

## MCGSA SOFTBALL LOCAL ALTERNATE PLAYING RULES FOR 6U REC

*Revised April 22, 2022*

I. All play is based on USA Female Fastpitch Softball rules with the exceptions provided in these alternate rules. Good sportsmanship should be displayed by coaches and players at all times. No one (including spectators) will be allowed to use cheers that taunt or insult the opposing team.

### II Playing Field

- A. Bases are 50 feet apart.
- B. Safety base is used at first base.
- C. Pitcher's plate is 35 feet from back of home plate.
- D. Pitcher's circle is an eight foot radius from the back of the rubber.
- E. Infield Foul Arc. A ten foot arc from the back edge of home plate that demarcates infield from foul territory.
- F. Halfway Line. Lines drawn 25 feet from the back of the preceding base.

### III Game Duration

- A. Maximum of 4 innings.
- B. In the event that the maximum innings cannot be completed within the first 75 minutes of the game, no new inning will begin after 75 minutes of playing time. Any innings that are in progress at the 75 minute mark will be played to their completion.
- C. No tiebreaker will be used: games tied at the end of regulation game will be considered ties.
- D. Games shortened by weather will be a complete game after three innings of play, or two and a half innings of play if the home team is ahead. Incomplete games may be rescheduled at a later date and resume at the exact point where play was stopped using the home team's score book.

IV. Run Limits: In each inning there is a five run maximum for each team. Runs in excess of the specified maximum number for a half inning are not to be scored (even in the case of over-the-fence home runs and ground rule doubles).

### V. Player numbers, positions, and rotation

- A. Each team will field a minimum number of players required to field an infield. If a team has less than 5 players available for a game, player(s) from another 6u team or from the opposing team can be used to bring numbers up to 5. Playing with 4 players is a last resort. Playing with less than 4 is not possible.
- B. All players play in the field defensively. The following defensive positioning should be used for different numbers of players present (there is no catcher position)
  - 5 players: P, 1B, 2B, SS and 3B
  - 6 players: P, 1B, 2B, SS, 3B and SF (Short Field – in front of 2B)
  - 7 players: P, 1B, 2B, SS, 3B, LF and RF
  - 8 players: P, 1B, 2B, SS, 3B, LF, CF and RF
  - 9 players: P, 1B, 2B, SS, 3B, LF, LCF, RCF and RF
  - 10 players: P, 1B, 2B, SS, 3B, SF, LF, LCF, RCF and RF
- C. Outfield players are to be positioned in the grass and equally spaced.
- D. No more than four (4) players will be on either half of the infield as defined by a line between home and second base.
- E. No player will be positioned closer to the plate than the halfway lines between first and third.
- F. Pitcher: The fielder playing the pitcher position must have both feet must be inside the pitcher's circle at the start of each swing (or pitch if there is a coach pitcher) and can only leave the circle when the batter makes contact with the ball.
- G. Coach Pitcher: A team may use a coach/parent pitcher to pitch to any player on their own team. Coach pitchers may pitch from the rubber, from the front of the 8' circle or from a point reasonably closer to the plate to best teach batters to hit a pitched ball, while not using the closer positioning to competitive advantage. (In other words, any player who can hit a pitched ball from the rubber should be pitched to

from the rubber.) The coach pitcher is not required to leave fair territory after the ball is put into play but must attempt not to interfere with the play or any defensive players.

- H. No player shall play consecutive innings in the outfield in any game.
- I. No player shall play the pitcher position for more than one inning in a game.
- A. In the event a player is in a boot, cast, splint, sling, or other protective device: the player's coach judgment on the player's participation is governed by USSSA Fastpitch Softball rules, with the coach acting as umpire. If the coach's judgment is that the player is limited from either offense or defense, but not prohibited from playing outright, the player will be allowed to participate so long as a majority of the LD and EC approve of the participation ahead of time. No automatic out will be assessed if the player is unable to participate on offense.

## VI. Batting

- A. The batting order will consist of the entire roster of players present.
- B. A late player will be placed at the end of the batting order.
- C. No strike outs.
- D. If the ball fails to travel past the infield foul line, (ten (10) foot arc in front of the home plate), it will be called a foul
- E. Players may hit from the tee or from coach pitch. If batting by coach pitch, the batter gets 3 pitches. If the batter does not put the ball in play in 3 pitches, then a tee must be used for the remainder of that at-bat until the ball is put into play. Note that on the third pitch foul balls **DO** extend coach pitching- if the last pitched ball is fouled off the player can continue to attempt to hit off coach pitch until either she gets a hit or fails to make contact with the pitched ball.
- F. If any batter slings or throws the bat, the head coach will warn the batter after play has stopped. The second time a batter slings or throws a bat, the batter will be called out and all base runners must return.
- G. As soon as a batter hits the ball off the tee, the tee coach removes the tee from the plate so that it will not obstruct a play at the plate.
- H. Bunts are not permitted.
- I. SAFETY RULE: only the current batter is allowed to take warm-up swings. No other player may swing a bat.

## VII. Coaching

- A. Each team may provide a first and third base coach for each at-bat. Base coaches will call outs on the bases. The first base coach is responsible for calls at first base and home plate. The third base coach is responsible for calls at second and third base.
- B. Each team may place two defensive coaches in the outfield (fair or foul territory). Coaches may not touch players during the pitch or while a play is in progress.
- C. The coaches will be allowed one time per bat to position the batter at the plate. This does not prohibit verbal instructions from the coach from the dug-out or coaches base box. Abuse of this rule will result in an out.
- D. Managers will be allowed one (1) defense time out per inning. (Injury not included.)
- E. Dugout coaches/parents – at least 1 adult must be in the dugout at all times, but no more than 3 adults may be in the dugout at one time.
- F. The coach pitcher is allowed to coach the batter before the pitch but may not coach any runner once the ball is in play.
- G. If the coach pitcher is hit by a batted ball, the batter automatically advances to first base. Any on-base runners automatically advance one base. If the coach pitcher interferes with the defensive play in any other manner, the batter-runner is out and no other runner shall advance past the base to which they were running.
- H. A runner is out when any coach physically assists the runner while the ball is live.

## VIII. Base Running

- A. The safety base on the outside of first base foul line is for the use of the runner running from the plate after hitting the ball only. Once the batter/runner has reached first base, she must then use the base inside the first base foul line.
- B. The defensive team may never use the safety base for a put out.
- C. No runner may leave a base until the ball is hit. If a runner leaves too soon, all runners must return to their original base, and the batter will bat again. This is a dead-ball infraction.
- D. Runners may not advance on overthrows to any base.
- E. After a pop fly is caught the play is alive until the runners return safely to the base they were occupying before the ball was hit. There will be no tag-ups on fly balls for advancement.
- F. All play will stop if a player is injured. If a player is injured by a batted ball, the batter is awarded first base, and the runners advance to the base they were heading to.
- G. Obstruction occurs when any fielder deliberately interferes with a runner. The fielder will receive a warning and all runners will receive an extra base on any subsequent violation.
- H. No infield fly rule.
- I. Base running for infield hits is station to station. Batters can run on outfield hits (in the grass) until the play is considered to be contained. If a team cannot field enough players to play any outfield players, then balls hit to the outfield against that team will be considered a ground rule double.
- J. Containment is considered to be when the ball returns to the infield on an outfield hit. Baserunners must stop at the base to which they were running when the ball reaches the infield.

## IX. Equipment

- A. Batters and base runners must wear helmets with face masks and chin straps and must keep the helmets on at all times while on the playing field on offense
- B. The player in the pitcher's position must wear an approved fielders' face mask.
- C. No metal cleats may be used under any circumstances. If a player is observed to be wearing metal cleats the cleats must be removed or the player cannot continue to play.

## X. Game Procedures/ Responsibilities

- A. The home team is responsible for ensuring the scoreboard controller is at the field at start time, and for obtaining the game ball and tee from the board room. The home team for the last game of the day is responsible for returning the tee.
- B. The home team supplies the scoreboard operator.
- C. Coaches are responsible for ensuring that exposed jewelry which may be dangerous is removed and not worn during the game.
- D. No tobacco use or use of e-cigarettes or vaping products permitted on fields or in dugouts.

## XI. Rule Changes will only be implemented in accordance with the MCGSA Rule Change Policy.

XII. Protests – There are no protests in 6U. Base coaches serve as umpires and judgment calls by the base coaches are not to be questioned. All coaches and spectators are expected to exemplify good sportsmanship. Questions about rules interpretation can be discussed quickly and politely then should be rapidly resolved by the base coach who made the call. Contact the League Director after the game if any rule interpretations are not agreed upon to avoid future confusion.

XIII. Injuries - All injuries will be reported by the team coach to the Director on Duty