

Local Playing Rules – 6U Division Fall 2025

1. All rules defined in the ASA rulebook will be followed
2. **Game Length** – Official game length shall be 1 hour and 10 minutes. No new inning starts after 1 hour and 10 minutes. Game time ends when home team gets through their last at bats.
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 play all innings – unless injured or by their own decision. 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 60
5. **Pitching Distance** – The pitching rubber distance shall be 30 feet. We only require the coach to be in the pitching circle.
6. **Pitching Rules** – Coach pitch lasts the entire season. Any player playing position of pitcher must wear a helmet with face mask. There is no player pitching in 6U. The player assuming the pitching position should stand with one foot inside any area of the pitching circle.
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 5 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 3 swings with tee. Batter is considered out if unable to hit off the tee.
9. **Required Playing Time** – All players MUST be given the opportunity to play a minimum of 1 inning in the infield
10. **Stealing** – No stealing.
11. **Defensive Players** – Each team will field all players in attendance – overflow players will take defensive position in the outfield.
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. Players may not run around all bases on an overthrow to first base.
14. **To Stop Play** – The ball must only break the plane of the pitcher's circle to stop play.
15. **Coach Pitch** – Coach pitch is for the duration of the season
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 not allowed