

2006 Central Iowa Sports

6:U Playing Rules

GENERAL PROVISIONS

- There will be no pitching. A batting tee will be used. The height of the batting tee will be 28 inches.
- Base length will be 60 feet. Pitcher's mound will be set at 40 feet.
- Games will be 5 innings in length with a time limit of 75 minutes.
- Games will end when it is mathematically impossible for the losing team to comeback.
- Teams finishing with less than 9 players must still provide a catcher in the catcher position.
- A team whose batter slings a bat will receive on the first incident a warning. The second incident by any batter will be an out.
- SPORTSMANSHIP is expected of all players, coaches, and fans!
- A 'safety baseball' (sold under various brand names) will be used

OFFENSE

Batters

- All rostered players will bat for the entire game. All batters will bat in the same batting position for the duration of the game.
- The designated hitter/extra player rule will not be used.
- Aluminum baseball bats of any size are allowed.
- A half inning will end upon the earlier of (a) the third out or (b) the offense scoring 10 runs.
- When the ball is hit, both of the batter's feet must be on or within the lines of the batter's box. Any ball that is hit while the batter's feet are not on or within the lines of the batter's box shall be deemed a dead ball.
- Each batter will bat until the ball is hit. There will be no strikeouts. There will be no intentional walks.
- A point will be marked 18 feet down the first and third base lines and a straight line will be drawn across the infield connecting these two points. Any hit ball stopping or touching any player in this area shall be deemed a dead ball. Any hit ball advancing beyond this line in fair territory shall be considered a live ball even if the rubber of the batting tee was touched by the bat while hitting the ball.

Runners

- Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgment call and may not be protested. Please have your runners slide if in doubt.
- A runner may not slide head first at home.
- **PENALTY: RUNNER WILL BE CALLED OUT.**
- Runners may leave the base after the ball is hit. The runner is out upon leaving the base early. **DELAYED DEAD BALL.**
- Runners missing a base will be called out when the ball is dead.
- A courtesy runner is allowed for the catcher only (to speed up play). The last batter who made an out may run for your catcher at any time, but it is not mandatory.
- There is no stealing of any base.
- On an “inside the fence” overthrow, runners may advance as many bases as possible at their own risk. If a thrown ball leaves the normal field of play, runners are entitled to the “attempted” base plus one additional base.
- A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball and raises his hands will be awarded the next base. Runners not beyond this line when the infielder has control of the ball and raises his hands shall return to the proceeding base.

Each team is allowed one offensive time out per inning.

DEFENSE

- Teams will field a maximum of 10 players. Infielders must assume normal positions. Outfielders, including the 10th defensive player, must be positioned in the outfield grass. Players must remain in position until the ball is hit.
- Four (4) outfielders will be used and outfielders may not cover 2nd base for a put out.
- There must be a player on the pitcher’s mound, even though that player will not be pitching, and that player must have at least one foot on the pitching plate at the time the ball is hit.
- **PENALTY – BATTER WILL BE AWARDED FIRST BASE.**
- There must also be a catcher in the proper position behind home plate. Catchers must use full catcher’s equipment including mask, chest protector, and shin guards.
- The ball is dead, and no runner may advance, when any infielder has control of the ball and raises his hands into the air.

Each team is allowed 3 charged conferences in a 5-inning game when on defense. One additional conference is allowed for each extra inning.