



6V6 RULES

GAMEPLAY RULES:

- Teams are 6 on 6 with a catcher, first baseman, second baseman, third baseman, shortstop, and a pitcher.
- Three pitches to put a ball in play; if a player does not put the ball into play after three pitches, it is a strikeout.
- Games will be limited to 50 minutes.
- Penalties will be assigned for any contact with the nets; if a defensive player comes in contact, all the runners advance one base; if an offensive player comes in contact, he will be out.
- No stealing; however, the baserunners can get a secondary lead when the coach shows the ball to the hitter before feeding it into the machine.
- Runners cannot advance on passed or dropped balls.
- 14-year-old players must use a wood bat.

GROUND RULES:

L Screen:

- Any batted ball off the L screen is a live ball.

Top and Back Nets:

- Outcome of all batted balls that hit top, back, or side net will be determined by the [Rapsodo](#). All batted ground balls will be played live.