

## 6U GFSA League Rules - Revised 3/29/17

### **1) Batting:**

- a. Coach pitch will be used, with tee assist as needed.
- b. For coach pitch the girls will receive 5 pitches if they do not hit the ball on those pitches than they will complete their at bat by hitting off the tee. If the player wishes they may take a 6<sup>th</sup> pitch, but are out if they do not make contact.
- c. When needed the tee should be adjusted to such a height that the batter will be able to swing level. It is the leagues goal to limit the usage of the tee as much as possible, especially for the older girls that will be moving up to 8u next season.
- d. All players present for the game shall bat in order.
- e. There is no bunting.
- f. An inning is over when the entire roster has batted or three (3) outs are made; whichever comes first. The final batter of the inning, shall continue running the bases until one of the following occurs: the runner is called out either by force out or tagged, the ball is inside the pitching circle under control of the pitchers helper, or the runner scores, any of which will end the inning.
- g. Batting helmets with face masks must be worn while batting and running the bases.
- h. A coach from the batting team will be responsible for putting the ball into play prior to each swing. The coach will hold the ball above their head prior to each swing, announce the ball is in play, place the ball on the tee and step back out of the way. It is the offensive coaches' responsibility to make sure that all defensive players are paying attention prior to the ball being hit.
- i. The pitching coach should attempt to keep the arc of the pitch as flat as possible. If needed moving closer to the batter is encouraged if it may eliminate the need for the tee, coaches are to use their own discretion with this. May goal being to limit the use of the tee if at all possible.
- j. Reverse the batting order following an inning when team bats through the order to allow equal base running.

### **2) Fielding:**

- a. The entire batting roster will play defense. You will play 5 infielders, typically in front of the baseline and the remaining players will play wherever coaches see fit behind the baseline, no fielders should be placed in the base line as to interfere with runners. We will not use a catcher for this league. (Defensive Positions: Infield-1<sup>st</sup> Base, 2<sup>nd</sup> Base, 3<sup>rd</sup> Base, Shortstop, Pitcher's Mound. The player on the pitcher's mound must wear a batting helmet while on defense.
- b. 2 coaches from the defensive team may be stationed in the field of play in order to provide defensive instruction during the inning.

### **3) Base Running:**

- a. A runner may advance one base ONLY on an overthrow to a base in an attempt to get either the batter out or the base runner out.
- b. A base runner may not run to the next base until the ball is hit into play.

### **4) Game Length:**

- a. Regulation game is the completion of 4 innings, or a 50 minute time limit, whichever comes first.