

TVGSA - 2025 Fall 6U Playoff Tournament Rules

Single elimination bracket will be determined by a blind draw.

Game Length

1. There will be a coin toss for Home and Away in all games. The team on the top of the bracket will occupy the 3rd base dugout. Both teams will contribute to field prep.
2. Playoff Games will not start a new inning after 1 hour or 5 complete innings; whichever comes first. Modified International Tie Breaker rules will be used thereafter until a winner is determined - SEE BELOW.
3. Modified International Tie Breaker: Example: game is tied 12-12, after the 5th inning or time has expired. In the next inning, the Visiting team is up to bat first, and will have whoever made the last out start at second base, and you'll begin with 2 outs. The Home team will do the same when it is their turn to bat. This process will continue until a complete inning has been played and there is a clear winner.
4. If we get to the last inning (5th), should a team be losing by more than 4 runs, they will be able to score a maximum of one more than what they are behind. So, if a team is down by 7, they would be able to score a maximum of 8. Again, this is only if we get to the last inning.

General Rules

1. Batting line-up must be submitted to the umpire prior to the game.
2. Four (4) runs maximum per inning.
3. A league board member or another designated volunteer will serve as the umpire and keep track of outs and runs scored.
4. Balls used for pitches may not be placed on the field/playing area. They must be in the possession of the coach pitcher or a coach placed behind the catcher.

Offensive Rules

1. Everyone must play, and the batting order needs to remain the same for the duration of the game.
2. Each batter receives 3 pitches, then the tee is to be used. There are no strikeouts or walks.
3. If the batter hits off a coach pitch, and the ball reaches the grass, she can attempt to make it to second base. If runners are on base when a ball is hit to the outfield grass, they can go a maximum of two bases. If the player hits off the tee, a maximum of one base for both the batter and any runners on base, regardless if the ball gets to the outfield grass or not.
4. There will be an approximate 15-foot arc in front of home plate extending from the first base line to the third base line. A ball hit that does not pass this line is considered a foul ball.
5. Base runners cannot leave their bases until after the ball is hit. NO STEALING OF BASES.
6. If the defensive team records an out (by catching a fly ball, touching a base for a force out, tagging a runner, etc.), the out will count and the batter or runner will return to the dugout.

Defensive Rules

1. Infielders must be placed in a “normal” position with a player in the P, C, 1B, 2B, 3B, SS spots. Outfielders must be positioned in the grass (PDS & TES) or approximately 15’ from the infield bases (Birdsall). The closest the P may be is the tethers for the 8u mound (30’ from home plate).
2. After a ball is put in play, the coach pitcher must get out of the way of the defensive team players who are attempting to field the ball. If the coach gets hit by the batted ball, it will be a dead ball and the runners will return to their bases.
3. Defensive coaches must not interfere physically with the play on the field (stopping the ball), but are allowed to continue coaching their athletes from behind the infield.

Violation of any of the above rules will result in, and is not limited to, a game suspension for the next scheduled playoff game.

Thank you and good luck to all teams!