

6 U

General Playing Rules

- A. Games will be 5 innings in length (Daylight Permitting)
- B. No games will start after 8pm.
- C. Unpaid umpires may end the game due to darkness at their discretion.
- D. 10 defensive are allowed on the field at a time.
- E. 4 outfielders playing outfield positions.
- F. Any team may play the game with a minimum of 6 players. Less than 6 players will be considered a forfeit.
- G. Batting order must include all players in a continuous order. Late arriving players will be added to the bottom of the lineup no matter how late they are. A half inning is complete after 3 outs are recorded or after the team has scored 5 runs whichever comes first.
- H. Two Coaches are allowed on field to assist the defender but must stay behind the base path while ball is in play with exception of coach feeding pitching machine
- I. All players are required to play defense at least $\frac{1}{2}$ of the game that they are present for
- J. No infield fly rule
- K. Catchers are required to wear protective gear and cup
- L. Only managers are permitted to have discussions with umpires.
- M. No first year player in 6U unless evaluated by 2 managers
- N. If 5 year old wants to advance must be evaluated by 2 managers
- O. Not all 6 year olds will play 6U. If the player is not up to par they will be moved back to normal T-Ball under the Age group Commissioner and the League Commissioner's ruling.

Base Running

- A. Play is dead and player may not advance when the pitcher has the ball in the pitchers circumference area (umpires discretion) runners who are less than halfway to the next base must return to the previous base in this situation.
- B. Base runners are permitted to advance only one base on and overthrow. Once they advance the play is over.
- C. No stealing, bunting or leading off the base.
- D. Bases will be 50ft apart

Pitching

Official pitching distance shall be 35ft for player and 40ft for pitching machine

- A. Pitching shall be completed in following format
 - a. 1st and 5th innings shall be player pitch.
 - b. Innings 2, 3 and 4 shall be pitched by machine. Pitching machine speed shall be set to 40% (only in the event that a functioning pitching machine is unavailable shall a coach pitch to his player) if a coach is required to pitch to his team he must pitch from official distance 35 ft.
- B. During at bats in which a pitching machine or a coach pitching a player cannot walk or be hit by the pitch (the ball must be hit or the player must strike out). The umpire must continue to call strikes as normal
- C. Pitchers shall pitch no more than 1 full inning (3 outs) per day. One pitch constitutes as an inning.
- D. If a pitcher hits 2 batters in one inning he must be removed from pitching.
- E. Once a player is brought to the mound to warm up pitching the player must pitch at least one batter.
- F. If any pitcher or combination of pitchers has walked or hit any combination of 3 batters the pitching machine will be used to complete the inning
- G. When the pitching machine is in use the pitcher must stand 40 ft. from home plate right or left of the pitching machine