

6U Modified T-Ball Fall 2026

The primary purpose of the 6U division is to teach baseball fundamentals, sportsmanship, teamwork, and a love for the game. Coaches are expected to prioritize player development and positive instruction over winning. All league rules should be interpreted with these goals in mind.

1) **RULES:** 6U T-Ball regular season games shall be played using the most recent set of rules listed below in order of precedence:

- a) These standing rules for the 6U Modified T-Ball Division (highest priority).
- b) The official USSSA Rules
- c) "OFFICIAL BASEBALL RULES" published by The Sporting News.

2) **PLAYERS:**

- a) Any team may play with eight players without forfeit. A team with eight players will be assessed one out at the end of their lineup but a team fielding nine players will NOT be assessed an out.
- b) If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) player from within the same division or a lower division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game. Please be aware that a team is not allowed to borrow a player if they have 8 players and must take the out.
- c) Each team may field a maximum of ten (10) defensive players consisting of:
 - d) Pitcher
 - e) Catcher (optional if fewer than 10 players)
 - f) First Baseman
 - g) Second Baseman
 - h) Third Baseman
 - i) Shortstop
 - j) Four (4) Outfielders

3) **RUN LIMIT:**

- a) Games will be played with a five (5) run limit per inning. The side is considered retired at the end of five runs or three outs whichever occurs first. Any half inning which ends because of the five runs, shall be counted as three consecutive outs when computing time played.

4) **PLAYING TIME AND AT-BATS:**

- a) During regular season play, all players must bat consecutively in order, whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine (Note: Game related injury only; no penalty will be declared at bat). If the player returns to the game, they must be placed back in the original batting position.

b) If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction.

The table below outlines the situations involving an improper batter and calls that may be made by the umpire. If the umpire decides on a different penalty their decision will be considered final.

Improper batter still at bat	Improper batter on base, but no pitch yet to next batter	Improper batter on base and pitch made to next batter
Replace the improper batter with the proper batter	Send improper batter back to dugout	Improper batter normalized; he is now "proper runner"
Proper batter assumes existing count	Nullify all action resulting from improper at-bat	Next batter: the player following the newly normalized "proper runner"
No penalty	Identify the proper batter and call him out	No penalty
	Next batter: the player following the proper batter (who you just called out)	

c) Free substitutions are allowed at all positions. Coaches must bat entire roster.

5) **BATTERS:**

a) Batters WILL get 5 overhand pitches from a coach. No strikes will be called on pitches regardless of the result and players have unlimited foul balls on the final pitch of the at-bat. If a batter doesn't put a pitched ball in play, he/she will get 1 swing off the Tee. If after 1 swing on the Tee a player can't put the ball in play, the batter will be called out: see paragraph.

b). i) When hitting from the tee, the ball must travel past the 10ft arc line; if ball is still rolling and a coach stops or touches the ball, THE BATTER IS OUT. Any ball that stops on the 10ft arc line is considered foul; a ball is not considered fair and in play until it clears the entire 10ft arc line. If a defensive play is made on the ball before it crosses the 10ft arc line, it will be ruled a foul ball.

ii) A batter is allotted 5 strikes and will be called out after 1 swing off the Tee unless the ball is put into fair play.

iii) Bunting is not permitted. Any attempted bunt shall be ruled a dead ball and the batter shall be called out.

iiii) Slash bunts or fake bunts followed by a full swing are prohibited.

c) Once the ball is placed upon the tee the batter is allowed 1 size-up swing to measure, if the batter attempts a 2nd size-up swing, the swing will be ruled a strike, and the batter is ruled out.

6) **RUNNERS:**

a) Courtesy runners will not be allowed except in the case of injury or illness. Any player in the game may be used as a courtesy runner, and in the event the courtesy runner is due to bat, another courtesy runner may take their place on the base.

b) At no time can a base runner “take out” a defensive player who is making a play or standing in the way. If defensive player is not making a play and in runner’s way, interference will be called, otherwise the runner must:

- i) Slide
- ii) Go back to the last base.
- iii) Give up.

c) Offensive base coaches may provide verbal instruction only. They may not physically assist a runner. If physical assistance occurs, the runner may be called out at the umpire's discretion.

If contact is made between the runner and defensive player, it will be the judgment of the umpire as to whether it was malicious or not

The umpire will call time during the game when: First – ball must be in the infield and under control, and second – base runner must be less than halfway to next open base.

c) On an overthrow to first base, the runner may advance 1st base at his/her own risk, if play is made at second and the ball goes into the outfield a runner is not allowed to advance further than second base.

d) On an overthrow to first base, on a ball hit from the tee, the runner may NOT advance beyond 1st base.

e) Runners may not leave the base before the ball is hit. 1 warning (Per Team) will be given to the coach. Any subsequent offence will result in runner being called out.

7) FIELDERS:

a) Outfielders are required to be a minimum of 20ft behind the infield; infielders cannot get closer than 40ft to home plate, with exception of the pitcher who must have at least one foot in the pitcher’s circle.

b) Play is dead when an infielder has possession of the ball in the infield and no further play is being attempted. Runners who have advanced more than halfway to the next base shall be awarded that base. Otherwise, runners return to the previous base.

c) To stop play from the outfield, an outfielder must throw the ball to an infielder. The play is considered dead when the infielder has control of the ball and raises **both hands above their head**. At that point, the umpire will call time and no further advancement by runners is permitted.

d) The pitcher cannot tag a batter or touch first base for an out unless the ball is fielded in the first base line dirt. If the Ball is fielded by the pitcher in the grass the pitcher must throw the ball OVERHANCED to the first baseman. Both second base and third base are exempt from this rule. If the gameplay dictates an underhand toss to first base the umpire’s decision will be final.

e) Teams with less than 10 players do not have to play a catcher.

8) EQUIPMENT:

a) All games will be played with a AD-100 baseball.

b) Bats may not exceed **34 inches** in length and **2 3/4 inches** in diameter; a batter will be called out before a pitch has been delivered. If a batter brings up an illegal bat after first occurrence (during the same game or rest of season) that batter is called out, the second

batter will be called out and the head coach ejected for the remainder of the game and the next game. Please see the USSSA Rules for further clarification on bat regulations.

c) Catchers are required to wear proper protective equipment including a mask chest protector, shin guards, cup and protective headgear that gives protection to the top of the head and both ears when catching behind the plate. The throat guard is optional but recommended. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere.

d) Fielding pitchers are required to wear a protective helmet or face guard and a heart guard protector before any pitch is thrown.

e) No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.

9) **LENGTH OF GAME:**

6U T-Ball – Extra Innings and Tie Breaker Rule

a) 6U T-Ball Baseball games shall consist of six (6) innings or 75 minutes, whichever occurs first.

If a **regular season** game is tied after six (6) innings or the expiration of the time limit, the following tie-breaker inning will be played:

- Each team will play **one (1) additional inning**.
- At the start of each team's at-bat, the **last two (2) batters preceding the scheduled batter** will be placed on **second and third base**.
- The inning will begin with **one (1) out**.
- Example: If the game is tied 3-3 and the No. 3 batter is scheduled to lead off the inning, the No. 1 batter will be placed on third base, the No. 2 batter will be placed on second base, and the No. 3 batter will bat with one out.

b) If the game remains tied at the conclusion of the extra inning, the game will be recorded as a **tie for regular season play**.

For **playoff and tournament games only**, if the score remains tied after the extra inning, the team with the **most recorded defensive outs** will be declared the winner by one (1) run.

A game is officially over at the completion of the prescribed innings or when the time limit has expired, whichever occurs first. Any inning that begins before the time limit expires will be completed. However, if the home team is batting in the bottom half of the inning and is already ahead or takes the lead after the time limit has expired, the game is immediately over.

c) If a team is significantly ahead of another, the game will be over via the following run rule:

15 runs ahead after 3 innings.

11 runs ahead after 4 innings.

6 runs ahead after 5 innings.

10) **COACHES:**

a) Please be aware that many bring in their first baseman to cover home if there is going to be a play. If your catcher, first baseman and pitcher are standing at home, most likely interference will be called. PLEASE determine how you want to cover this and teach it at practice, Umpire's decision is final.

- b) Defensive coaches are not allowed on the playing field; however, they can be 20ft past 1st base or 3rd base in foul territory to instruct their players and are not allowed to touch players on the field.
- c) No Excessive screaming or yelling while on the field. Un-sportsman like conduct will not be tolerated. (See paragraph d)
- d) Any gestures or verbal interaction/abuse by players, managers, coaches, or fans, causing disorderly conduct, as determined by the Umpire or League Commissioner shall at a minimum result in ejection from the field/park for the current game plus the next 2 games.
- e) Be familiar with these Standing Rules, USSSA Rules, and Major League Baseball Rules.
- f) The Head Coach must make any protest/question of a call made by the umpire. At no time may an assistant coach, fan, or parent question an Umpire about a call/decision made.

11) UNIFORM RULES:

- a) Jerseys must be tucked in and hats worn correctly during games unless otherwise approved by the umpire for safety reasons.

Clinton Gatling

HSA Baseball Commissioner

