



Alpharetta Youth Baseball Association

6U Pony League Playing Rules

All recreation league play shall be governed by the current Official Major League Baseball Rules, modified by the current Dizzy Dean Official Rules Book, modified by the current Alpharetta Youth Baseball Association.

- A. An official regulation game shall consist of 6 inning games. Time allowed in a game is one hour and fifteen minutes (1:15). There shall be no additional inning of play if the score is even if time has not expired and both teams have had an equal opportunity with the same number of innings at bat. An official game for 6 inning games is defined as 4 complete innings (or 3-1/2 innings if home team is ahead).
- B. Both head coaches must attend the plate meeting at the beginning of the game and line-up cards (offense and defense) must be exchanged. The official start time will be declared at the end of this plate meeting.
- C. No Score will be kept at this age: A new inning begins the instant the third out is made or everyone has batted.
- D. Substitutions will be unlimited. However, all team players will bat in the same rotation order.
- E. Bats must have a certified USSSA BPF 1.15 label and the barrel may not be larger than 2 and ¼ inches.
- F. Defense: Every player must play at least one inning in the infield, other than catcher, and one inning in the outfield prior to the conclusion of the 3rd inning. The only exception to this rule is if prior agreement between both the manager and parent(s) has been made for the safety of the player, and the opposing manager shall be notified.
- G. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two consecutive innings. A player who starts an inning in the defensive lineup shall complete the inning in the defensive lineup, unless prevented from continuing by injury or illness.
- H. A ball thrown outside the fence becomes a “dead ball” and each base runner is entitled to one base. A player may slide into any base.
- I. If the pitcher catches a batted ball (before it touches the ground) within the confines of the six foot pitching circle, play will stop, the batter is out, and all base runners are frozen. There can be no double or triple play in this case.
- J. A defensive player must throw, not roll, the baseball to another defensive player. If a thrown ball bounces and/or rolls to the first baseman, it is up to the umpire’s discretion whether the pitcher intended to “roll” the ball. If the intent was to throw the ball, and it is caught on the bounce or roll before the runner reaches the base, then the base runner may be called out. If the ball is clearly rolled, then the base runner must be called safe. NOTE: if a player is consistently throwing a ball that bounces or rolls to first base, then the umpire may use this observation to conclude that the intent is NOT to throw the ball, and suggest to the manager that the player needs to be replaced in the next inning or the base runners will be called safe. The



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intent is NOT to let coaches abuse this rule by putting the same player at key positions (eg, pitcher) who consistently throws it halfway to first base and it rolls the rest of the way.

- K. Outfielders shall not be permitted to run with the ball into the infield to make an out. If an outfielder runs the ball in and tags a runner or a base, the runner shall be awarded the base.
- L. A base runner may advance one and only one base regardless of the number of overthrows on a play, before the next batter hits.
 - a. Example One: if the ball is overthrown to first base, the base runner may only advance to second base (at his/her own risk), even if a defensive player picks up the ball and throws it into left field, overthrowing second base, in which case the base runner simply has to stay on second base.
- M. Play is stopped when the ball is in control by a defensive infielder, in front of the lead runner.
- N. Runners will be awarded bases according to their positions relative to a line drawn across each of the four base paths at their midpoints. The lead runner will be the determinant in the event two or more players occupy the same base. If the defensive player fields the ball inside the base paths, any base runner can advance a base. That is, a defensive player cannot field the ball and stop play before a base runner has the opportunity to advance a base. Base runners can continue to advance while the ball is outside the dirt infield (e.g. still in the outfield) even if the outfielder is holding the baseball.
- O. The "Infield Fly Rule" does NOT apply.
- P. Any player playing the pitcher position must wear a protective and/or caged helmet. (Mandatory). The player playing the pitcher position must have one foot inside the pitching circle when the at bat begins.
- Q. The catcher must stand 10 feet behind the batter/plate. Protective Catching Equipment is Mandatory: (Helmet, Chest Protector and Leg Guards)
- R. There will be no leads offs or base stealing.
- S. There will be no bunting.
- T. Defensive standing on bases is not allowed.
- U. On defense, each team can play a regular baseball infield including the catcher and only four players in the outfield positioned in the grass 10 feet behind the infield dirt.
- V. **For the Spring season**, players will bat as described below.
- W. Dizzy Dean coach-pitch rules shall be followed with the following modifications. First, a coach-pitcher may throw overhand or underhand from anywhere outside the foul arc in a direct line to the pitcher's mound. Second, **a batter is allowed up to five pitches**, regardless of the number of strikes. Third, if the fifth swing results in a foul ball or a strike, the batter shall be allowed only one additional swing on the tee. If the 6th swing is a foul ball or a strike, then the batter shall use a tee and be coach assisted.



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- X. **For the Summer and Fall Seasons, when 4/5/6 year olds are combined, players will bat as described below.** Before the 3rd game of the season all players will hit the ball from a tee with each player being allowed up to five swings. If any swing results in the tee being knocked over, then the swing is considered a foul ball. If the fifth swing results in a foul ball, the batter shall be allowed only one additional swing. If the 6th swing is a foul ball or a strike or the tee is knocked down, then the batter will be coach assisted to hit. Both teams will bat thru their entire line-up.
- Y. **Starting with the 3rd game,** the League Representative has the discretion to implement the following. Dizzy Dean coach-pitch rules shall be followed with the following modifications. First, a coach-pitcher may throw overhand or underhand from anywhere outside the foul arc in a direct line to the pitcher's mound. Second, **a batter is allowed up to five pitches,** regardless of the number of strikes. Third, if the fifth swing results in a foul ball or a strike, the batter shall be allowed only one additional swing on the tee. If the 6th swing is a foul ball or a strike, then the batter shall use a tee and be coach assisted.
- Z. For all seasons at the discretion of the League Rep starting with the 3rd game, teams can be given the option to play 3 outs or continue to bat thru their line-up before a ½ inning ends. In order to play 3 outs, both coaches must agree to it at the plate meeting. If there is a disagreement then both teams will bat thru their entire line-up regardless of how many outs the defensive team makes.
- AA. Note that if the adult coach is struck by a batted ball, then the ball is dead and the pitch does not count; it is as if the pitch never happened.
- BB. A batter will receive two warnings for slinging a bat. On the third occurrence, the same batter will be called out.
- CC. A batted ball that does not travel on or outside a marked 20 foot radius of home plate is a foul ball. A batted ball that hits the pitching machine or coach is ruled dead by the umpire. The batter is awarded first and any runner(s) forced to do so, will advance one base.
- DD. There will be no abuse of the players on either team by parents, managers, and/or coaches. If a manager cannot control himself, his parents and/or his coaches, the game can be awarded to the opposing team.
- EE. The offensive team is **allowed 4 coaches on the field:** first base coach, third base coach, coach pitcher and a batting coach.
- FF. The defensive team is **allowed 4 coaches on the field.** One in left field, one in center field, one in right field and one in the area outside the dugout. The three defensive coaches in the outfield must stay behind the players in the outfield and cannot touch the players or the ball. The one infield coach must stay near their team's dugout to give instructions to the infielders.

Conduct and Sportsmanship

It is the Head Coach's responsibility to manage and control their teams and to lead by example.

- Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and un-sportsman like conduct.



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- All umpires and AYBA board members have the authority to eject anyone violating the conduct rules.
- Any player, coach, parent, or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot if needed.
 - First ejection – Leave game immediately and suspended from attending or participating in the next scheduled game.
 - Second ejection – Same as above, but with 2 game suspension
 - Third ejection – Suspended for rest of season including tournament.
- Physical contact or violence involving a player, coach, or parent will result in automatic ejection from the game, a one game automatic suspension, and possible suspension from the league.
- If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by AYBA Commissioner.

AYBA may revise/alter rules at any time during a season if needed to enhance the program