

6&U

1. 6 PITCHES (MAXIMUM, EVEN IF FOULED)
2. 5 INNINGS
3. 1:15 TIME LIMIT (GAME TIME BEGINS WITH 1ST PITCH)
4. 7 RUNS PER INNING
5. 10 DEFENSIVE PLAYERS ON THE FIELD- 4 MUST BE IN THE OUTFIELD
6. 2 DEFENSIVE COACHES MAY BE IN THE FIELD IN FOUL TERRITORY- NOT IN THE WAY OF THE BASE COACHES
7. ONE DEFENSIVE COACH ALLOWED BEHIND CATCHER, AT BACKSTOP, TO HELP WITH PASSED PITCHED BALLS ONLY. ONCE BALL IS HIT FAIR COACH MUST GO TO DUGOUT, NOT OBSTRUCT.
8. 55' BETWEEN BASES
9. NO FAIR OR SAFETY ARC
10. PITCHING CIRCLE: 10' DIAMETER CIRCLE WITH THE FRONT EDGE SET AT 32' FROM THE REAR OF HOME PLATE- PITCHER MUST BE IN CIRCLE UNTIL BALL IS HIT
11. PLAY OUT TIES IF THERE IS TIME REMAINING (MAY GO PAST 5 INNINGS TO DO SO; HOWEVER, ONCE TIME HAS EXPIRED, TIES ARE ALLOWED)
12. RUN RULE: 15 AFTER 3 INNINGS, 8 AFTER 4 INNINGS
13. "TIME" IS CALLED AS SOON AS LEAD RUNNER IS NOT ATTEMPTING TO ADVANCE, WHEN A RUNNER STANDS OFF A BASE AND "JUKES" OR "FEINTS" BACK AND FORTH, THIS IS TO BE INTERPRETED AS "NOT ATTEMPTING TO ADVANCE" AND "TIME" SHALL BE CALLED.
14. 8.5", 4.3 OZ HARD BASEBALL SHALL BE USED
15. REFER TO USSSA RULES (AMENDED 9/24/08) FOR ANY OTHER RULES NOT MENTIONED HERE.