



B. 4/5/6U LEAGUE RULES

**These are IN ADDITION to the MUS Softball General Rules below.*

The 4/5/6U league is for girls ages 4 through 6 as of December 31 of the previous year. This league plays on a smaller field with a base distance at 45 feet, and a distance from pitching plate to home plate of 25 feet. A **9-inch** reduced injury factor ball is used in this league. No umpires are provided in this league. This is a developmental league and no scores are kept. **No outs will be called in the 4/5/6U League.**

1. TEAM:

All players can play positions in the field with no players sitting on the bench. Coaches should place players at each infield position and evenly space the remainder of the players behind the base path. A team needs six players to field a team: they may borrow players from the opposing team to complete the field. The borrowed players will still bat on their own team.

2. GAME:

A game will consist of six (6) innings or one (1) hour (60 min). Game scores and league standings are not kept in these leagues. **INSTRUCTION** and **FUN** are the goals. An inning will consist of 7 batters for each team. Inning is over when play on the 7th batter finishes her at bat. **If the 7th batter makes an out the inning is over. They do not keep advancing around the base path.**

3. PITCHING/CATCHING:

A player will be placed at the pitching and catching positions on the field for defensive purposes. The catcher can assist with providing the ball to the batter's coach. The pitcher must remain in the pitching circle while the coach is pitching.

4. BATTING:

Coaches pitch four (4) pitches maximum (This does not mean the batter gets 2 foul balls, 3 ball pitches and 2 strike pitches – **ONLY 4 pitches total per batter**). If the player does not hit the ball, a tee is placed on the home plate. The batters' coach should assist in placing the ball on the tee and helping the batter get positioned correctly. Once the ball is placed on the tee by the coach, the coach should move to a position behind the catcher where the umpire would normally be. Each batter will swing until they put the ball into play off the tee.

5. BASE RUNNING:

No base stealing is allowed. The runner must hold base until the ball is hit. The runner may advance one base per ball in play.

6. MISC:

When on defense a team may have up to two coaches in the outfield to help their **players** with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball.

3. MUS SOFTBALL GENERAL RULES:

3.3. BORROWING PLAYERS

Borrowed players must be MUS In House softball players and must wear their own team shirt when playing for another team.

- A team may borrow players from other teams in their own league or from the league one age level below them. (Example: A 13-14U team can borrow a 12U player.)





MUS SOFTBALL GENERAL RULES CONTINUED

- Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.
- Violation of these rules may result in a forfeit

3. 4. GAMES

- **Plate agreements are not allowed. Any request for an exception to the rules must be sent in writing to the appropriate age director, the VP of Softball & opposing coach prior to the start of the game. If granted you must hand the umpire the written approval from your director at the plate meeting. All violations of this rule may result in forfeiture of the game & coach suspension.**
- 4/5/6U League – games will have a “drop dead” stop after one (1) hour (60 min) even if the inning is not complete.

3. 5. A GAME IS CONSIDERED COMPLETE IF:

- The time limit has been reached.
- Three (3) complete innings or 45 minutes of the game(s) have been played in all leagues.
- A forfeit has been declared. Game time is forfeit time.
- If the game is called due to weather or field conditions following completion of the 3rd inning in all age levels it will be considered a complete game with no makeup. Otherwise it will resume from where it left off at the makeup date.

3. 8. EQUIPMENT

All players must wear a helmet with facemask while batting at practices, in warm-ups, in the batting cages, while in the on-deck area, and while on base. A player intentionally removing their helmet while running the bases will be called out. This is a judgment call by the umpire. Players warming up a pitcher must wear a catcher’s helmet with mask during all practices and prior to or during all games. *All players playing the pitching position must wear a fielding mask at all times, NO EXCEPTIONS.* In games, catchers must also wear shin guards and a chest protector.

Steel/metal cleats are prohibited for ages 4U-12U within the MUS In-house league.

3. 10. CLOSE PLAYS/SLIDING – PLEASE READ CAREFULLY

*In an effort to avoid collisions and injuries – on close plays at any base (except 1st) runners are **required** to avoid contact with a defensive player if the defensive player has possession of the ball. This does not mean the runner has to slide, just avoid contact. If a runner makes contact with a fielder who clearly has possession of the ball, and the runner does not attempt to avoid contact—either by stopping, running around the fielder or by sliding—the runner will be declared out. If the umpire rules that the collision was also malicious, then the player will be ejected. Fielders may not block the runner’s path, or they will be called for obstruction and the runner receives an additional base.*

