



## Objective:

This proposal outlines the updated rules for 6U softball to initiate competitive “All-Star” style rules. The intention of the rule addendum is to enhance the competitive experience for the young athletes, to promote skill development, and to prepare the players for All-Star rule play. Subject to change, the 6U division will begin using these rules for the last 6 games of the regular season, and continuing into the Tournament.

## General rules:

1. **Coach Pitch Distance:** Coaches must pitch the 30 foot pitching rubber (8U rubber) and the coach must have 1 foot in contact with the pitching rubber while delivering the pitch, ensuring consistency and fairness in pitching.
2. **Offensive Coach Placement:** Offensive coaches must be located at the 3rd base coaches box, 1st base coaches box and behind the catcher to shag balls and manage bats.
3. **Defensive Coaches:** (2) Defensive coaches are allowed in the outfield during the teams fielding phase. Coaches may position themselves in the outfield to guide their players.
4. **Ball Hitting the Adult Pitcher:** if a batted ball hits the adult pitcher, the play is considered dead, and the batter is allowed an additional pitch or swing.

## Offensive Rules:

1. **Batting Order:** Teams will follow a round robin batting order.
2. **Runs Per Inning:** A maximum of five runs will be allowed per inning for each team, maintaining game balance, and promoting competitive engagement.
3. **Batting Pitches:** Each batter will receive a total of five pitches. If the 5<sup>th</sup> pitch is fouled off, she will continue to hit until a fair hit is achieved, or a missed or non-swing occurs.
4. **15’ Arc Rule:** An arc measuring 15’ from home plate will be established in front of home plate, extending from the first baseline to the third baseline. A ball that does not cross the line will be considered a foul ball.
5. **Runner Reference Line:** chalked lines will be marked halfway between each base as follows: between first and second, second and third, and third and home. This is to provide a reference point for each runner once the ball crosses through the pitching circle. When there are no umpires, the offensive coaches on the field will determine each runners final position to the best of their ability (see rule 6 below).
6. **Base Runner Return:** when the ball is hit, a base runner shall be returned to the previous base upon the ball crossing the pitching circle. If the runner had already passed the halfway line at that time, they will be awarded the next base.



7. **No Base Stealing:** Base stealing is not permitted. Runners must remain on the base until the ball is hit.
8. **No Bunting:** Bunting is not allowed.
9. **Sliding Penalty:** There is no penalty for not sliding during the game.
10. **Infield Fly Rule:** The infield fly rule will not be in effect.

### **Defensive Rules:**

1. **Fielder Player Limit:** A maximum of 10 defensive players are allowed on the field at any given time.
2. **Catchers Requirement:** a catcher is mandatory in the game to ensure safety and to encourage proper defensive play.
3. **Outfield configuration:** (4) Outfielders are required to provide balanced defensive coverage.
4. **Outfield configuration:** Outfielders must remain in the grass (or at least 10' behind the bases) until the ball is hit or a play is made on a base path.
5. **Rover:** (1) Outfield player may be utilized as a (Rover). This player is to be placed behind the 2<sup>nd</sup> base and may not advance past the base path until the ball is hit.
6. **Overthrown Ball Rule:** In the event of an overthrow ball at first base during the initial play, all runners may advance at their own risk, but no more than one additional base.
7. **Live ball in Outfield:** A ball hit into the outfield remains live until it crosses a pitching circle with the pitcher in proximity even if the ball is not controlled by a fielder. The pitcher must be present and near the circle but does not need to touch or control the ball.
8. **Continuation of defensive play:** The play is allowed to continue in the event of a defensive player running through the pitching circle with the ball while attempting to make a play on a base runner.

(SEE FIELDING DIAGRAM ON PAGE 3)

