

Sacred Heart CYO

Softball 6U Rules

(Effective 3/6/15)

1. Teams are to field seven (7) players within 10 minutes of the scheduled start time of their game or forfeit the game. In the event a team does not have 7 players, the other team may be requested to provide additional defensive players in order to field a defense.
2. Games are to last not more than one hour but should be played in their entirety (at least 4 innings but as many as 6 innings); darkness and weather permitting. Coaches should be ready to start games at scheduled times ... please conduct any warm-ups in an area outside the game field, prior to the scheduled game time. Upon completion, please vacate the dugout area promptly to allow the next game to begin, and gather your time for a post-game huddle in an area outside of the field. **Each half inning will be 6 batters.**
3. Each at bat will start with a coach pitching up to 3 pitches. If a ball is not put in play after the third pitch from the coach, a tee will be used to allow the batter to put the ball in play. There will be no strike outs. An 11" safety or RIF ball will be used.
4. Bases will be at a distance shorter than regulation field, using preset base plugs in the field, typically set at 45' or 50' distances. If preset bases are not available, set throw-down bases at 45' distances.
5. Batting line up will consist of all players present. All batters will hit each inning regardless of the number of outs made. Batting line-ups will be exchanged by the coaches prior to the start of the game.
6. No bunting or half swings are allowed; the ball must pass an imaginary 15-foot arc from home plate to be a fair ball. There are no strikeouts.
7. If a bat is thrown dangerously (i.e. more than three feet horizontally in the air), the batter will be warned. Future occurrences will result in the batter being called out and the runners cannot advance.
8. The batter and runner(s) cannot advance on an errant play.
9. Runners can advance on any ball hit into the outfield until an attempt is made to put any runner out or the ball is thrown to either the pitcher or past the 15-foot imaginary arc.
10. On any play, runners can no longer advance once:
 - A play is made at a playable base
 - The ball is thrown to the pitcher
 - The ball is thrown past the 15 foot arc to the coach/umpire setting the tee
11. A maximum of eight defensive players are to be on the field at one time. The seventh and eighth players will be assigned to cover the outfield. Exception: if both coaches agree to let extra players line up in the outfield, while maintaining normal infield defensive positions to the best extent possible.

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12. The pitcher must play her position and be in the pitcher's circle until the ball is hit.
13. The catcher should be in full protective gear (thrown bats are a frequent occurrence).
14. No fielder, other than the catcher, can stand closer to the batting tee than the pitcher. Infielders cannot play deeper than three feet beyond the base paths. Outfielders cannot play in the infield or closer than 10 feet from the base paths. Try to avoid all defensive players clustering in the infield in pursuit of a ball in play.
15. All infield players must play in their assigned positions. Backing up is allowed but a play made at a base must be made by a player covering that position.
16. Only legitimate throws will constitute an out. Rolling the ball to the base should not be encouraged nor should underhand throws unless necessary (short throws).
17. All players are to play three (3) defensive innings including at least one inning in a non-outfield position.
18. There is no infield fly rule in effect.
19. A runner that intentionally and maliciously runs over a player holding the ball will be automatically out.
20. A ball hit under the outfield fence is a ground rule double.
21. No defensive player can obstruct a base unless there is a definite play at the base. Infielders may not block the base paths when runners are on base.
22. There is no mandatory slide rule. A runner must avoid a defensive player or slide in order to prevent a collision.
23. All players are to be in proper uniform with shirts tucked in.
24. Since the objective of 6U softball is to teach the fundamentals of softball and, more importantly, good sportsmanship, all official scoring is eliminated. The final score of each game will be considered as a tie game with no winner or loser. The league will not maintain standings and participation trophies will be awarded to all players.