

## Trussville Girls Softball Association

### 6U Park Rules

General Rules	The most recent rules from the USA Softball apply, except as indicated below.
Pitching	Coaches pitch from 30 feet, player stands in the back half of the circle. Batter gets 5 pitches. If player fouls 5th pitch, she gets a 6th pitch, etc. The batter gets all 5 swings (attempts at hitting the ball). The coach pitcher must make every effort to avoid interfering with any ball in play. If in the judgment of the umpire, a coach pitcher intentionally interfered with the play, the batter is out and the ball is dead. The coach pitcher may talk to the batter until he/she releases the ball. A warning will be given on 1st offense. 2d offense, the coach pitcher will be removed and replaced with another coach pitcher. The coach must leave the field after the ball has been hit.
Batting	<b>Must Bat Entire Roster.</b> An injured or sick player who is unable to bat is <b><u>not</u></b> an out.
Players In Field	Play entire roster in the field. There can be no more than 6 infielders, and if utilizing 6 infielders, one player must play catcher. All outfielders must play at least 10' behind the baselines until the ball is hit.
Bunting	No intentional bunting.
Slap Hitting	Slap hitting is allowed. As with any swing, the player must remain in the box and swing at the ball.
Force Rule	Any ball thrown by an infielder to any base, including home, on an attempted force out where the ball goes past the receiving player, 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.
Infield Fly Rule	No infield fly rule.
Stealing	No stealing.
Base Running	Runners must remain in contact with the base until a legally pitched ball reaches home plate.
Catcher	A player catcher is optional. Coach catchers will be used at all times.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Stoppage of Play	Play stops when the umpire declares "Time Out" because the defensive player has stopped the "lead runner" (player has possession AND control of the ball in front of the lead runner) OR the ball is dead. 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 8' radius circle or defensive player has stopped the lead runner.
Field Setup	The 8' radius pitching circle is centered at 40 feet from the back point of home plate. A half-way / diameter line is added to the circle. Bases are at 60'. Half-way lines shall be marked on the field. A running lane / overthrow line 3' into foul territory and 10' past 1st base shall be marked on the field. Defensive lines shall be marked 30' from home plate on the 1st base and 3rd base lines. No defensive player can play in front of these lines.

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Games	Games will be played with minimum of 6 players present. Games may only be rescheduled for school events and weather-related cancellations with the concurrence of both coaches and the Rec League Director. Time limit is 65 minutes or 4 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 teams change after 10 batters or 3 outs, whichever comes first. If unequal number of players, the team with the lower number of batters, controls the number of batters before inning expires or 3 outs.
Mercy Rule	21 run lead after 3 innings; 11 run lead after 4 innings.
Practices	Prior to the first week of games – Spring season: 3 practices per week maximum. Fall season: 2 practice per week maximum. After games begin – Spring season: 2 practices per week maximum. Fall season: 1 practice per week maximum.