 **6U RULES OF THE GAME**

1. ***Top copy*** of the IGSL Lineup will be turned into the opposing team ***10 minutes*** before the scheduled game time. Your batting coach must also have copies of your lineup. ***A half inning will***= 3 runs or 3 outs.

2. ***Game Time*** = 55 minutes. Once time expires the game is over. If either team has players that did not bat, those players are allowed to bat but runs during this time do not count towards the final score.

3. ***Defense Rules***

 A. Pitching mound shall be 35 ft. from home plate. 11 inch balls will be used.

B. Free substitutions allowed. Team can start with 5 players with no penalty.

 C. NO Player shall sit on the bench alone. **Maximum** of 10 Players on field defensively. **No** player should sit out two (2) consecutive innings on the bench.

 D. Outfielders must be at least 5’ behind infield players. Infielders must play at a depth equal to the back arch of the pitching circle. Player in the pitching position must remain inside the circle until ball is put into play.

E. Play will stop once the pitcher is in the circle, and in “control” of the ball or if the runners have stopped and are not making an effort to continue. If runner is between bases when play stops, she can continue on to the next base if more than half way to base. If less than half way, the runner must go back.

F. Coaches **MUST** make every effort not to interfere with the ball in play or runners. Only **2(two)** defensive coaches are allowed on the field at a time.

4. ***Offense Rules***

A. **ALL** players will receive a turn at bat, in order that they are listed on the line-up that is turned into the opposing team. If a player is absent write “ABSENT” next to their name. **If ABSENT player shows up she will be added to the bottom of lineup.**

B. **NO** walks will be allowed; **NO** infield fly rule; Batter **may not** bunt.

C. Coach will pitch Three (3) balls to batter. If not put in play from coach pitch, batter will be allowed Three (3) swings at tee. If tee is hit it counts as a foul ball. If the tee falls over during the process of a swing, it counts as a foul. Foul balls count as a swing and batter will be called out if the 3rd swing is a foul ball or missed.

D. Runners cannot steal. If runner leaves prior to ball being hit it counts as an out. Runner can only advance one base at a time per overthrown ball. For instance, if the fielder overthrows first base, the runner can attempt to go to second base on the overthrow. If the fielders then overthrow second base trying to get the runner, the runner is allowed to attempt to go to 3rd base. Once the fielders control the ball and do not throw it the runner must remain on the base in which they advanced to due to the overthrow.

E. Only **3 (three)** offensive coaches are allowed on the field, this includes the batting coach.

5. ***Scoreboard*** – The Visiting Team is responsible to keep the game time and score by using the remote control for the field’s scoreboard.