



2026 Modified/Supplemental Playing Rules - 6U Division

(Current ASA rules apply with the following modifications)

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General Rules:

1. All players are required to have and use a batting helmet and face cage, shoes with plastic cleats (no metal cleats permitted) and a Fielding facemask; Recommended, but not required equipment includes: face mask, slider shorts, wraps and protective shin/knee pads (aka sliders).
2. Official ball is a new 10-inch Worth Reduced Injury Factor (RIF) Level 1 softball in optic yellow. If necessary, an alternate ball of the same size may be used if deemed equivalent by the Division Commissioner.
3. A formal practice shall consist of five or more players. Each girl may practice up to three hours per week before opening day, and two hours per week once official games have begun.
4. Players are not permitted to wear jewelry (including watches and earrings) except Medic Alert bracelets.
5. All players will keep their shirts tucked in.
6. All players must wear socks that cover the ankle. "Peds" are not permitted.
7. Profanity, intoxicants of any kind, and tobacco use of any kind are not permitted.
8. Throwing of equipment is not permitted.
9. Parents, fans and Team Staff will refrain from any type of sarcasm, verbal abuse, physical abuse, intimidation, or other unsportsmanlike acts directed towards players, other parents, fans, Team Staff, umpires or MGS Board Volunteers.



10. It is the responsibility of the Manager to adhere to and enforce all General Rules. Failure to comply will result in one or more of the following: a) team warning; b) player is out; c) disqualification of Manager and/or conflicting player(s) for said game; d) next game suspension of Manager and/or conflicting player(s). All actions under Rule 10, except a) or b), must be reported to the Division Commissioner, who will report it to the MGS Executive Board.

Game Play Rules:

11. There is no infield fly rule.
12. The dropped third strike rule is not in effect.
13. There is no stealing of bases, no lead offs.
14. The ball is dead, if when being thrown to the pitcher, the ball crosses the plane of the pitching circle.
15. All players shall play defensively in all innings. There shall only be six infielders (including 1 catcher) with all remaining players in the outfield playing 10' behind the baseline.
16. The game will last for 1 hour and 5 minutes (drop dead) or four innings, whichever comes first.
17. Outs will be called by the on-field Umpires and are not open to discussion, the call is the call. Players, who are put out, must return to the dugout. When 3 outs are recorded, any remaining base runners will be removed, and the team will continue to bat until they have reached the end of their batting order. 3 outs / clear bases rule remains in effect.
18. The player will receive four Coach pitches. If the player does not put the ball in play by the fourth pitch, they get to hit off the tee. Exception made if fourth pitch is foul the batter will be allowed an additional pitch.



19. Coach must pitch from the mound at a distance of 30 feet, player pitcher must stand with one foot in the pitching circle and may move to center when batter hits off the tee.
20. If an infielder, while in control of the ball, makes an attempt on a runner by throwing to a teammate covering a base, that runner may advance one base on an overthrow at their own risk. This one base limit also applies to all runners on the bases.
21. On a ball put into play off a coach pitch, batter and runners are allowed to run unlimited bases at their own risk until the ball crosses the plane of the pitching circle. The player must be half way to the next base, past the chalk line, prior to the ball being thrown toward the pitching circle to advance to the next base.
22. A batter that puts the ball in play off the tee is allowed only one base, any other runners shall also only advance one base. One additional base is allowed for all runners on an overthrown attempt at a base, per rule 20.
23. There will be no score kept or team standings.