



Central District Spring Interleague Rules – 6U Division

Conduct

Umpires will have zero tolerance towards abusive language, gestures, or actions of unsportsmanlike conduct by managers, coaches, players, relatives, or other spectators. It is the manager's responsibility to correct these actions immediately. Any person or persons ejected from the game will not be permitted to return for the remainder of the game AND the following scheduled game regardless of field location.

Umpires and Softballs

- 1) No umpires will be provided. Parent volunteers from each participating team will umpire.
- 2) Ball used shall be the USA approved 10-inch RIF-10 or equivalent

Equipment

- 1) Players must wear their league-approved uniform by the second week of games.
- 2) Batters must wear a batting helmet with a permanently mounted face guard.
- 3) For their safety, players with long hair must keep it pulled back in a ponytail or braids.
- 4) Bats must not be on the current USA Softball banned bat list. The current approved and non-approved list can be found at <https://www.usasoftball.com/certified-equipment/>

Field Preparation

- 1) There shall be no more than four (4) adults in the dugout at any one time, including coaches. All must be able to provide proof of cleared background check and SafeSport compliance.
- 2) Every league is responsible for their own field preparation and tear down at their site. Visiting leagues are encouraged to help when needed.
- 3) Pitching distance shall be minimum 15 feet.

Music

- 1) The playing of music is at the discretion of each league's location and the umpire. An umpire or league official can stop music at any time. Teams that disregard music rules will forfeit their game.
- 2) All music must be clean and free of profanity and sexual innuendo. Music must NOT be bleeped out, but free of anything inappropriate. **Penalty for inappropriate music is suspension from playing music for the remainder of the fall season.**
- 3) Music may be played between innings by the team on **DEFENSE**. Between inning music must end when the catcher takes her practice throw down to second base or the umpire calls for balls in, whichever comes first.
- 4) Walk up music is permitted while on **OFFENSE**. Walk up music must end when batter enters the batter box.

Game Rules

Game Length

- 1) Game length is 1 hour and 10 minutes, finish the inning. Do not start a new inning.

Pitching rules

- 1) Coach pitch lasts the entire season.
- 2) Any player playing position of pitcher must wear a helmet or a face mask.
- 3) There is no player pitching in 6U. The player assuming the pitching position should stand with one foot inside any area of the pitching circle.

Offense

- 1) All girls present shall bat the entire game.

- 2) A batter may be pitched to at the discretion of the coach. The number of pitches will be limited to five (5) and will be pitched from a minimum distance of 15 feet.
- 3) If the ball is not hit into fair territory within those five (5) pitches, the batter shall be allowed three swings on the tee. The coach or manager may help the batter on the third swing to make contact with the ball.
- 4) If the batter fouls the 5th pitch, the coach can continue to pitch to the batter until she misses the ball or hits the ball in fair territory.
- 5) If the batter is not pitched to, then the batter will be allowed up to three (3) swings off the tee to hit the ball into fair territory. The coach or manager may help the batter on the third swing to make contact with the ball.
- 6) Each team will bat through their entire lineup during their half of the inning.
- 7) Batter and runners will remain on the bases even if called out. Outs will not be counted.
- 8) After the last batter hits in the lineup, she can continue to run the bases all the way to home plate. Sliding into home plate is encouraged.
- 9) Base runners must stay in contact with the base until the ball is hit.
- 10) Runners may take more than one base on a hit ball, but may not advance on an overthrow. Once the ball is overthrown, the ball is dead.
- 11) The ball is considered dead the moment it enters the pitcher's circle after a defensive player throws it back to the pitcher.
- 12) A runner halfway or more to the next base when the ball becomes dead may continue to advance to the next base.
- 13) A runner less than halfway must go back to the last base.
- 14) If the ball travels less than 8 feet in fair territory from home plate, or the batter hits the tee with the bat causing the ball to fall from the tee, it is a foul ball.
- 15) A runner on third base may not score on an overthrow from the catcher to the pitcher.
- 16) No base runner may score from third base on a passed ball by the catcher (closed home plate).
- 17) No stealing.

Defense

- 1) Managers and coaches may stand near batters and defensive players to offer advice but shall not interfere with play.
- 2) The manager or coach must request "time" before demonstrating a technique or situation to players during the progress of the game.
- 3) No more than four parents may be on the field at one time, including the coach and manager.

Required Playing Time

- 1) All players MUST be given the opportunity to play a minimum of 1 inning in the infield
- 2) Each team will field all players in attendance – overflow players will take defensive position in the outfield.