



## 4U/6U Rules - Revision 1.0\*

### Time Limit:

- 1 hour 15 mins Drop Dead - This means the game is over at 1:15 regardless of inning, etc.

### Scoring:

- No score is kept.

### Pitching:

- Offensive coach pitches from within the pitching circle.
- If the batter fails to hit a fair ball after five pitches, then they must hit off a tee.
- Balls thrown back by the catcher are to be received by the offensive pitching coach. If the catcher misses the ball, the defensive coach behind the catcher shall throw it back to the pitching coach.

### Baserunning / Stealing:

- No stealing or leading off is allowed.

### Fielding:

- The maximum number of players on the field is 12 with a maximum of 6 players in the infield.
- Coaches should make an effort to teach the players positions and have the infielders in front of the base paths and the outfielders behind the base path.
- A defensive fielders mask is highly recommended for all players.

### Batting:

- All players bat in the lineup there are no substitutions.
- First Half of Season:
  - Seven batters per inning unlimited outs
- Second Half Season:
  - Three outs or seven batters (whichever is reached first) per inning.
- On an official out: (fly ball caught, thrown out, tag out, etc.) the base-runner(s) or hitter returns to the dugout.





#### Manager/Coach Locations:

- Offensive coaches are to be located in the pitching circle and 1st and 3rd base coach's box only.
- Defensively, two coaches are allowed on the field of play. Since it is the defense's responsibility to get the ball back to the offensive pitcher quickly. For safety reasons, it is recommended the defensive coaches are in the playing field to supervise and help keep the distraction minimal.

#### Awards:

- All players will receive an end of season participation trophy.
- There will be an all star game (coach selection) at the end of the season.

