

**BABE RUTH SOFTBALL DISTRICT 7  
INTER-LEAGUE RULES- 6-UNDER DIVISION  
FALL 2017**

\*\*\*PLEASE NOTE – The following rules are to be followed for all recreation play, regardless of where or who you are playing.

1. Playing time is a minimum of 1 hour 15 minutes or 3 innings. In the event 3 innings is completed before the time limit—complete the time limit. If time limit expires prior to completion of the 3 innings—complete the innings.
2. No jewelry will be permitted to be worn during games. This includes any form of hard headbands or beads in the player's hair.
3. An offensive inning will be complete upon the occurrence of 4 runs or 3 outs, whichever occurs first. Note: If time expires in the middle of an inning, the inning can be finished at the coach's discretion.
6. Each batter will be given a maximum of 5 attempts to try to hit the ball into play. No balls or strikes will be called. the ball will be placed on tee and the batter will have five opportunities to hit the ball into fair play. After the five unsuccessful and/or foul balls from the tee, the batter will be declared out. **Modification of this rule can only be made on a game by game basis through agreement of both team managers PRIOR to the start of the game. Modification of this rule is discouraged so that all games are consistent, allow all players to have equal opportunities to participate and the games are time efficient.**
7. All offensive players must wear helmets with faceguards while on the playing field.
8. Catcher Speed-Up rule can be used, at 2 outs or prior to it being the next to last batter in the lineup's turn to bat. If the catcher is on base when either of these situations occur, a pinch runner (player not currently playing defense, or if none, last recorded out) may take the catchers place on base so the catcher can get the catchers gear on in preparation for the next defensive inning. Utilization of this rule is encouraged, to save time.
9. There is no bunting.
10. Stealing is not permitted.
11. Catcher must wear catching equipment. Catcher position is required.
12. Containment on lead runner will stop play. When the runner stops and gives up effort to advance, the play is completed and stopped. Once play has been stopped, no other runners may advance beyond the last base tagged.

13. All overthrown balls will be considered live and the runner(s) can advance until they are contained or give up the effort to advance to the next base. Balls entering dead ball areas will be dead and runner(s) will be awarded bases as specified by Rule 7.00.

14. Defensive team may play 10-11 players to include 4 outfielders. Players should field actual field position. . This includes only one pitching position at any time. If the available number of rostered players is greater than 11, the manager is to rotate players defensively so as no player sits more than one inning in a game, unless due to injury/illness.

**Comment:** Do not place entire infield up close to the batter, defensive players should be in their correct position of play. Outfielders must play in the grass or a minimum of 12ft. behind the base paths. One player as defensive pitcher must play with at least one foot within the 8ft. radius of the pitcher's circle.

15. Ball size is 11" hard ball.

16. Manager and coaches are to take the field, beyond the infield, with the players for instructional purposes only. One coach, or parent, should be placed behind the catcher whenever possible. The HOME team (at their option) may provide an umpire(s).

17. Bases should be at 60 feet, 55 is optional.

18. Any runner can advance ONLY 2 bases at a time. Play is stopped when the lead runner is stopped.

**The basic concept of the Rookie (6U-8U) program is to make the game safer, more interesting, and more fun for our younger players and keep their interest active in playing softball. Ensuring the development of the players in hitting, fielding, and running bases is the primary objective, and keeping all players safely in the game our primary concern.**