

2022 U6 LEAGUE RULES

General Rules

1. We do not keep score in this league.
2. You will use a 10 inch "Softie" ball. Use a decent ball from one of the team's bags.
3. Equipment – Waupun teams will be provided with a bag of balls, bats and other items. They can be found in your team cubby in the equipment room along third base side at diamond #1. You may keep it in your possession during the season or keep it in your cubby. This must be returned at the end of the season. There are separate storage sheds at each diamond. Provided in these sheds will be a pitching rubber, stakes, hammer, measuring tape, chalk and string, rakes, batter's box frame, catching equipment and helmets etc. These items are to be returned immediately after your practice or game. Each coach can only take from the shed on the diamond they are scheduled at. Do not take individual helmets out of the shed, take the entire bag and hang it on the fence to help protect the helmets. Keys will be provided to the head coach only. The keys will allow you to get into all storage sheds, and batting cages. Keys must be returned to the commissioner after the season. Coaches will not be reimbursed until their key is returned. **PLEASE RETURN ALL EQUIPMENT WHERE YOU FOUND IT, IMMEDIATELY AFTER THE FINAL GAME AND KEEP THE STORAGE ROOMS ORGANIZED.**
4. Uniforms – Each player is required to wear their t-shirt, non-metal cleats or tennis shoes. (no sandals and no jewelry) Batters, runners, and catchers are required to wear helmets.
5. Time rule – Games will be 3 innings or 45 minutes in length. Coaches, please use good judgment as it pertains to time limit, agree when it will be the last inning to try and complete game within the 45 minutes. Both teams should bat an equal number of times and each team will bat their entire lineup each inning.
6. Please keep the games going. Most of the time is wasted between innings, so have someone coordinate your defense ahead of time.

After each REGULAR season game, each player may get either a slushy, or 2 Freeze sticks.

Offensive rules

1. Coach Pitch – The team that is batting will have a coach pitch a maximum of **5** balls to each batter. If a fair ball is not hit during those **5** pitches a tee will be used to complete the at bat. **MAX 5** pitches and no more to ensure that the game keeps moving. Designate a coach or parent to assist with setting tee up to keep the games moving if the tee is needed (pitching coach shouldn't be the coach setting the tee up).
2. Pitching coach should stand at least half way between home plate and the pitcher's mound when pitching.
3. Mechanics to work on:
 - a. Grip (line up the "knocking" knuckles)
 - b. Flexed knees
 - c. Elbows down
 - d. Optional: feet set up in stride position (no forward movement of stride foot)
 - e. Starting swing with lower body, turn hips and
 - f. Drive right knee
 - g. lead with elbow (same as keeping hands inside the ball)
 - h. strong front side (on swing, straighten front leg)
 - i. how to adjust the T for hitting
 - i. inside pitch (make contact when ball is out in front of left foot)

- ii. down-the-middle pitch (make contact when ball is even with left foot)
 - iii. outside pitch (make contact when ball is before left foot)
 - j. extend on follow-through, pointing bat towards direction of flight of the ball
 - k. Follow-through with hands over left shoulder.
4. A ball hit from the tee must travel 25 feet in fair territory to be declared a fair ball.
 5. There is NO Bunting.
 6. Teams will bat their entire roster in each inning.
 7. If a batter throws their bat, they will get 1 warning and so will their team. If anyone else on their team throws their bat again during the game, they will be called out. The coaches should make this very clear if it happens.
 8. Runners can only advance 1 base per play. Note – the last batter of each inning and any base runner that's on base during the last batter's at bat, may run as many bases as possible.

Defensive rules

1. There is no minimum or maximum number of infielders or outfielders at this level.
2. Adult coaches will be allowed on the field in order to instruct
3. The defensive pitcher must stand in the pitcher's circle until ball is hit.
4. Emphasize learning positions and throwing ball to first base after fielding.
5. When in the field that team should supply a catcher.

Inclement weather-

(WIAA Guidelines) When thunder is heard or a cloud-to-ground lightning bolt is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for thirty minutes and take shelter immediately. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.

- **BEFORE A GAME STARTS** – A member of the executive board is the only one who can call a game off due to the weather before a game starts. The game must be rescheduled within 7 days, but it doesn't have to be played within 7 days. Since we do not have a lot of extra field time, games typically will not be cancelled earlier than 1 hour prior to the start. Commissioners will reschedule all games.
- **ONCE THE GAME STARTS** – A member of the executive board or the league commissioner may call the game due to the weather.
- **COMPLETE GAME** – A game that is called due to the weather is considered a complete game if four complete innings have been played (three and one-half innings if the home team is in the lead) or 45 minutes of play. If less than four innings or 45 minutes have been played, and the game has been cancelled due to inclement weather, the game is rescheduled and will start over from the beginning. If the game is just delayed, the game is continued that same day as though there was no interruption to play or time.