



6u Special Rules

PLEASE BE SURE TO ALSO READ THE FULL TOURNAMENT RULES.

ZERO TOLERANCE

Redondo Sunset has a Zero Tolerance policy that covers this tournament. Be sure you read it in the main rules – you are responsible for your parents and fans.

In addition to the set rules, there will be no warnings in 6U for poor behavior from anyone during, before or after a 6U game. This is our youngest division and we expect the adults to set a positive example for these young girls by behaving appropriately during these games. Any poor behavior toward an umpire, parent, player, or any other spectator at a 6U game by anyone (fan, parent, relative, or coach) will result in an immediate removal of **said person AND the Head Coach of the Team.** The person ejected will also be banned from the remainder of the tournament.

Game Length

1. Pool Play games will be stopped after 1:15 (drop dead) or at the end of the 5th inning whichever comes first. If, at this time, the home team is batting, and had gained a tie or the lead in the bottom of the incomplete inning, the score at the time play stopped will be the final score. Otherwise, the final score will revert back to the last completed inning.
2. Any coach, at the discretion of the umpire, that is purposely delaying an inning will be given an out or another penalty that is appropriate for the situation.
3. Games to determine place of finish will not start a new inning after 1 hour and 15 minutes or 5 complete innings, whichever comes first. International Tie Breaker rules will be used thereafter until a winner is determined.

General Rules

1. Four (4) runs maximum per inning.
2. The home team will be responsible for providing an official scorekeeper. They must keep track of outs, strikes, and runs.
3. Coach pitching distance is 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle." Coach pitching to her/his player must have one foot on the pitcher's mound.
4. After a ball is put in play, the coach pitcher MUST get out of the way of defensive team players who are attempting to field the ball.
5. The coach pitcher cannot coach base runners from the pitcher circle, nor can he/she coach the batter after the ball is hit.
6. Violations of rule 4 and/or 5 above will result in a dead ball out and all runners will be returned to the last base they occupied at the start of the play.

Offensive Rules

1. Round robin batting order must be used in the 6U division. Every player must bat.
2. Each batter receives 5 pitches (or six if foul ball, etc., player cannot get out on a foul) or three swinging strikes from a coach then the player will be out, NO Tee will be used.
3. If a player records three strikes by swinging and if they do not record a "foul ball" on their third swing they will be out. For example, if a player doesn't swing at the first pitch, swings at the next two pitches and does not put the ball into play, then swings at the fourth pitch and misses it, they will be out, and not receive a fifth pitch.
4. There will be a 15-foot arc in front of home plate extending from the first base line to third base line. A hit ball that does not pass this line is considered a foul ball.
5. Base runners cannot leave their base until after the ball is hit and can only advance to home on a ball put in play.
6. For any ball hit in play, play will be stopped and dead ball called when the ball lands or is caught in the pitcher's circle. The definition of "Lands in" is when the ball crosses the pitching circle line (from any direction), regardless of where it ends up. If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle they will advance to that base(s), otherwise they will return to their last base reached safely. Once a ball is declared "dead", it cannot be made "alive" again.
7. The Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.
8. Player cannot advance more than one base on an overthrown ball, unless the ball is hit to the outfield lines that will be clearly marked.

Defensive Rules

1. No more than 10 players will be allowed on the field at one time.
2. With 10 players on the field there will be 4 outfielders.
3. All outfielders must be standing in the outfield at the marked outfield lines
4. Two coaches are allowed in the outfield when their team takes the field.

The Tournament Director has the discretion to update or change the rules before Elimination Play if he/she deems necessary.