



HLL 6yo Baseball Summary

- Teams play approximately 15 games between May and the middle of June. Exact schedule depends on the number of teams.
- Games are played at Robbins Park w/ the exception of the final game which will be played at Peirce SW.
- Games are played Tuesday/Thursday/Sunday
 - o Tuesday/Thursday game times: 5:30pm & 6:45pm
 - o Sunday game times: 1:00pm & 2:15pm
- Practices are at coaches' discretion although typically once the season starts the teams are just playing games.
- Teams are typically formed according to school on a best-efforts basis. Please do not request playing with specific players, make new friends!
- Head coach can typically have their pick of assistant coaches if possible.
- Email hinsdalelittleleague630@gmail.com with any questions.

Playing Rules: 6yo Division

- Non-competitive games will be played with no score or standings kept. EVERYONE WINS!!!! There are no losers in Coach Pitch.
- All players present for each team shall bat each inning regardless of the number of outs made by the fielding team. Any batter making an "out" shall not take a base. The last batter can run all the bases.
- After six (6) missed swings on hittable pitches, the batting team's manager must place a tee on the plate from which the batter will hit the ball.
- All players should be on the field each inning and play different positions during the game. If there are more than 9 defensive players, managers should spread the extra players in the outfield.
- Only one base may be taken on any batted fair ball.
- No makeups of cancelled 6YO games
- All games will last three innings, but no inning shall be started 1½ hours after game time.
- Players should only have a bat in their hands when they are batting. Never should a player have a bat when just sitting on the bench or waiting to hit.
- Helmets must be worn by all batters and base runners.
- HLL provides helmets for those that do not have one. For those players that have their own helmet, Coaches should try to make sure no other player uses it.