

EL1 QUICKBALL 6U GAME RULES

General Rules

- Coach or assistant coach pitches to his or her team - Up to 5 pitches per batter in 1st inning/Up to 4 pitches per batter in 2nd inning/Up to 3 pitches per batter in 3rd inning and 4th inning.

- If the ball is not hit into play after the final swing of the at bat, the coach or field assistant rolls or tosses a ball into the field of play and the batter runs out the base running assignment for that inning.

Note: Make sure to spread the thrown balls around so that every player gets a fielding chance.

- In the field, a coach receives all throws to the bases.

1st inning - Singles

- Each batter tries to reach 1st base safely. In the field, the defense tries to get an out at first base.

Safe or out, each batter remains on 1st base until the next batter bats. He or she then advances one base at a time until scoring. The last batter of the inning runs out all four bases.

Note: Make sure each batter runs through the 1st base bag (and does not stop on it)

Fielders throw or relay the ball to 1st base even if the runner is safe (which is usually the case.) In all innings, the goal is to get the defense into the habit of working together to get the ball to the appropriate base for that inning.

2nd inning - Doubles

- Each batter tries to reach 2nd base safely. In the field, the defense tries to get an out at second base.

- Each runner remains at 2nd base until the next batter puts the ball into play. He or she then either stops at 3rd base or rounds 3rd base and scores on the next fair ball. It is up to the third base coach to stop or wave them on. This teaches the runner to listen to their base coach. The last batter of the inning runs out all four bases.

Note: The base coach should make sure each batter makes a proper turn at 1st base. Place the arrows leading to 1st base in an arch to reflect the path of the turn.

3rd inning - Triples

- Each batter tries to reach 3rd base safely. In the field, the defense tries to get an out at third base. Each batter remains at 3rd base until the next batter bats. He or she then scores on the next fair ball. The last batter of the inning runs out all four bases.

4th inning - Home Runs

- Each batter runs out all 4 bases while trying for a home run.

- Defensively, fielders relay the ball to a “cutoff man” (a coach) who is stationed behind the mound to receive all throws. As soon as the ball is put into play, the player who is standing on the “1” spot marker, begins pitching immediately to see how many strikes he or she can throw before the batter crosses the plate. Keeping a focus on proper throwing form, a coach should continue to hand balls to the pitcher until the runner scores.

Note: Change pitchers after each batter, until all players have had a chance to throw at the target.

Final Notes

- For the first few weeks of the season, we recommend having all batters face coach pitching only. We want them to continue tracking the ball with their eyes and attacking it with their bat. The goal is to have them take natural, aggressive swings. As you get deeper into the schedule, you can add the option of the batting tee for any players who may be struggling to make contact. But if a tee is added, try and use it for the entire inning so that no player is singled out.

- For a game with teams of 10 players, the average 4-inning game usually lasts around one hour.
