

# Riverfront 6U Softball Rules

## General Game Rules

1. The purpose of the 6U Softball age division is to provide the girls with the basic fundamentals of softball and preparing the girls to play in the 8U division. This includes the basic mechanics of throwing, fielding and hitting, the basic concepts of how the game is played and the proper positions and positioning of the players on the field.
2. Coaches will umpire the games
3. A 10” “Incrediball” will be used. The home team will supply the ball.
4. Games will be 4 complete innings.
5. No score will be kept.
6. No sliding. No Infield Fly Rule.
7. Bases will be 60’ apart.
8. There will be 5 infielders (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Shortstop and Pitcher) and 6 Outfielders. No catcher will be used although the pitcher may cover home. A coach from the team up to bat will catch and assist the hitter.
9. The player in the pitcher’s position must be within the circle and behind the pitcher’s mound.
10. Infielder’s may only field balls while the ball is in the infield. Outfielders may only field balls that are in the outfield.
11. A Roster can carry up to 14 players. Each player must get a minimum of 3 innings in the field.
12. An inning will last until the team at bat has had half of their players bat. If a team has an odd number of players, the coach may bat the odd number in either the first or second inning at his/her discretion, but must keep that split for the entire game. For example, a team has 13 players. The coach may bat 7 players the first inning

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and 6 in the second but he must then keep that split, so he would bat 7 players in the 3<sup>rd</sup> and 6 in the 4<sup>th</sup> inning.

## Fielding Rules

1. There can be 2 defensive coaches on the field. The coaches may provide direction to the fielders but may not physically assist the fielders.
2. Outs will be recorded but not for the purpose of ending an inning.
3. Outs can be achieved by catching a fly ball, tagging a base and tagging a runner. Coaches should keep in mind the intent and spirit of the 6U age group and not allow outs by fielders making long runs to tag a base, a runner or by rolling a ball. Coaches should be coaching their players to make outs the proper way.
4. The play will be considered over when the pitcher has control of the ball inside the circle or if the runners have stopped running and making no effort to continue. If a player is in between bases when the ball is controlled in the circle, she may continue on to the base if she is more than half way to the base. If she is not more than half way to the next base, the base runner must return to the last base she touched.

## Hitting Rules

1. Each inning a team will bat half of the roster.
2. A player may start hitting from the tee or from coach pitch. Once a player starts an at bat from the tee she must use the tee for the entire at bat. (It is recommended that players start with the tee at the start of the season.)
3. A 10' arc will be marked out in front of home plate. Measured from the back tip of the home plate and will extend from foul line to foul line. A ball that is hit must go past this line to be considered in play.
4. A batter will get 6 swings to hit the ball. If the batter fails to put the ball into play after 6 swings the batter will be out. If the bat hits the tee, it will be considered a

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foul ball even if the ball rolls into play.

5. A player hitting coach pitch will get 3 pitches. If the player does not put the ball into play on 3 pitches, she will take her last 3 swings from the tee. The coach pitcher will pitch from 35', pitch underhand and be a coach from the team up to bat. The coach pitcher should attempt to pitch the ball with a minimal amount of arc. The catcher will be a coach from the team up to bat. The catcher will also be responsible for placing the tee on home plate.
6. If a batted ball hits the coach-pitcher, the play is considered dead, no pitch and the base runners return to their base. If a batted ball hits a defensive coach the ball is considered live.
7. A batter and base runner may only advance one base on a ball that does not leave the infield. If the ball reaches the outfield base runners may advance 2 bases and the hitter may advance to second.
8. There is no advance on an overthrow.
9. If a base runner or hitter is put out they leave the field and return to their bench.