Local Playing Rules – 6U Division 2025 Inter-league

1. All rules defined in the ASA rulebook will be followed with FVGFS local playing rule superseding in the listed instances.
2. **Game Length** – Game length shall be 1 hour and 10 minutes with no new inning 1 hour and 20 minutes drop dead. A new inning starts when the third out is recorded from the previous inning.
3. **Number of Players** - A game may begin with 6 players if necessary. In case of injury to a player during the game, the game may be played with 5 players. All girls must play 3 defensive innings per game. If time does not permit this; the girl must start the next game defensively. Teams may borrow players from the opposing team to be able to play a game. Borrowed players should be the last at bat and play outfield unless 5 player rule is in effect.
4. **Base Distance** – The base distance shall conform to the ASA rule of 55 feet (60 feet at SHB fields)
5. **Pitching Distance** – The pitching distance shall be 27 feet. Coaches must pitch from the pitching rubber. (SHB rubber is 30', we only require the coach to be in the pitching circle)
6. **Pitching Rules** – Coach pitch the entire season. (See Exception under Rule 7) *Any player playing position of pitcher must wear a helmet with face mask.* (SHB requires a helmet OR face mask)
7. **Ball** – Ball used shall be the 10-inch ASA certified ball.
8. **Batting** – All players present shall be listed on the official line-up and shall bat in the order listed for the entire game. Round Robin bat the line-up.
    a. *Each batter will be pitched 4 coach pitches, coach pitch will not end with a ball hit into foul territory, after coach pitches have been exceeded, the player will be given maximum 2 swings with tee.
9. **Required Playing Time** – All players present must play a minimum of three defensive innings per game. No player shall sit more than 2 consecutive innings and shall sit no more than 3 innings total. All players MUST play a minimum of 1 inning in the infield during each regular season game. If the required amount of playing time is not met due to a mercy rule or called game, then that player must start the next game. Innings do not need to be played consecutively.
10. **Stealing** – No stealing.
11. **Defensive Players** – Each team may field 10 defensive players. (During regular season play 2 defensive coaches may be placed in the grass area to aid in coaching the players)
12. **Ruling of Catcher/Pitcher overthrow** – If the runner is standing on the base or is retreating to a base, then the runner does not advance forward.
13. **Overthrow** – Only one base is awarded on an overthrow to first base, even if the ball is still in play.

14. **To Stop Play** – The ball must only break the plane of the pitcher's circle to stop play.
15. **Coach Pitch** – Each batter will receive a maximum of four pitches with extra pitches if the 4th ball is fouled. Player is out after 3 strikes or the after the 4th pitch if not hit or fouled.
16. **Adult Pitcher** – The adult pitcher of the team batting must move away from a hit ball so it may be fielded. If the ball hits the adult, the ball is declared dead. The batter returns to the plate and the runners return to the bases they were occupying before the ball was hit.
17. **Bunting** – is allowed.
18. **Standings** - All regular season Coach Pitch games will be non- standing games. No final scores will be submitted and no regular season standings will be kept by the league. Prior to the start of each game a parent volunteer will be selected by each team and will serve as the umpire while their team is on offence.
19. **Tournament** - There is no end of season tournament for the 6U division. Regular games will be scheduled during the week of end of season tournament games.