

6U Softball – Tee/Machine Pitch Rules

OFFENSIVE PLAYING RULES:

Base-runners may advance one base on any batted ball in fair territory. Play stops when defensive team records an out or when an infielder has control of the ball in the infield.

Batting Rules

1. All players must be listed in the batting order. The batting order must remain the same throughout the game. Players arriving late should be added to the bottom of the batting order. Players arriving after a team completes the entire batting order should be added to the end of the batting order and hit when their turn arrives. Players that have to leave the game early may be removed from the batting order without any penalty.
2. If player is found batting out of order and has not completed the at-bat, game is stopped and correct batter will resume the at-bat with either remaining pitches from coach or tee swings. If player is found batting out of order and the at-bat has completed with wrong batter reaching base, game is stopped and player that should have batted will now bat. If the batting out of order occurs and results end as third out, the correct batter that should have batted will lead off on next offensive at-bat.
3. An inning will end when all players on a team have had a turn at bat. Runners may only advance only one base at a time, regardless of where the ball is hit. Although the defense should make an attempt at an out (and coaches should instruct the players in the proper way to make an out), the runners will not be out and will receive their base. All hitters, except for the last hitter, will get a single no matter where there ball is hit. The last hitter, for each team, each inning, will hit a homerun. During the last at bat, the defense shall be instructed to make a play at any base except home. We do not want the catcher to stand at home and tag all four runners while they are trying to score.
4. Each batter will receive up to three pitches from the machine to hit ball in fair territory. If a batter cannot put the ball into play after the third swing off the machine, they will complete their at-bat by hitting off the tee. The batter will have as many opportunities as needed to hit off the tee. Players may choose to use the tee right away if uncomfortable with the machine.

DEFENSIVE PLAYING RULES:

All girls must play a minimum of two full innings at a defensive position. There may be a maximum of ten (10) players on defense. If playing with 10 defensive players, four of the players must be in the outfield and remain there until the ball is hit.

Pitching Rules:

1. A pitching machine set around 30mph will be used. A coach from the offensive team should feed the machine.
2. The coach must make every effort to avoid interfering with game play. The coach will be considered part of the playing field, so pitcher interference will not be called unless the interference is deliberate. If the coach intentionally stops a ball in an effort to protect them or a player, play is immediately stopped and a dead ball declared. Play is resumed as if the previous pitch never occurred and all runners return to previous base occupied prior to interference.
3. The coach is permitted to coach both the batter and the base-runners, but must not interfere with the flow of the game.

Keeping Score:

Score is not kept. Win-loss records will not be officially recorded. End of season awards are given to all participants.

Length of the game:

No inning will start after 1 hour from the start of the game

Innings Played:

3