



# MUDSOCK YOUTH BASEBALL RULES

## 6U League

Board Approved: April 3, 2025 Last Modified: March 31, 2025

**1. LEAGUE OVERVIEW:** The 6U League is a **non-competitive league**. Scores will **not** be kept, and all players will play the field and bat. These rules are in place to ensure fair play and must not be manipulated by coaches. If there is any uncertainty about a rule interpretation, the league commissioner must be consulted for clarification. During games, **umpires have the final authority** on all rule interpretation decisions. This is a youth recreational league (no contracts, no pro scouts). Set a positive example because young players are watching.

- 1.1. Schedule:** Teams play one weekday and one Saturday game per week, with makeups for rainouts (if schedule permits). Pre-season practices (*if applicable*) are league scheduled. Coaches may schedule one practice per week in-season **through the league**.
- 1.2. Uniforms:** Players must wear the full team uniform: **team shirt, team cap, baseball socks, and baseball pants**. Shirts must be tucked in. In cold weather, additional layers are allowed. Players out of uniform may still play unless the League Commissioner rules otherwise.
- 1.3. Equipment**
  - 1.3.1. Ball:** A soft-core baseball will be used in this league and will be supplied by the league at equipment distribution. Game ball(s) will be supplied by the home team.
  - 1.3.2. Bat:** **Only USA Certified Bats are permitted**, with no restriction on barrel diameter. Wood bats are also allowed. Refer to <https://usabat.com> for approved bats. If a batter uses an illegal bat after one (1) pitch has been delivered or puts a ball in play with an illegal bat, the batter is out and all baserunners must return to their original base. A coach suspecting an illegal bat must notify the umpire before the next batter receives a pitch.
  - 1.3.3. Glove:** All defensive players must wear a **glove**. Players must provide their own gloves for practices and games. **Only** a Catcher or First Baseman is allowed to wear a mitt.
  - 1.3.4. Helmet:** The league provides team helmets, so players don't need to buy their own.
  - 1.3.5. Spikes:** Metal spikes are **prohibited**.

## 2. CODE OF CONDUCT

- 2.1. Coach's and Parent's Code:** Be a **positive role model**. Children learn more from your behavior than your words. Emphasize **enjoyment over pressure** in competition. Respect coaches, officials, and opponents. **Do not enter the field** unless requested by an official or coach. The use of **alcohol, tobacco, and profanity is strictly prohibited** on or around the field of play.
- 2.2. Player's Code:** Play for the love of the game. Be **humble in victory, gracious in defeat**. Always **play fair** and **obey the rules**. Prioritize the team's success over individual goals. **Respect officials' decisions** (no unsportsmanlike conduct). Conduct yourself with **honor** and **dignity** at all times.

## 3. PLAYING FIELD

- 3.1. Field Dimensions and Locations:**
  - 3.1.1. Movable bases/plates:** This rule is not applicable to this league.
  - 3.1.2. Mound/Home Plate:** Coaches will pitch to batters at a distance no closer than twenty (20) feet from home plate.
  - 3.1.3. Bases:** Base paths measure sixty (60) feet.
- 3.2. Dugout Assignments:** The Home team will occupy the 3rd Base dugout, and the visiting team will occupy the 1st Base dugout. League schedule will identify home and visiting teams.
- 3.3. Field Maintenance**
  - 3.3.1. Pre-Game:** The home team is responsible for field preparation. They shall remove tarps and use pillow bags/sponges to absorb water **before** applying field dry.
  - 3.3.2. Post-Game:** The visiting team shall **cover the pitching mound** and **home plate** with tarps and return all field maintenance equipment to the equipment shed.
- 3.4. Scoreboard Operation:** No score is kept for these games.



# MUDSOCK YOUTH BASEBALL RULES

## 6U League

### 4. ROSTER

- 4.1. **Official Team Roster:** Team roster will consist of no more than nine (9) players unless otherwise approved by the commissioner. Rosters will be set by a League Commissioner.
- 4.2. **Forfeited Game:** This rule is not applicable to this league.
- 4.3. **Farm System:** This rule is not applicable to this league.

### 5. GAME OVERVIEW

- 5.1. **Pre-Game Warm-up:** Teams should arrive at the field **(30) thirty minutes before the scheduled start time**. If there is enough time, the visiting team will have the field for the first 15 minutes, followed by the home team for the last 15 minutes before the game begins. **If there are fewer than 15 minutes remaining before game time, no infield warm-ups will be allowed.**
- 5.2. **Length:** The game will last six (6) innings or 75 minutes, **whichever comes first**. No new inning will begin once the time limit is reached.
- 5.3. **Maximum Run Rule:** This rule is not applicable to this league.
- 5.4. **Run Rule:** This rule is not applicable to this league.
- 5.5. **Playing Short:** There is no score kept in this league, therefore teams can field as few players as they see fit, so long as it does not compromise the safety of any players.
- 5.6. **Fair Play/Guaranteed Playing Time:** All players must play at least **two (2) innings in the infield** within the first **four (4) innings**, except in cases of injury, illness, or disciplinary action. **Player safety is the top priority**. Coaches must not assign a player to a position where they are at risk of injury. If a player is not placed in an infield position due to safety concerns, the coach **must** discuss the decision with the **player's parents and the league commissioner**.
- 5.7. **Drop Third Strike:** This rule is not applicable to this league.
- 5.8. **Infield Fly Rule:** This rule is not applicable to this league.
- 5.9. **Offensive Timeouts:** The coach may stop play for **only** one (1) batter per inning on offense.
- 5.10. **Umpire:** With no umpires in this league, coaches are responsible for making calls. The 1st Base Coach will handle calls at 1st base, the Coach-Pitcher will cover 2nd base, and the 3rd Base Coach will oversee 3rd base. For plays at home plate, either the Coach-Pitcher or the coach positioned behind the catcher will make the call. To maintain game flow, the offensive team should assign a coach behind the catcher to quickly return passed balls.
- 5.11. **Official Scorekeeper:** This rule is not applicable to this league.
- 5.12. **Game Reporting:** This rule is not applicable to this league.
- 5.13. **Protests:** This rule is not applicable to this league.
- 5.14. **Weather**
  - 5.14.1. **Lightning and Thunder:** If lightning is seen or thunder is heard, the field **must be cleared immediately**. Players and fans must leave the field and return to their cars (dugouts are **not** allowed). The game is suspended for **30 minutes** from the last lightning strike or thunder. If play cannot resume **before the game's halfway time limit**, the game will be postponed or rescheduled. (See §5.2 and §5.16).  
**Note:** The game clock **does not stop** during weather delays once the game has started.
  - 5.14.2. **Rain:** As long as the field is deemed to be "playable", game play is allowed to continue. It is up to the discretion of **both coaches** to determine how "playable" is defined.
  - 5.14.3. **Suspended Game:** If a game is suspended due to weather or darkness, it will resume from the point of suspension and continue within the remaining time limit, if scheduling allows, unless a complete game (§5.16) has been reached.
- 5.15. **Ties:** This rule is not applicable to this league.
- 5.16. **Complete Game:** A complete game is defined as the completion of one (1) full inning. If the one (1) inning is not completed, coaches shall notify the league commissioner so the game can be rescheduled.



# MUDSOCK YOUTH BASEBALL RULES

## 6U League

### 6. BATTING

- 6.1. Batting Order:** Batting order can be switched up inning to inning so as long as each player has an opportunity to bat once during the inning.
- 6.2. Balls and Strikes:** There are no walks or strikeouts. Players get up to seven pitches from a coach; if they don't hit, they will use a tee.
  - 6.2.1. Strike Out:** There are no strikeouts in this league.
  - 6.2.2. Walks:** There are no walks in this league.
- 6.3. On Deck:** All players are to be in the dugout except for the batter and the on-deck hitter. The on-deck hitter must be wearing a helmet.
- 6.4. Throwing-the-Bat:** Batter will be taught not to throw bat.
- 6.5. Bunting:** Bunting is **not** allowed in this league.
- 6.6. Coaches on Field:** While batting, the hitting team will be allowed four (4) coaches on the field of play: 1B Coach, 3B Coach, Coach Pitcher, and a Coach Catching.
- 6.7. Final Batter:** The final batter gets a "home run," advancing all runners. Defense may attempt outs, but the batter runs until reaching home.
- 6.8. Injuries and Early Departures:** This rule is not applicable to this league.

### 7. FIELDING

- 7.1. Fielding Positions:** All players will play defense each inning, using the entire roster. The defensive lineup includes one pitcher's helper, one catcher, four infielders (1B, 2B, SS, 3B), and the remaining players as outfielders. The pitcher's helper must wear a protective face mask, stay behind the plane of the coach-pitcher, and have at least one foot on the mound dirt when the pitch is thrown. Outfielders must remain in the grass, at least 10 feet from the infield dirt. No extra infielders are allowed.
- 7.2. Shifts:** No fielding shifts are allowed in this league.
- 7.3. Stopping the Runner:** Runners may not advance after a play is attempted on a runner or once the ball reaches the infield dirt from the outfield.
- 7.4. Coaches on Field:** Two (2) coaches will be allowed on the field to help instruct during the defensive half of the inning. Coaches must position themselves in the outfield grass and not impede the view of any player.

### 8. BASE RUNNING

- 8.1. Stealing:** Stealing is not allowed in this league.
- 8.2. Head First Slides:** Head first slides are not allowed in this league. Coaches shall instruct kids on the proper technique of "feet-first" sliding.
- 8.3. Lead-offs/Leaving Base Early:** There are no lead-offs in this league. Players are to keep at least one foot on the base until the ball is put into play.
- 8.4. Over Throws:** This rule is not applicable to this league.
- 8.5. Speed-up Rule:** This rule is not applicable to this league.
- 8.6. Defensive Obstruction:** If a batter-runner or base-runner is obstructed while within the base path, the obstructed base-runner will be deemed safe and the play is ruled dead. No further advancement of baserunners will be allowed.
- 8.7. Offensive Interference:** If a batter or runner intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball, he shall be declared out.
- 8.8. Advancement:** Runners may advance freely but must stop once a play is attempted on a runner or when the ball reaches the infield dirt from the outfield. If a runner is at least halfway to the next base when this occurs, they may continue; otherwise, they must return to the previous base. Doubles, triples, and home runs (except under §6.7 Final Batter) are only allowed if the ball reaches the outfield grass.



# MUDSOCK YOUTH BASEBALL RULES

## 6U League

**9. PITCHING:** This is a coach pitch league, therefore all rules applied to pitching are not applicable to this league. Any rules relating to maximum number of pitches, strikeouts and walks are contained within §6. Batting unless noted below.

**9.1. Pitch Count:** This rule is not applicable to this league.

**9.2. Required Rest (Calendar Days Midnight to Midnight):** This rule is not applicable to this league.

**9.3. Breaking Pitches:** This rule is not applicable to this league.

**9.4. Warm-ups (between innings):** This rule is not applicable to this league.

**9.5. Hit Batter:** This rule is not applicable to this league.

**9.6. Passed Ball:** This rule is not applicable to this league.

**9.7. Intentional Walks:** This rule is not applicable to this league.

**9.8. Coach Trips to Mound:** This rule is not applicable to this league.

**9.9. Coach Pitching:** The coach pitcher will be provided by the hitting team and must adhere to the following rules:

- The Coach-Pitcher must pitch overhand from a distance as outlined in §3.1.2.2
- There are no called strikes, walks, or hit batters during coach pitch
- Coach-Pitcher will pitch seven (7) pitches to the batter but may pitch more if a foul ball occurs on pitch number seven or any subsequent pitch (see §6.2. Balls and Strikes).

After the ball is hit, the coach-pitcher must avoid interference. If hit by a batted or thrown ball, the play is dead, runners return, and the batter continues. The pitcher's helper must keep one foot on the mound dirt and stay behind the plane of the coach-pitcher but can move freely after the pitch.

## 10. TOURNAMENT:

**10.1.** There is no season-ending tournament for this league.

## 11. ALL STAR GAME:

**11.1.** There is no All-Star game for this league.

## 12. FALL BALL RULES:

**12.1.** There is no Fall Ball Season for this league.