



Coppell / Flower Mound 6U All Star Tournament Rules

Teams must have insurance and rosters on file in the NCS system by the posted deadlines.

Modified T-Ball Rules for 6U

1. Official Team Check-In is done once BOTH the Roster and Insurance are completed in the NCS system by the posted deadlines. *(There is no need to bring paper copies to the tournament.)*
2. Each team must provide game balls for each game.
 - a. Minimum of 3 baseballs per team. **SAFETY BASEBALLS FOR 6U**
 - b. Any major manufacturer is acceptable (*Wilson, Rawlings, Diamond, etc. Example: Rawlings R200USSSA, or Wilson 1030A, or Wilson WTA1030BUSSSA, etc.*)
3. Length of Game: 1 hour and 15 minute or 6 innings (whichever comes first).
 - a. NO NEW INNING MAY START WITH FIVE (5) MINUTES OR LESS LEFT ON UMPIRES OFFICIAL GAME CLOCK.
 - b. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the game is over.
4. Offensive team may score a maximum of 5 runs per half inning.
5. Run rule in effect:
 - 15 after 3rd inning
 - 10 after 4th inning
 - 6 after 5th inning
6. Batter shall receive five (5) pitches from Coach Pitcher. If ball is not put into play, batter will get one (1) attempt from the batting tee. A foul ball (not caught) on the 5th pitch shall not be counted as a swing. The batter will continue to bat on a fifth pitch foul ball until such time that the ball is put into play or the batter swings and misses.
7. No strikeout rule from the pitch. From the batting tee, if the batter swings and misses, or hits a foul ball, the batter is out.
8. There will be NO: Base on Balls, Base Awards for Hit by Pitch, Infield Fly Rule, Lead-offs, Base Stealing, Slashing, or Bunting. Players must take a full swing.
9. A batted ball that strikes the coach pitcher shall be considered a Dead Ball/Foul Ball. If a coach pitcher intentionally interferes with a batted ball, the ball is dead and the batter shall be declared out. In either case, no runners shall advance.
10. Stoppage of Play – the umpire shall declare “TIME” when the following conditions — in his/her mind — have been satisfied: the ball is returned to the infield; the ball is in control of an infielder; and the lead runner has stopped

running, hesitated, or broken stride.

11. Bat the Full Roster. (If a rostered player is there {in uniform} they bat in continual order.)
12. Ten (10) players maximum on the field defensively.
 - a. The 4 outfielders must remain in the outfield and cannot play in the infield.
 - b. Rovers or “stacking players” is not allowed.
 - c. If a player is removed by injury, simply compress the lineup, no automatic out.
 - d. If a team starts a game with eight (8) plyers, then an automatic out is assessed each time the 9th scheduled batter is due up. (9th batter only)
 - e. If a player is removed by ejection, then an automatic out is assessed each time the ejected player is scheduled to bat.
 - i. REGARDING EJECTIONS: if a coach is removed by ejection, he is to leave the facility and it is an automatic “plus 1”; meaning ejected for the current game plus the next game. (Coaches, do NOT put yourself in a position to be ejected.)
 - f. Late arriving players go to the end of the lineup if their turn at the plate has already passed.
13. A team may start with eight (8) players, but cannot finish with less. If the roster drops below eight (8) players, due to injury or ejection, the game shall be forfeited.
14. The player pitcher must keep one foot near the pitching circle and must be behind the pitcher’s plate until the ball is hit.
15. When batter is hitting from the tee, pitcher must stay on the pitcher’s plate until the ball is put in play from the batter.
16. The Coach Pitcher must pitch from a standing position and must remain on the pitcher’s plate with one foot in contact with the pitcher’s plate. Once a player hits the baseball, the coach pitcher **MUST LEAVE THE PLAYING FIELD** until play has stopped and time is called. AND MAY NOT COACH THE BASERUNNER(S).
17. All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use.
18. The base path is [50 feet](#). The pitching rubber is [38 feet](#) to the back of home plate.
19. Championship games are also subject to time limit and run rules.
20. Texas Tie Breaker rules (bases loaded with 1 out)
 - a. Tie Breaker used in bracket play is the Texas Tie Breaker = Bases Loaded with one (1) out and the three previous batters to the scheduled batter are placed on the bases (*they are placed on the bases as if they had been walked; e.g., if the 4 hole is due up then the leadoff batter would be placed on 3B, the second batter placed on 2B and the third hole placed on 1B*). After the runners are assigned to their bases, ONE (1) OUT is declared, and “Play Ball”. Each team does this until we have a winner.
21. No protests (there are no rules protests in 6U)
22. Pool Play: Coin flip to determine home team for each game. Pool games can end in a tie.
 - a. Coin Flip may be replaced with “Rock/Paper/Scissors” at plate meeting.
23. Bracket Play: Home team is higher seed.
24. Dugouts are first come, first serve.
 - a. Home team will be the official scorekeeper.
 - b. Visiting team works the scoreboard.
25. Games may start up to 15 minutes early if the previous game is done and coaches and umpires are ready.
26. No pre-game warm-up is allowed on the infield. Teams may warm-up in the outfield.
27. Follow all other [National Federation High School](#) rules.

Game Details

Roster	<ul style="list-style-type: none"> • All games may start with 8 fielders without penalty, but no more than 10 fielders (4 outfielders). • All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. • If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order). If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared. • Should a player arrive after the game has started, that player shall bat in his submitted line or go to the bottom of the order (and remain there) if his turn in the batting order has already passed.
Pitching	<ul style="list-style-type: none"> • All players will receive up to five (5) pitches from the coach pitcher. If the player does not hit or make contact with the fifth pitch, the player will hit from a tee and have one (1) attempt. If the player is not successful after the first attempt from the tee, the player will be called out. • Players who hit the ball foul on the 5th pitch will continue to receive pitches until he either hits a fair ball, or swings and misses. • Players who hit a foul ball on the 1st attempt from the tee will be called out. (There is only one attempt from tee.) • The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. • The defensive player may not be positioned in front of or behind the coach pitcher. The defensive player in the pitcher position is required to wear some kind of protection: a chest protector or face protection as determined by their home association.
Coach Pitcher	<ul style="list-style-type: none"> • Must pitch from the pitcher's plate and keep one foot in contact with the pitcher's plate until the ball is thrown. • Must pitch from a standing position, and must throw overhand. • May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while any play is in progress. • Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory. • Anyone who interferes with the fielding or throwing of a ball in fair or foul territory, shall be called for interference and the batter will be called out.
A Batted Ball	<ul style="list-style-type: none"> • That strikes the coach pitcher is a dead ball and is treated as a foul ball (strike) and a counted pitch for the batter. • That settles in fair territory is considered a fair ball. • Hit from the tee, must pass the grass cutout or deemed by the umpire to be in play in the event there is no grass infield, to be a fair ball in play. • Hit from the tee may result in at most a 2-base hit. Baserunners may only advance 2 bases max as well.

<p>Game Play</p>	<ul style="list-style-type: none"> • On overthrows, baserunners may advance one base at their own risk. Limit of one overthrow per play (play stops after runner(s) advance 1 base at their own risk). • <u>Play stops when ball crosses base path from throw-ins from the outfield and in control of the defense. At this point, the umpire shall call TIME.</u> • Trailing runners may not advance when the lead runner has broken full stride. • <u>Play stoppage is at umpire’s discretion and is not subject to appeal.</u> • 1st base: Runners running past 1st base in foul territory shall not be tagged out. However, once they are past 1st base, if they turn towards 2nd in an aggressive manner, they may be tagged out, unless they are on the base. • Obstruction: Fielders, when not in motion to field the ball, shall not block the base paths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have made safely had the obstruction not occurred. • Base Runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, can call him out. • Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield or separation between infield/outfield, umpires shall make the determination on how close an outfielder may be allowed to the infield. • Coaches must be around the dugout area by the entrances. A coach is permitted to be behind the catcher to help throw the ball back to the coach pitcher and move the bat out of the way. • Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, baserunners, and bat boys. • No inning will be started after the time limit of 1 hour 15 minutes is reached. No inning shall begin after the time limit is reached. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the game is over.
<p>Additional Resources</p>	<ul style="list-style-type: none"> • Unless specified here, all other rules shall follow National Federation High School rules.

28. SPECIAL NOTES:

- a. Coaches shall confine themselves to the dugout area (this is the area immediately in front of the dugouts). The exceptions are of course the First Base Coach and Third Base Coach, and Coach Pitcher.
 - i. ROAMING UP AND DOWN THE FOUL LINES IS NOT ALLOWED (neither by offense or defense).
- b. **SPORTSMANSHIP.** Coaches are responsible for the conduct of their coaching staff, their players, and their parents/relatives/fans. Unsportsmanlike conduct is NOT allowed. The umpire shall give one warning for unsportsmanlike conduct. After one warning, the offending coach, player, fan shall be ejected. (As a reminder, ejections are PLUS one, and if involving an adult, the adult must leave the facility.) All ejections are immediately reported to the TD and UIC.
- c. Coaches & Umpires. We have two Umpires and two Head Coaches on each field. If any issue arises where the Head Coach and Umpires need to talk, then it’s ONLY the Head Coach and the Umpires. Assistant Coaches are NOT to interact with the umpires.