

Wakefield Youth Softball 6U Tee / Coach Pitch Rules

Session Structure

The first half of each session (9:00-9:40am) will be used for small group stations. Players will be generally grouped by age, though groupings/field assignments may change week to week based on attendance.

- Mapleway 1 = 1st graders
- Mapleway 2 = Kindergarteners

The second half of each session (9:40-10:15am) will be a scrimmage.

- Kids will be divided into teams using pinnies to differentiate teams. The players can choose their team name each week.
- Teams may change from week to week depending on attendance.
- There will be no formal coaches. Parent helpers and older player assistants will be assigned to help teams as needed each week.

Scrimmage Rules

General:

- We will emphasize learning and having fun, not wins/losses.
- Base distance will be 35 feet.
- A 10" training (softie) softball will be used.
- For coach pitch later in the season, the pitching distance will be approximately 20 feet.
- Innings will end whichever comes first:
 - three outs, or
 - 4 runs are scored.
- A continuous batting order is to be used (all players bat). Should a player be unable to take her turn at bat for any reason, proceed to the next scheduled batter without penalty. The player that was unable to take her turn at bat may return to the game when able.

Batting: In the beginning of the season, all batters will hit off a hitting tee. As the season progresses, players who have developed adequate skills may choose to hit a coach-pitched ball.

For batters who choose to hit a coach-pitched ball:

- Each batter will be pitched a maximum of 6 pitches. If still at the plate after the 6th pitch has been thrown, the batter will be allowed to hit the ball off the tee. Balls and strikes are not called, only the amount of pitches thrown will be counted. A batter cannot strike out swinging.
- A defensive player will occupy the pitchers position on either side of the adult pitcher. Player must stay inside (both feet) the pitcher's circle until the ball is hit.
- Any batted ball touching the adult pitcher will constitute play being halted and no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must

immediately attempt to get out of the way of defensive players after the ball has been pitched, and cannot impede a player from making a catch or throw.

Each player who throws the bat will be given one warning. The next time the same player throws the bat, an out will be recorded. A coach will record the warnings.

Advancing Bases:

- A ball hit to the infield (within the 35' baselines) will allow both the batter and all base runners to advance up to one base with the liability of being put out.
- A ball hit between the infield and outfield grass, whether in the air, on the ground, or after being touched by a defensive player, allows both the batter and all base runners to advance up to two bases with the liability of being put out.
- A ball hit into the outfield grass will allow both the batter and all base runners to advance an unlimited number of bases.
- On a batted ball that goes past the infield, runners must stop advancing when the ball is back into the infield and in possession of a fielder.

Fielding:

Coach participation: Three coaches are allowed to be on the field to provide defensive fielding instruction, one in the outfield, and two behind the infielders. The coach in the outfield will also help monitor the grass/dirt line. If a coach that is on the field with the defensive team is struck by a batted ball, play will stop. The batter will return to the plate (and resume the previous count if a coach is pitching), all base runners will return to the bases previously occupied.

Fielding Positions: up to 10 defensive players in the field are allowed (6 in the infield, 4 in the outfield). The four outfielders do not necessarily need to be on the outfield grass in order to be considered an outfielder; however they must play behind the infielders, not along side of them. An outfielder cannot make a play in the infield unless the play is unassisted, (i.e. an outfielder cannot play over the second base bag and accept throws)