



Davidson County Babe Ruth League Rookie Girls 6U Softball Rules



1. **[Player Eligibility]:** A player's age for the year is determined by their age on December 31st of the previous year. For example, a player who was 6 on December 31st but turns 7 on January 1 is considered 6 years for the entire calendar year.

2. **[Playing Field]:** Fields must contain the following: *Refer to the diagram for field set-up.*

A. The base path distance is sixty (60') feet.

B. Pitching circle will be placed from the center point of forty (42') feet from the back of home plate and has a twelve (12') foot diameter.

C. Batter's box needs to be marked.

D. A six (6') foot arc in diameter will be marked from the front of home plate, from foul line to foul line..

E. A six (6') foot hash mark in front of first base and third base.

F. Hash marks will be placed to identify the halfway point between first and second, second and third and third to home.

G. Set a pitching rubber (OR CHALK LINE) ten (10') feet from the front of home plate.

3. **[Equipment]:**

A. **[Uniforms]:** Uniforms for each respective team will be alike in color and all jerseys must be numbered.

B. **[Softball Type]:** Rawlings USA 10" RIF 1 softball has a soft center with ProTac synthetic leather cover and is recommended for ages 6 and under. RIF (Reduced Injury Factor) training balls are designed to reduce the severity of ball impact injuries. Each team must provide a new softball to the umpire at the beginning of each game, therefore the home team is responsible for providing softballs to finish the game. Umpires must approve all softballs. Each Booster Club must provide each of their teams with an ample supply of balls to complete regular season and tournament play.

C. **[Bat Regulation]:** Only SOFTBALL bats are allowed. BATS. Shall not be more than 34 inches long, and not more than 2 1/4 inches in diameter at its largest part. The bat, in its entirety, shall not exceed 38 ounces in weight. The bat shall have a safety grip of cork tape (not smooth plastic type), or composition material. The safety grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. The bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer.

D. **[Helmets (batting)]:** The use of face guards is required on all batting helmets. All offensive players when out of the dugout area MUST wear protective helmets. All batters and base runners must wear helmets at all times.

E. **[Helmets (fielding)]:** All pitchers must wear a helmet w/ *face guards* while playing the pitcher position at all times.

F. **[Facemask[s]]:** Pitchers corner infielders (1st/3rd) are required to wear an approved fielder's facemask. Facemasks are strongly recommended for all positions.

G. **[Tee]:** Each team will supply their own tee.

4. **[Game Length]:** A regulation game will consist of 5 innings or one (1) hour and fifteen (15) minutes. The ten (10) run rule (3 complete innings or 2 1/2 innings if the home team is ahead). If the game is tied and less than 5 innings have been played, but there is less than 10 minutes left after that inning ended, play will continue until time has expired and both teams have batted the same amount of times. During playoffs, extra innings will be played until a winner has been determined. Championship Game there will be no time limit but run rule is in effect.

From **Article 2** of the Davidson County Babe Ruth Boys Local League Rules for the Rookie Division: *If a game is called for whatever reason before the five (5) innings or one (1) hour and fifteen (15) minute time limit, i.e. Rain, in order for a game to be official, the home team must have scored more runs in three and one-half (3 ½) innings than the visiting team has scored in four (4) complete innings. If the game is called before this for whatever reason then the game will be picked up at that point when make-up date is rescheduled. If the required innings have been played, and the game is called during an inning without the home team having an at bat during that inning, then the game will be rescheduled for the next available make-up date and picked up at that point in the game (assuming the home team is behind and by five (5) runs or less). If the home team is behind by more than five (5) runs then the game will become official.*

5. **[Game Conclusion]:** A new inning will commence as long as there is 10 minutes or more left in the time limit. However, the bottom of that inning is not required if the home team has the lead after the top of the inning has concluded. If the home team has 5 or fewer than 5 runs than the visiting team, the inning will be finished and at that time the game will be concluded.

6. **[Inning Length]:** A team will continue to bat in an inning until five (5) runs or three (3) outs are recorded, whichever comes first.

7. **[Inning Commencement]:** The next inning is considered begun once the third out has been made in the prior inning and there is at least 10 minutes or more remaining in the time guidelines. The umpire will indicate the commencement of each half of an inning. First violation will result in a warning, and any subsequent violation will result in penalties (as noted below in rule 6).

8. **[Delay of Game]:** Each team will promptly take their respective positions for each inning, top and bottom. First violation will result in a warning, and any subsequent violation will result in an OUT for their team for every 30 seconds delayed if they are the batting team, or will result in a RUN against their team for every 30 seconds delayed if they are the defensive team.

9. **[Minimum Number of Players]:** Each team must begin a game with at least 8 players or the team with less than 8 players will forfeit. An out will be recorded for the 9th spot in the batting order for said team with 8 players until/unless a 9th player arrives.

11. **[Player Playing Time]:** Ten (10) players are on the field at any one time. A 5-position infield will be used (no catcher). There will be five (5) outfielders and should be positioned in the outfield at the grass demarcation, or where the umpire deems necessary if the infield dirt stretches out further on certain fields. One player is placed in the pitching rubber (circle) assuming the defensive position of the pitcher. No player can sit on the bench for more than one inning. Penalty: Forfeiture of Game (note-Each team has 3 innings to accomplish this rule. If a team is the apparent winner due to the 10-run rule, they will forfeit the game if the requirement of this rule is not met).

12. **[Injured Player]:** If a player is injured during a play, runners will advance to next base only. (Umpire will make the call.) If an injured/sick player cannot continue to play, their spot in the batting order may be skipped without penalty, but that player must remain out for the remainder of the game. Please alert the umpire and opposing team so the lineup can be adjusted.

13. **[Coaches]:** Managers and Coaches must be on the roster. Maximum of four (4) coaches and one (1) scorekeeper allowed in dugout. (Rule: **Article 8 Babe Ruth Local Rules**).

14. **[Coaches Positioning]:** In addition to the base coaches, two defensive coaches may be positioned in the outfield behind the defensive players. All coaches must stay in front of the dugout, or in the dugout, unless they are helping in the outfield, coaching a base or pitching to their batters. One (1) defensive coach may stand behind the home plate when the defensive team is on the field to retrieve the ball and throw back to the coach pitcher. *This will speed up the game.*

15. **[Pitching/Coaches]:** The coach pitcher will pitch underhand from a distance of at *least* ten (10') feet. A rubber or chalk line will be set and the coach must be in contact with the pitching rubber or chalk line if pitching at ten (10') feet. Once a batter has struck the ball the coach will put themselves in a position to be out of the way of play but in close proximity of the circle to receive the ball from the defense. *Umpires judgment* if he or she feels like the coach could have or should have caught the ball or made an attempt to catch the ball to stop play. This coach can't coach/yell from the middle of the playing field as this distracts the fielding team trying to make a play. Warning/consequences may be issued.

16. **[Umpire Calling "TIME"]:** The umpire will call time and stop play once the defensive player with the ball throws the ball to the pitching coach or when the containment of the lead run has stopped. Runners over half way to the next base will be allowed to advance while those less than half-way will return to the previous base (*umpire judgment*). If a lead runner is forced to go back to the previous base, any player over half-way to the same base must return to their previous base as well, if they are forced.

17. **[Infield Positioning]:** A hash mark will be placed on the infield side of 1st and 3rd bases. This hash mark will be marked six (6') feet from each base towards home plate. All infield players must stay completely behind these perpendicular hash marks on the 1st and 3rd base lines while coaches are pitching to their respective team until the batter strikes the ball. The only exceptions are the pitcher who must have both feet inside the pitcher's circle, which has a center point of forty (42') feet from home plate and has a twelve (12') foot diameter.

18. **[Fielding a Ball]:** Infield players are not allowed to go to the outfield and field the ball (unless they made contact with it while trying to make initial play). Outfielders must throw the ball in from the outfield. If this rule is not obeyed all runners will advance one base. If there was an out made by the illegal procedure described, the out is not counted. The defensive pitcher is not allowed to assume the position of any baseman (not including home plate). Pitchers cannot tag a base for an out (tagging home plate is the **ONLY** exception). The runner will be called safe at any other base.

19. **[Pitcher Throwing to First Base/Bases]:** Pitchers must make an attempt to throw overhand to make an out at first base or other bases. Pitchers will not be allowed to intentionally make a throw to where the ball hits the ground and rolls or bounces to base(s). In attempting to get the runner out at 1st base the pitcher must throw the ball if he/she fields it in or near the circle (umpires discretion). *This will be a judgment call by the umpire.* The runner will be called safe if put out at base(s) when rule is violated. *Coaches, you need to be teaching your players the proper ways of the game.*

20. **[Ball Rolling/Throwing]:** No rolling, intentionally bouncing the ball or throwing it directly into the ground in order to make a play. (Runner will be ruled safe). *Coaches, teach your players to practice throwing the ball correctly.*

21. **[Throw Away Balls]:** All runners may only advance one (1) additional base during a throw- away occurrence at First Base. Runners will not be guaranteed the additional base and can be thrown out/tagged out during the additional base attempt. If the defensive team gets the ball back to the (Coach Pitcher) the umpire will call "time" and the runners are not past the half-way markers, the players not past the half-way markers must return to the previous base. If the lead runner is forced to go back to the previous base, any player over half-way to the same base must return to their previous base as well. The defensive team may attempt to throw out an advancing runner and will not be penalized an additional base awarded to the offensive team for additional throw-away balls while doing so. *(Umpire will make the call).*

22. **[Excessive Running by Defense]:** Players are not allowed to run the offensive runner around the bases to make the out. The umpire will warn the team(s) if he/she feels like it is excessive running. If it continues the offensive runner will be called safe if tagged out. In attempting to get the runner out at 1st base the pitcher must throw the ball if she fields it in or near the circle (umpires discretion). The pitcher can tag a runner going to first base ONLY if the play draws them towards the 1st base line and the batter/runner hasn't passed the pitcher fielding the ball. If the runner has passed the pitcher, the pitcher MUST throw the ball. They cannot chase the batter turned base runner down the baseline towards first base (*excessive running*). Plays at home: Pitchers will be allowed to make plays at the plate. If the runner turns around and heads back towards third base, then the pitcher can chase the runner heading back to the base. (*Rule is in place to get the player(s) to throw the ball to make the out.*)

23. **[Batting]:** Each batter can have up to five (5) pitching/hitting attempts. There will be no "no pitch" calls from the coach/pitcher. The first four (4) attempts must be pitched by the coach. The remaining attempt at hitting may be from a tee, but using the tee is not mandatory. If the batter strikes the fifth ball foul or foul tips the fifth ball the batter shall receive another attempt until the batter either misses the ball or hits the ball in play. All rostered players present for the game shall bat in order, whether playing defensively or not. If a batter becomes ill or injured during the game, the spot in the batting order will be skipped without penalty (taking an out) and player will not be allowed to reenter the game.

24. **[Batting off Tee]:** If the batter hits the ball off the tee and the ball does not go past the six (6') arc it is a foul ball and the batter will receive another attempt. On the second attempt from tee and the ball still does not cross the arc the batter will be called out. If a batter hits part of the ball and part of the rubber/tee, it is a fair ball if it goes past the arc. If the batter hits all the rubber (the tee) on the fifth pitch the batter will be called out.

25. **[Throwing Bat]:** Each team will receive one (1) warning for throwing the bat. After the warning is issued, every subsequent batter who throws the bat will be out. (*Umpire will make the call.*)

26. **[Dead Ball]:** Any batted ball that directly hits a pitching coach as its first initial contact in the field of play is ruled dead. The batter will bat again with no penalty of pitch.

27. **[Playable Ball]:** No bunting. The ball must travel six (6') into fair territory, or past the arc that is lined off in front of home plate, however far that is on each particular field.

28. **[Base Running]:** No base stealing. Runners must remain on base until the ball is hit. If the base runner is ruled leaving the base early on a batted ball, the runner will only be permitted to advance one base if forced, regardless of location the ball is hit. Base runners that stop forward progress "Time" will be called by the umpire and base runner(s) have to return to the last base touched. Base runners unforced will return to the base that runner previously occupied. (*Umpire will make the call*)

29. **[Assisting Runners]:** Coaches are not allowed to touch the base runners. Each team will receive one warning and any subsequent occurrence will result in the runner being called out.

30. **[Sportsmanship]:** Coaches, please remember these are 4, 5 & 6 year olds. If you have a question with a call, the head coach (only) may approach the umpire. Coaches are responsible for their dugout and parents. (*Rule: Article 9 - Babe Rule Local Rules*)

The above rules are playing rules for Rooke 6U Softball, refer to the Davidson County Babe Ruth League for additional league rules and regulations that are in place.

The purpose of this age division is to have fun, work on basic skills and build enthusiasm for the game.

U6 Softball Field Layout

