played out depending upon field conditions and time. A NEW inning will NOT begin after 55 minutes into the game.
- § There will be NO forfeits because a team is missing players.
- § Teams can play with a minimum of 8 players, before incurring an out per batter. (Note: The batting rotation will count as 8 players. Example: team with only 7 players would receive 1 out for a missing batter.)
- § All players arriving late after the start of the game will be added to the bottom of the batting order.
- § In the event of a tied game at the end of regulation, the total # of outs will determine the tie breaker. If the total # of outs are the same, 1 extra inning will be played and then the runs and outs rules will apply. If the game is still tied, the game is declared a Tie. The next scheduled game will begin 10-15 minutes after the game before is ended. Teams are encouraged to warm up behind the outfield fence as infield time will be tight (5 minutes for each team), especially on week night games.
- § In the event an umpire does not show at the field 15 minutes before game time a call is made by the home team manager. Charlie Ray and Kevin Stalnaker head up the umpire association that the league has hired to umpire the games and the scorekeeper will have a number to call to get an umpire or check status of availability. In the event of no umpires then managers can decide if they want the defense to call the game (which is what I suggest since the coaches know the rules) or an adult(s) from the crowd can be chosen whatever the managers decide. If managers can not decide then it will default to the defensive team in the inning.
- § The League is sanctioned under Cal Ripken rules in order to qualify for state tournament.

### Batting/Offense

- § Teams bat round-robin.
- § No bunting is allowed. Half swing is not a bunt.
- § There will be no infield fly rule.
- § The batting order will stay the same throughout the game. If a batter refuses to bat then an out will occur. If a player has to leave the game before the conclusion of the game the head coach has to notify the umpire and the opposing coach and an out will occur. Any child that is sick or injured at the umpire’s discretion will be removed from the field and shall not return until in the judgment of the umpire the player is able to continue play (this would not constitute an out unless there is only 7 players left available).
- § Offensive team will switch to defense after 5 runs; or 3 outs per inning.
- § Coaches will use the “Ultimate Pitching Machine” as the delivery of pitches. The following are the machine settings.
  - Power Level Spring (Bottom of Machine) will be set on 1
  - Raise Pitch (Sling Part) will be set on 4
  - Pull Level will be set on 3Machine will be set back 25 feet from the pitcher’s side of home plate.

The Micro adjuster is on the sling and will be adjusted accordingly by the pitching coach, but because of the rule of allowing batters to move up and back in the batter’s box that should be somewhat of a mute point. It is the pitching coach’s job to be able (in a timely fashion) to tweak micro-adjuster before the start of the inning as his team is coming off the field to prepare to bat. Pitching coach must make sure he has an adult on the catcher side in order to make sure no kids are running in between the machine and home plate as he is getting machine set.

- § The machine will be set back 25 feet from the pitcher’s side of home plate and will be set on level “1” which is 18-22 MPH (comparable to the speed of an average coach pitched ball for this age). Batters will be allowed to move up and back in the batter’s box as long as at least one foot is between the tip and the bottom of home plate (this is to allow for height differences of the children and to minimize machine adjustments during an inning). Two game balls will be used during the game which will be the same weight and type as to minimize the difference of each ball’s delivery to the plate with the machine. Other than micro-adjustments to the machine (micro-adjustments will be gone over at the

umpire meeting with coaches and the umpire) only the umpire can require adjustments to the machine.

- § Players will receive 4 pitched balls from the “Ultimate Pitching Machine”, if after 4 pitches the ball is not put into play and the fourth pitched ball was not fouled off then it is an out. Foul ball on last pitch will allow batter another pitch, batter can not strikeout on foul ball (\*). The Pitching Coach will utilize two balls in order to be able to load machine and be ready (speed up the game) as the previous ball is returned.
- § Pitching coach may talk to batter after the pitch is delivered (encouragement), but it is recommended that he does not in order to not interfere with the defense. It is recommended for the pitching coach to say “Ready” before the pitch is released but that is up to the pitching coach.
- § A batted ball that hits the pitching machine or pitching coach will result in the ball being called dead and all runners may advance one base from the previous occupied base and the batter gets a single.
- § If a thrown ball hits the coach manning the pitching machine, and in the umpires judgment the coach did not make a valid attempt to vacate, the play is dead and the batter/runner is out and all base runners return to their previous base.

- § Defensive Time will be called in the judgment of the umpire. In order to help aid the umpire on position of base runners and play stoppage, chalked lines will be drawn\painted between first and second and second and third and third and home, with a painted circle around the pitching mound. When a player has the ball in the circle the runners have to return or advance to the nearest base based on their position relevant to the chalk lines. Also, once the lead runner is stopped time is called.
- § Any coach that delays the game by slowing the delivery of the ball to the batter will receive a verbal warning. If the delays continue, the umpire will call a strike on the batter and have the offending coach removed from the pitching machine. Delivery of the ball should be approximately 5 seconds after receiving ball from the pitcher. Any umpire that removes the pitching machine coach must report to the commissioner his reasons for such removal.
- § No bats are permitted that are over 30" in length or over 2 ¼ diameter. No steal cleats are permitted and all batters and base runners MUST use protective head gear, Batting Face Masks are **OPTIONAL** (since sanctioned under Cal Ripken this is optional).
- § The offensive team is allowed one time out per batter for the third base, pitching or dugout coach only to talk to or adjust the batter.
- § No base stealing.
- § Runners advance at own risk, there is NO Maximum one base advance on overthrown ball, player must have ball inside pitching circle or lead runner stopped. (State Tournament Rule).

(\*) "Special Player" will be allowed to use the Tee. However, that player(s) hit/out/run will not count in the stats of the game. Game should be stopped and allow the player to hit the ball and advance around all bases. If you have a "Special Player" it is your responsibility to bring the Tee to the game and also let the opposing coach and scorekeeper know before start of game. "Special Player" is defined as mentally or physically handicapped, it does not mean a player that can not hit off the machine. This is more done in 4 and 5 year old T-Ball and I have not seen any of the applications with any special needs so this may be a mute issue.

## Defense

- § Time will be called in the judgment of the umpire. In order to help aid the umpire on position of base runners and play stoppage, chalked lines will be drawn\painted between first and second and second and third and third and home, with a painted circle around the pitching rubber. The Pitching Rubber is 45 feet from home plate and the pitcher must start on or behind the rubber in the 6 foot diameter circle. When a player has the ball in the circle the players have to return or advance to the nearest base based on their position relevant to the chalk lines. Also, once the lead runner was stopped time was called.
- § Free and consecutive substitution is allowed. All players must play defense two innings. If game is called by run rule (after 3 innings), time limitations, or weather conditions then this rule does not apply.
- § Teams will consist of a maximum of ten defensive players, a catcher and four of which must be positioned in the outfield. If 10 players a catcher is needed, if less than 9 players a catcher is not needed as long as DEFENSIVE team has someone to retrieve balls back to coach.
- § The defensive pitcher must be on or behind the pitching rubber before the batter makes CONTACT with the ball.
- § Infielders must start in the dirt (edge of the grass on dirt side) before the pitch is DELIVERED! No gathering up by the pitching circle.
- § The defensive team is allowed one time out per inning and only one coach and all the players may huddle.
- § Two Defensive coaches may be along the foul lines in the grass to instruct, but they must not interfere with the ball in play.
- § It is the Defensive Team's responsibility to have a coach\adult\older child (10 & Up and if minor must wear a batting helmet with mask) stand behind the catcher to help collect missed or foul balls and also help instruct the catcher where to throw the ball back to (usually the Defensive Team's manager outside of the dugout). We have catcher throw to the coach at dugout vs the pitching coach in order to move the game along.

