

Halfmoon Baseball League

6 Yr Old Division Rules



1.0 Administration

1.1 Division Coordinator

- A. The Division Coordinator shall be appointed by the Board of Directors.
- B. The Division Coordinator shall be responsible for establishing the number of teams based on the number of players registered for the Division. The goal is to establish teams of 9 to 12 players each.
- C. The Division Coordinator shall assign a Manager to each team from the list of parents who volunteer for the position through the League registration process. If an insufficient number of parents volunteer for the Manager position, those who volunteered as Coaches will be contacted.
- D. The Division Coordinator shall be responsible for coach and player conduct enforcement and shall report all violations of the League Code of Conduct to the Board of Directors for disciplinary action.

1.2 Players & Team Makeup

- A. This Division is intended for players' age 6 years old as of May 1st each year.
- B. Players who are older than age 6 may play in this Division at the request of the parents and at the discretion of the Board of Directors. Players younger than age 6 are not eligible for this Division.
- C. The Division Coordinator shall assign players to each team in an attempt to create balanced rosters.

1.3 Conduct

- A. Players and parents shall conduct themselves at all times in accordance with the League baseball player and fan conduct agreement accepted at the time of player registration.
- B. The Manager shall provide a copy of the agreement to all players at the beginning of the season.

1.4 Scheduling & Rainouts

- A. Each team will be scheduled to play approximately 12 games per season.
- B. The Division Coordinator shall be responsible for coordinating team practice times and game schedules with the League scheduler.
- C. The Town of Halfmoon will be responsible for determining if the field is playable by 4pm during weekdays. After 4pm it is the judgment of the two Managers to determine if it's a rainout or not including after the game has started. Weekend game rainouts shall also be determined at the discretion of the two Managers.
- D. Rainouts will be re-scheduled at the request of the home team Manager through the Division Coordinator.

1.5 Standings & Awards

- A. This is a non-competitive Division, wins and losses will not be tracked.
- B. There will be no forfeits. If a team does not have enough players for a full defensive alignment, they shall borrow players from the other team to play the outfield.

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- C. There are no individual or team awards in this Division. Each player will receive the same participation award at the end of the season.

1.6 Uniforms & Game Balls

- A. Team shirts and hats will be provided by the League.
- B. Baseball pants and rubber cleats are recommended but not required. Metal cleats will not be allowed.
- C. The home team will provide game balls. Safety Balls only will be used in this Division.

1.7 Field Care

- A. Each team is responsible for cleaning up the area inside and around the dugout or bench. All garbage shall be placed in the receptacles provided by the Town of Halfmoon.
- B. The home team will be responsible for raking the area around the bases and home plate after each game to pull dirt back from the edge of the grass and to fill in holes.
- C. The home team will be responsible for covering the mound and home plate after each game with the tarps and sand bags provided.

2.0 Game Play

2.1 Length of Game & Innings

- A. Games will last a minimum of 4 innings and will be no longer than 6 innings.
- B. For weeknight games, no inning should start after 7:30 p.m.
- C. The first 4 innings shall last until half the lineup has batted. Depending on the time the coaches can then agree to play 1 more inning with every player batting or 2 more innings with half the batting order. The goal is to get every player 3 at bats for the game.
- D. Three outs will not end an inning and there is no run limit.

2.2 Pitching

- A. Coaches will pitch to the players throughout the season.
- B. Coaches will pitch from no closer than the front of the pitcher's mound circle.
- C. Pitches should be thrown over hand on a straight line trajectory. Rainbow or arching pitches are not helpful to player development. The Coach may pitch from one knee depending on his/her height or comfort level with throwing accurately to the batter.
- D. Each player will get seven pitches if needed. If the batter fails to put the ball in play after seven pitches, the coach will give the player the option of hitting off a tee. Alternatively, if the batter has fouled off some pitches, particularly the last pitch then the Coach may allow up to ten total pitches. A player that fails to put the ball in play after ten pitches will return to the bench and the Manager should explain that they can try again next time.
- E. No walks or strikeouts will be recorded.

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2.3 Batting & Base Running

- A. All players will bat in the lineup. The Manager is encouraged to rotate players through the lineup to balance the number of at bats each player has during the season.
- B. Bunting is not allowed.
- C. Batters and base runners are encouraged to run for extra bases on hits past the outfielders at the direction of the base coaches.
- D. Runners shall stop advancing when a ball hit to the outfield is returned to the infield or the coach pitching. The base coach is responsible for ensuring the runner stops at the appropriate base.
- E. Base runners should not advance on an overthrow into foul territory. Advancing on an overthrow in the infield is discouraged.
- F. When a legitimate out is made on a batter or base runner, they will **not** be removed from the bases.
- G. No leading or stealing is allowed. The base runner must stay in contact with the base until the ball is put into play by the batter.

2.4 Defensive Play

- A. A maximum of 10 players shall be allowed on the field including:
 - i. Pitcher with helmet
 - ii. Four infielders with the first basemen wearing a helmet
 - iii. Five outfielders
- B. The Manager must strive to balance playing time between the infield and outfield and provide players 2 innings in the infield each game.
- C. No player shall sit for more than one inning until all players sit for one inning. This rule spans consecutive games.
- D. It is the responsibility of the Manager to rotate player's at all defensive positions for educational purposes.
- E. The Manager may elect to prevent a player from playing 1st base after consultation with the players parents and Division Coordinator if needed.
- F. Outfielders should play at least 20 ft behind the infield dirt, taught to throw the ball back to the infielder, and discouraged from running the ball back to the infield or covering bases.
- G. The child pitchers must stand to either side of the mound, with one foot on the dirt area of the mound (and no closer to the plate than the pitching rubber).
- H. The infield fly rule does not apply.

2.5 Coaches on the Field

- A. A maximum of four coaches will be allowed on the field for the batting team including:
 - i. Pitcher
 - ii. Catcher backup

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iii. First & Third base coaches

- B. A maximum of three coaches will be allowed on the field for the defensive team. Coaches are encouraged to play behind the infielders and in between the outfielders to remind the players of proper positioning and where the play should be made.

2.6 Umpires

- A. No umpires will be used in this Division.
- B. Coaches in the field shall determine when an out is made at a base or when a batter should sit after failing to put the ball in play within the prescribed number of pitches.

3.0 Playoffs, All Star & Travel Teams

3.1 Division Playoffs

- A. This is a non-competitive Division, playoff games will not be held.

3.2 All Star Teams

- A. The League shall hold a combined tryout for all players age 8 and under as of May 1st for summer All Star teams. Therefore, players aged 6 to 8 will tryout together as one group regardless of what Division they play in that season. The date and time of the tryouts will be determined by the Board of Directors.
- B. Tryouts will be conducted in accordance with the League Bylaws and Travel & All-Star Program Guidelines.
- C. The Board of Directors may elect to form one or more All Star teams based on the number of players who try out and the spread in the overall player ratings.
- D. The Board of Directors may elect to form separate 8 year old and 7 and under All Star teams based on the overall player ratings by age.
- E. Regardless of the number or makeup of teams to be selected, the goal is to assign 12 players to each All Star team. Teams will be selected by first choosing the player with the highest rating then proceeding to consecutive players until the intended number of players for the team is reached.
- F. Players selected to All Star teams and their parents will be required to sign a commitment letter prior to the team roster being finalized. If the player and parents cannot fulfill the requirements of the commitment letter, the Board of Directors may elect to remove that player from the team and award the roster position to the next highest rated player.

3.3 Travel Teams

- A. Travel Teams will not be selected for this Division.