

HSA 6U Park Rules – Revised March 2014

General Rules: The most recent rules from the USSSA Rulebook apply except as indicated below.

Pitching: Coaches pitch from 30 feet, defensive circle player stands in back half of the circle. In coach pitch, batter gets 5 pitches. If player fouls 5th pitch, she gets a 6th pitch. If the player does not put one of the 5 pitches in play, she will hit off the tee. NO STRIKEOUTS. The coach must leave the field after the ball has been put in play.

Equipment: A 10” softball must be used. All batters and base runners must be equipped with a helmet that has a facemask. All infield players must either be equipped with an approved batting helmet or defensive faceguard. Circle player must also wear protective heart guard. Catchers must wear approved batting helmet and heart guard.

Batting: All players present and on the roster will be in batting order. The number of batters per inning is equal to the number of players in the lineup on the team with the most players. Example: Team A has 9 players and Team B has 8 players present. Each team will bat 9 players per inning. Team B will have the number one batter batting first and last in the first inning. Batter number two will then lead off and bat last in the second inning and so on. Team A will have the same batting lineup each inning.

Bunting is NOT allowed. There will be a half circle drawn in front of homeplate. If the ball does not travel beyond the half circle it will be considered a foul ball no matter if the ball is hit off a live pitch or the Tee

Force Rule: Any ball thrown by an infielder to any base, including home, on an attempted force out will result in:

A. The runner attempting to be forced out may not advance nor any runners behind that runner. For example, if there is a runner on first and the ball is hit to the third baseman who throws the ball to second to attempt a force out the runner going to second may not advance past second and of course the runner going to first must stay at first.

B. Runners ahead of the runner attempting to be forced out may advance one additional base at risk. For example, if there is a runner on first and the ball is hit to the third baseman who throws the ball to first base then the runner going to first must stay on first but the runner going to second may go to third at their own risk. The runner going to third cannot go home. Throws attempted on a force out after the runner has clearly reached the base do not qualify for the above rule and it will be considered a live ball.

Defensive Rule: No player can field the ball and run and tag first base other than the first baseman. After fielding a batted ball in or near the circle the circle player cannot tag or run anyone out other than a runner going home. The circle player must throw the ball to the respective base, except for home, for an out to occur. However, the circle player may run a player out on a ball fielded up the first or third baseline if in the umpire's judgement it is the natural play. If the above rule is violated it will be treated as defensive interference and the offensive player will be safe. For example, if the circle player fields the ball in the circle and runs and tags third for a force out the runner going to third will be safe. The proper play would be for the circle player to throw the ball to third.

Players in Field: All players present and on the roster will play defense. Outfielders should be placed at least 10 feet behind the baselines until the ball is hit. Players need to be rotated as much as possible. Example : The same girl should not play in the circle or 1st base every inning. Each player should play at least one inning in the infield unless the parent is uncomfortable with it.

Base Running: Runners must remain in contact with the base until a legally pitched ball reaches home plate.

Catcher: Each defensive team will have a player catcher if they have more than 9 players. Coach catchers will be used to return pitched balls to coach pitcher. Teams with 9 players may elect to have a catcher or a fourth outfielder.

Throwing: No deliberate rolling of the ball is allowed (overhand or underhand).

Stoppage of Play: Play stops when the umpire declares "Time Out" because a defensive player has stopped the "lead runner" OR the ball is dead. (Note: Calling time out in front of a lead runner at 3rd base would stop a runner attempting to advance from 1st to 2nd if the umpire determines that the base runner did not make an attempt to advance.) All base runners must stop at the base the umpire rules they are entitled to when any defensive player has possession of the ball inside the circle.

Games: All games will be played as long as each team has a minimum of 6 players present. Time limit is 75 minutes or 3 innings whichever comes first. If a defensive team makes 3 outs before the last batter, the offensive team will continue to bat until the last batter has batted, however no more runs will count after 3rd out is recorded.

Playoff Games: Time limit is 75 minutes or 5 innings whichever comes first. If there is time left on the clock and a new inning has started that inning must be completed unless the home team is winning when they come up to bat. The game will be played like a real game. The teams change after 3 outs or last batter whichever comes first. If a team gets 3 outs the batting order picks up with the next batter in the lineup. It does not start back at the top of the order.

Borrowed Players: A borrowed player must bat last and play in the outfield. In the case of more than one borrowed players, all borrowed players must play in the outfield and bat in the last positions in the lineup. A borrowed player must be from the same or later round in the draft (evaluation summary) as the player for which she is a substitute.

Last Batter: Must be announced by Head Coach of offensive team. There are NO automatic 2 outs with the last batter. There must be an out on the lead runner; touching home plate constitutes an out on the lead runner.

Coach Pitcher: The head coach does not have to be the pitcher. It can be an assistant coach or parent. Whoever feels comfortable doing it.