



## SP6U League Rules

### A. General

1. Current-year ASA rules apply except as modified herein.
2. The home team provides the game ball. The game ball is an 11-inch (circumference) soft training ball.
3. The home team shall prepare the field for play. This includes applying the foul lines and other markings, installing the bases, and treating trouble spots on the field. After the game, the home team shall store field equipment, turn lights off if necessary, and lock equipment closets. The visiting team is encouraged to assist. Both teams shall clean up the field and dugout areas.
4. The playing field is a 50-foot diamond. The distance between bases is 50 feet. The distance from home plate to second base is 70 ft 8.50 in. The distance between the pitching rubber and home plate is 30 feet.
5. A 10-foot diameter pitching circle shall be drawn with its center positioned 30 feet from the back of home plate.
6. A 10-foot minimum hitting arc, centered at the back of home plate, shall be drawn between the foul lines.
7. The base plugs are used to pull dirt from the base ground mounts but should be reinserted and used with the bases to reduce the risk of injury to a player stepping into the ground mount if a base becomes dislodged during a play.

### B. Pitcher & Catcher

1. A coach from the batting team will do the pitching. The pitching distance can range from 15 to 30 feet.
2. No minimum or maximum pitching arc requirements will be enforced.
3. A coach from the batting team will do the catching, but will not participate in the play when a ball is hit.

### C. Fielders

1. Only one player is permitted in each of the following 5 infield positions: P, 1B, 2B, 3B, and SS. If a team has more than 10 players, one additional player can be positioned in the infield rover (IR) position between the pitcher and second base. All others will be positioned in outfield positions at least 10 feet behind the base lines or in the grass outfield area until the ball is hit.
2. The player in the pitcher position must wear a heart guard chest protector and a batting helmet with a chin strap. This player must have at least one foot within the 10-foot pitching circle until the ball is hit.
3. No player is permitted to play in the catcher position before the ball is hit. Any fielder can cover home plate after the ball is hit.
4. All players shall play at least 2 innings of the game at an infield position.
5. No player shall sit out while the team is in the field.



### D. Batters & Base Runners

1. All players in attendance, including those on the bench, must bat in a continuous lineup.
2. All batters and base runners must wear a batting helmet with a chin strap fastened.
3. There are no walks or strike-outs.
4. Batters are allowed 7 swinging strikes, after which the batter will hit from the batting tee.



5. The ASA allowance for stepping off a base is permitted. A base runner is not out if stepping off a base *after* a pitched ball is batted, touches the ground, or reaches home plate.

### E. Rules of Play

1. Games consist of 6 full innings but are limited to a maximum time of 2 hours. There are no extra innings. Both teams bat in the last inning.
2. A 5-run rule is in effect for each inning, including the last inning. In each inning, each team's at-bat is terminated after recording 3 outs or scoring 5 runs, whichever occurs first.
3. A batted ball must travel at least 10 feet from home plate to be a fair ball.
4. No double-plays are allowed. The first out during each play is the recorded out.
5. The infield fly rule is not enforced.
6. On a fly ball catch, the batter is out and no base runners can advance. The play is ruled dead upon the catch. All base runners must return to the base they were on before the hit.
7. On a batted ball to the outfield, play stops when the ball returns to the infield (dirt area). All base runners must return to the last base touched. Extra-base hits are limited to doubles, and base runners cannot advance more than 2 bases.
8. On an overthrown ball to any base, the base runners cannot advance past the base to which they were running at the time of the throw (or release).

### F. Coaches & Umpires

1. Coaches of the fielding team may stand in the field of play to coach and instruct their players. Coaches are encouraged to call time-out to go over plays and instruct players on proper actions.
2. The fielding team is permitted up to 4 coaches in the field for instruction. One coach is permitted in the infield behind the pitcher. Three coaches are permitted in the outfield behind the outfielders.
3. The batting team is permitted up to 3 base coaches on the field for instruction in addition to the pitcher and catcher coaches. First and third base coaches must be in foul territory. The second base coach must be behind second base.
4. Base coaches or other coaches act as the umpires.

### G. PTAA Property

1. Both teams are responsible for ensuring that trash is placed in proper trash receptacles and the field is left in a respectable condition.
2. Police will ticket all vehicles parked in unauthorized parking spots. Please be aware of parking spots dedicated to library patrons and handicapped persons at all times.

