

2009 TERRELL MILL 6u RULES

- 1) 11" softballs will be used.
- 2) Bases should be set at 50' or 55'. 50' is the preferred distance, but if bases are secured at 55', this distance is acceptable.
- 3) The coach pitcher's area should be set at 30'.
- 4) Coaches are expected to develop at least one adult pitcher to pitch to their batters. Adult pitchers should try to throw the ball with as little arc as possible to help prepare batters for future levels of play where they will face player pitchers. Adult pitchers throw up to 3 pitches to their team's batters. After 3 pitches, a tee is placed in front of home plate and the player gets an unlimited number of swings to hit the ball off the tee. After 3 attempts, the coach can help the batter hit the ball.
- 5) An inning will consist of 3 outs or three runs are scored whichever comes first.
- 6) A batted ball must travel 5 feet from home base to be considered a fair ball.
- 7) Coaches can assist batters at any time in order to provide instruction on proper stance and swing.
- 8) A batter can not be walked and can not be awarded first base by being hit by the coach pitch
- 9) Runners cannot steal bases.
- 10) Bunting is not allowed.
- 11) Coaches should work very hard with their players during practices and games to keep them from throwing their bats after they hit the ball. A coach can sit a player out for one at bat if she throws a bat in a dangerous manner.
- 12) All players play defense each inning.. There can be up to 2 pitchers but they cannot be closer to home plate than the pitcher's rubber and one foot must be inside the pitcher's circle or near the pitching area. There can be only 4 infielders besides the pitchers.. The catcher must assume a crouching position behind home plate. All other fielders must be positioned approximately 15 feet behind the infielders.
- 13) Two defensive coaches can be in the infield or outfield when their team is on the field. The coaches can instruct and position players at any time during play but cannot touch any player while play is live.

14) When an infielder catches a hit ball, coaches should stop runner advancement as soon as runners reach the base they are going to. When a ball is hit to the outfield, the runners should stop their advancement as soon as the outfielder throws the ball into the infield, regardless of whether an infielder catches the ball.

15) Games are limited to 70 minutes of playing and the game can end in a tie.

15) Bats are to be approved for youth play. No wooden bats are allowed.