

2022 Spring & Fall Division Rules - 6U (rev. 8-5-22)

The following rules have been approved by all participating league directors.

ROSTERS: Team rosters shall have no more than 10 players per roster, unless agreed upon by directors.

- League determination is based off player's age as of 1/1/2022 for SPRING
- League determination is based off player's age as of 1/1/2023 for FALL

PRACTICES/GAMES: No more than four practices and/or games per calendar week.

SCHEDULED GAMES: All 6U games will be played on Saturday mornings and early afternoons. Teams will play at least one game each Saturday and sometimes two. Game locations will alternate between Avon and Danville.

You will be notified by your coach if a game has been cancelled due to inclement weather or some other unforeseen event. If a scheduled game is cancelled, the director will try to reschedule the game. Park rules will be used to determine if a game needs to be interrupted mid-game due to inclement weather (including lightning).

EQUIPMENT:

- T-ball bat or ASA approved softball bat.
- Batting helmet with protective face mask
Note: Player will not be allowed to bat without a helmet with a face mask. All batters and base runners must wear their helmets until they leave the field.
- Fielder's Masks (mandatory for ALL positions - NO EXCEPTIONS!)
- Softball Cleats with plastic spikes (metal cleats are not allowed)
- 11-inch soft core softball

GAME TIME LIMITS: All games shall be 60 minutes. Coaches should attempt to finish the current inning when possible.

REGULATION GAMES:

- Both teams will go through their entire batting lineup each inning (i.e. - each player on each team will get to bat once every inning).
- Batters will receive five pitches from their coach. No balls or strikes will be called. If the batter is unsuccessful at hitting a pitched ball they will be given a tee.
- When using the tee, the batter will swing until they hit the ball. Coaches should encourage their player to reset their "batting stance" after each swing versus doing repeated "chops" at the ball.
- If the 'teed' ball is barely hit and falls within a few feet of the tee, the coach (at his or her discretion *and* mindful of the game's 60 minute time limit) may call time and reset the ball on the tee.
- A full inning is complete once all players from each team are able to bat.

- Although there is not a “one base per hit” rule, most 6U hits will result in a single base run. Extra bases may be taken when earned, but should not be encouraged due to an overthrow or other mistake made by the defensive team. The overall intent should be to encourage defensive players to throw the ball to a baseman and attempt to get an out versus “holding the ball” in fear of making a mistake.
- The player or pitching coach will call “time” once a fielder has possession of the ball and has stopped the LEAD RUNNER. Base runners must be past the halfway point to proceed to the next base. Runners that have not reached the halfway point will be instructed to return to their previous base.

BATTING/BASE RUNNING: Players should remain in the same batting order for the entire game. Any player arriving late to a game should be added to the bottom of the lineup. No stealing. Runners shall not move off the base until the ball is hit by the bat. No throwing of bats.

Coaches should instruct batters on proper stance and swing during each at-bat. Coaches in the field should instruct base runners on proper “ready stance” and takeoff.

FIELDING: Each team should field their entire roster (i.e. – no players should be benched).

- **INFIELDBERS:** Only six fielders are allowed in the infield with all other players in the outfield. Coaches should attempt to set infield players in true infield positions (first, second, third, shortstop, and pitcher’s helper)
- **OUTFIELDERS:** No limit to the number of players in the outfield. Outfielders should be spread out and positioned at least five feet behind the baseline.
- **PITCHER’S HELPER:** Pitcher’s Helper should stand with at least one foot inside the pitching circle. Pitcher’s Helper must wear a fielder’s mask at all times – NO EXCEPTIONS!
- **CATCHER:** There is no catcher in 6U. A parent or coach will play catcher when a player is at-bat (only to catch and return missed balls to the pitcher).
- Fielders should be positively encouraged to finish plays even if the play will not result in an out.
- Coaches from both teams may be in the field to provide verbal instructions to their players as needed.
- Coaches should systematically rotate players throughout the season so they all get an opportunity to play each position.

OVERTHROW RULE: Any throw to any base (including a “catchable” throw) will be considered an overthrow. In this scenario, the pitching coach or designated umpire should call time and instruct any base runners that advanced more than one base to return to their previous base.

OBSTRUCTION: Base runners should avoid unnecessary contact with defensive players. Defensive players should be encouraged to not stand in the baseline or block bases.

PITCHING: 6U is “coach pitch”. The coach may pitch from any distance that will enable their player to hit the ball. If the coach is struck with the ball, the play is ruled dead and the batter will return to bat.

UMPIRES: 6U does not use umpires. The pitching coach or another designated person will act as umpire for all calls on the field.

SPORTSMANSHIP: Players and coaches will always conduct themselves with good sportsmanship. Any player or coach ejected may not participate in the next game. If a spectator is ejected, the spectator must leave the playing area immediately. Hopefully there will be no ejections in 6U!

PROTESTS: Parent protests are not allowed. Disputes should be settled by the coaches and in a sportsmanlike manner.