**Sienna Fastpitch Softball Association**

 **6U Rules**

1. All players will play in the field in an assigned position. All players will bat in the game.

2. If a player is late, they will be assigned to the end of the batting lineup as soon as they arrive.

3. A team must have a minimum of 6 players to start an official game. If a team doesn’t have players to start the game, the team will have to forfeit the game. If you know ahead of time that won’t have enough players, you may request the game be rescheduled.

4. Games will be 55 minutes long; no new inning will start after 50 minutes.

5. Filled positions should start in the infield and work to the outfield, including pitcher and catcher. As players arrive, they can be placed in the outfield.

6. Players should rotate positions as often as possible. Every player must play at least 1 inning in the infield.

7. There will be a max 5 run per half inning rule per team.

8. Outs will be counted.

9. Batters will get 5 pitches from the coach to hit. If they don’t hit a fair ball in play in those 5 pitches, they will get 2 swings at the ball on the tee. If batter swings and misses ball on tee, batter is out. If batter swings and fouls ball on tee, they get one more swing. If they don’t put that ball in play, batter is out.

10. Halfway thru the game season, we will remove the tee and go to 5 pitches per player.

11. Bases will be 60’ apart.

12. The Pitcher’s mound will be approximately 35’ from home plate with an 8’ circle around it.

13. The Coach pitcher must have at least one foot in the pitcher’s circle while pitching to the players.

14. The play is over and time will be called when the ball is thrown back into the pitcher’s circle. The Pitcher does not have to have control of ball but the ball must break the plane of the circle. The play is also over if the lead runner is tagged.

15. A batted ball must go past the 6’ line drawn in front of Home plate between the first and third baselines to be fair.

16. Runners can be put out on bases. Should a runner be put out on bases, they will be removed from the field.

17.No lead-offs before the pitch and no base stealing. The earliest a base runner may leave the base is AFTER the ball has been released from the coach or player pitcher’s hand. The first infraction results in the base runner returning to the base, and a warning should be given to the runner and the team, and any subsequent infraction from any player of the warned team will result in an automatic out.

18. Pitchers must make a throw to the first baseman to complete an out. The Pitcher cannot run to first for force out to complete out. Pitcher MAY run to home to make an out.

19. If a ball is overthrown at a base, runners may only advance one base. For example: if the first baseman is overthrown on a play the runner may only advance to 2nd base. The runner is advancing at their own risk and may possibly be tagged out.

20. 3 Coaches are allowed on the field for defensive Coaching. Please remember any Coach on the field must have a background check on file with SFSA.

21. Defensive Coaches must stay outside of the base lines during live play. Between plays, Coaches can move around freely to Coach. Defensive Coaches may be anywhere on field as long as they are outside of baselines.

22. 3 Offensive Coaches are allowed on field. Batting team will provide a Coach (1 of 3 offensive coaches) to pitch to its players.

23. All offensive Coaches must stay in the grassy areas outside the baselines on the first and third base sides. Coach Pitcher must exit field immediately after ball is put in play.

24. Home team is responsible for keeping scorebook and visiting team is responsible for providing coverage for scoreboard. Winning team should send an email after game with games final score to Candis Abbott.

25. Lineups may be used and exchanged prior to games.

26. Tie games will be allowed.

27. No jewelry can be worn during games.

28. All batting helmets must have face mask.

29. Fielding Masks are not required, but recommended. Masks are required for infielders.