

6U Division Rules

Home team coach- please review these rules with the visiting coach prior to the beginning of the game.

Age

Teams shall consist of girls as defined by the 6U ASA classification: A player who is 6 years of age or under as of January 1 of the current year.

This age group was established to be fundamental and instructional. The main goal is to teach the girls how the sport is played and to keep their interest.

Default Rules

The ASA official rules of girls fastpitch softball shall apply to the general features of the game, except where amended herein.

Equipment

1. All infielders are required to wear facemasks.
2. All helmets are required to have chin straps.
3. The 11" yellow Incrediball is the official game and practice ball.

Field Setup

1. Bases are set and 60' and the pitcher's plate is set at 35'.
2. When lining the field, a 16' circle (8' radius) around the pitching rubber must be included.

Logistics

1. There are no official umpires for the 6U division. Coaches should mutually enforce these rules and keep the official time.
2. A 1/2 inning ends at 5 runs or 3 outs.
3. Games will be 6 innings or an hour and 45 minute time limit.
4. The infield fly rule shall not apply.
5. Bunting is not allowed.
6. A 15 minute grace period will be given to each team with 6 players, in order to start the game. If the game starts 15 minutes late, it should end 15 minutes late. You may start and end the game with 6 players. all efforts should be made to play the game (and not forfeit).

7. The home team is responsible for canceling games due to weather/ field conditions and contacting the visiting team at least 1 hour before game time.
8. THERE WILL BE NO SCORE KEEPING.

Defense

1. The defensive team may field no more than 10 players, no matter how many players attend the game. A team may use a maximum of 4 outfielders and a maximum of 6 infielders. Outfielders must play in the grass.
2. Managers must rotate their players so that all players get a chance to try several positions. No player shall play defense (in the field) for less than half of every game.
3. There is open substitution.
4. The defensive team can have 2 coaches on the field.
5. Any fair ball is in play; the ball need not travel a certain distance.
6. The play ends when the ball crosses the infield/outfield plane. No advancement. Instruct the players to get the ball back to the pitcher. This is what they must do at the next level. The play is 'dead' when the ball crosses the plane.
7. One of the purposes of this division is to teach the catching position. One of the defensive players must be a catcher, dressed in the proper equipment and stationed in the normal catcher's position. Defensive coaches can back up the catcher.

Stealing

1. Stealing is not allowed.
2. Runners must stay in contact with the base until the ball is put in play. There will be no advancement on overthrows to any base.

Pitching

1. NO Player or Coach Pitching at this level.
2. The batting T will be placed for the batter and may have a MAXIMUM OF 5 SWINGS to either put the ball into play or to strike out.

Lineup

1. All players must be listed in the batting order on the score sheet and must bat in this order throughout the game. A player arriving late must be placed at the bottom of the batting order.
2. If a player must leave (or arrive late) to a game for any reason, there will be no penalty against her team. Any changes must be reported by the coaches.

All players, coaches, and spectators must show respect and sportsmanship at all times.