

## 6U FCFA League Rules

Play will be governed by USSSA Rule Book, unless specified in this section.

1. Ball: 11-inch provided by league.
2. Player in pitchers position will be required to wear a face mask
3. T-shirts will be ordered through the league and handled by a designated company. A \$75.00 penalty per game will be charged in the event the team does not wear the league issued TShirt. If the fee is not paid the team will forfeit the following games until the fee has been paid.
4. Equipment is provided by the league if a player chooses to wear personal equipment it must have the NOCSAE stamp. Bats must have the USSSA thumb print.
5. 6U League Team Fee \$250
6. All players must be registered through the league website
7. Innings: A regulation game shall be five (5) innings.
8. Time Limits: Games shall be 60 minutes (1 hour). Drop Dead in league
9. Offensive:
  - a. First at bat, you will bat 1/2 your lineup if more than 10 show up (if 10 players show up, 5 must bat, if 8 shows up, 8 will bat, etc.)
  - b. Coach Pitch Only**
  - c. When the last batter comes up to bat notify the opposing team. Each team has the option to have the last batter run home, the defensive team will make sure that the defensive players do not chase the girls.
  - d. Batting: The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit foul the batter will remain at bat as long as they continue to foul off pitches.
  - e. After 5 pitches if the batter has not put the ball in play a Batting T may be utilized.**
  - f. There shall be no Bunting
  - g. There shall be no Base on Balls (walk) awarded.
  - h. Batters hit by a pitch will not be awarded 1st base.
  - i. The infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
  - j. A runner may not leave a base until the ball leaves the pitcher's hand
  - k. Stealing: A runner may not steal.
  - l. A batter/runner is only permitted (1) base, unless the ball is hit to the outfield (an error by an infielder is not included) the batter and runner(s) are permitted to attempt (2) bases.**
  - m. If the runner contacts the batted ball, the runner is out
10. Defensive Positions: Six fielders including the catcher must be in the infield, the remaining 4 must be in the outfield. The outfield is defined as at least 10 feet outside of the base lines in fair territory.
  - a. Defensive players must remain behind the pitchers plate line extended until the batter has hit the ball.
  - b. One player shall be in the pitcher's position on the pitching mound with at least one foot within 8 feet of the pitcher's plate at the start of each play. The pitcher cannot leave its position until the ball is hit. No other defensive players may be in the pitchers circle.
  - c. The Pitcher must wear helmet with face mask or game face protective gear.

- d. Catchers must wear protective gear
  - e. Defensive players are encouraged to wear helmet with face mask or game face protective gear.
  - f. If you have 8 or less defensive players show up, borrow defensive players from the opposing team so that you have a minimum of 9 defensive players on the field.
  - g. Pitching Coach: The pitching coach must make an effort to avoid interfering with the play. If a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.
  - h. Outs: defense can record more than one out on a play.
11. Substitution: There will be free substitution
12. Additional Coaches:
- a. In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play. The pitching coach/machine pitch coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. All remaining coaches are to remain in the dugout.
13. FCFA mandatory play policy is in effect
14. Badges are to be worn by all coaching staff or anyone present in the dugout or assisting players.