

Modified Rules: 6 & Under Division Only

The 6 & Under division shall play by ASA Playing Rules and Codes as outlined in the 2024 Official Guide with the following exceptions:

1. No official scores or team standings will be maintained.
2. All games will be stopped (drop dead) after 1 hour and 15 minutes. A batter in the box when time expires will be allowed to finish her at bat.
3. Games will be played on Thursday, Friday, Saturday, and Sunday.
4. Each team will play 3 games.
5. Each girl will receive a participation medal which will be handed out after the team's last game.
6. There will be official umpires for all games.
7. No mercy rule.
8. Cold home plate
9. No dropped 3rd strike, no infield fly rule.
10. Each ½ inning ends when a maximum of 4 runs are scored by the offense or when the defense records 3 outs.
11. On offense all players will bat round robin. Each batter will be pitched up to 4 pitches from a coach pitcher. If the last pitch results in a foul ball, the batter will get additional pitches until the batter either misses the ball completely or fails to swing. After that the batter will be given the opportunity to hit the ball off the "T". The batter may take up to 2 swings to hit the ball before returning to the dug-out resulting in an out.
12. An arc will be 10 feet in front of home plate from first base to the third base foul lines. Any batted ball which does not travel past that foul line is a foul ball.
13. Coach pitchers must pitch the ball from the pitchers' plate. The player pitcher may stand anywhere behind the pitching rubber with both feet in the pitching circle when the adult coach is pitching.
14. The coach pitcher must make every attempt to get out of the way and not interfere with the play on the field. If a batted ball hits a coach pitcher, the ball is dead, and no runners may advance. It is a no pitch and replayed.
15. No base stealing or lead offs are allowed. All base runners must remain on the bases until the ball is hit. If a runner is off the base when the ball is hit, the ball is dead, the runner returns to the base and the batter bats again.
16. The catcher must remain in the defensive position until after the ball has been hit.
17. The ball is called dead once the ball is thrown into or through the pitcher's circle. The pitcher does not have to have control of the ball in the circle. If the base runners have already passed the halfway line at the time the ball crosses the pitchers circle, they will advance to that base, otherwise they will be returned to the last base reached safely.
18. Overthrows per ASA Rule Book
19. No more than 10 players will be allowed on the field. The defensive team shall have 6 players in the infield and 4 players in the outfield (on the grass).
20. Pitching distance is 30 feet, base distance is 60 feet.
21. A 10" safety ball shall be used (Worth RIF Level 1) will be used.