



Hendricks County Girls Softball League

Division Rules - 6U (2025)

(rev. 4-01-25)

The following rules have been approved by all participating league directors and should be observed at all parks participating in the Hendricks County Softball League.

AGE REQUIREMENTS: League eligibility for the spring season is determined by the player's age as of January 1, 2025. A player should not be older than 6 years old on Jan, 1 2025 to participate in this league.

ROSTERS: Rosters are limited to a maximum of 10 players per team, unless otherwise agreed upon by league coordinators.

GAME SCHEDULE: Teams will typically participate in one game every Saturday, alternating between host locations in Avon and Danville. If the league has an odd number of teams, it may be necessary for one team to play two games in a day in order for every team to have an opponent.

You will be notified by your coach if a game has been cancelled due to inclement weather or some other unforeseen event. If a scheduled game cannot be played, the director will try to reschedule the game, however there is no guarantee that all cancelled games will be rescheduled.

EQUIPMENT REUIRED:

- 11" soft core ball
- Glove designed to catch an 11" softball
- T-ball bat or ASA/USA approved softball bat.
- Batting helmet with protective face mask - Players will not be allowed to bat without a helmet WITH a face mask. All batters and base runners must wear their helmets until they leave the field.
- Fielder's Masks (mandatory for ALL positions)
- Softball Cleats with plastic spikes (metal cleats are not allowed)

GAME TIME LIMITS: All games will be 60 minutes. Coaches should attempt to finish the current inning whenever possible.

GAME PLAY:

- Both teams will go through their entire batting lineup each inning (i.e. - each player on each team will get to bat once every inning).
- Batters will receive five pitches from their coach. No balls or strikes will be called. If the batter is unsuccessful at hitting a pitched ball they will be given a tee.
- When using the tee, the batter will swing until they hit the ball. Coaches should encourage their player to reset their "batting stance" after each swing versus doing repeated "chops" at the ball.
- If the 'teed' ball is barely hit and falls within a few feet of the tee, the coach (at his or her discretion *and* mindful of the game's 60 minute time limit) may reset the ball on the tee.
- A full inning is complete once all players from each team are able to bat.
- Although there is not a "one base per hit" rule, most 6U hits will result in a single base run. Extra bases may be taken when earned, but should not be encouraged due to an overthrow or other mistake made by the defensive team. The overall intent should be to encourage defensive players to throw the ball to a baseman and attempt to get an out versus "holding the ball" in fear of making a mistake.
- The player or coach will call "time" once a fielder has possession of the ball and has stopped the LEAD RUNNER. Base runners must be past the halfway point once "time" is called to proceed to the next base. Runners that have not reached the halfway point will be instructed to return to their previous base.
- *Optional rule:* For the first 4 games of the season, a batter will remain on base even if forced or tagged out. For the remaining games, *if both coaches agree*, may be played with "outs" where a batter will return to the dugout if forced or tagged out. Coaches should determine before the start of the game which way they are going to play. The intent of this optional rule is to prepare older players for 8U.

BATTING/BASE RUNNING: Players should remain in the same batting order for the entire game. Any player arriving late to a game can be added to the bottom of the lineup. Coaches should instruct batters on proper stance and swing during each at-bat. Please warn batters about throwing their bat after hitting the ball. There is no stealing or "lead offs" in 6U. Runners shall not move off the base until the ball is hit by the bat. Coaches in the field should instruct base runners on proper "ready stance" and takeoff from their base.

FIELDING:

- Each team should field their entire team (i.e. – no players should be benched).
- INFIELDERS: Only five fielders are allowed in the infield with all other players in the outfield. Coaches should attempt to set infield players in true infield positions (first, second, third, shortstop, and pitcher's helper)
- OUTFIELDERS: No limit to the number of players in the outfield. Outfielders should be spread out and positioned at least five feet behind the baseline.
- PITCHER'S HELPER: Pitcher's Helper should stand with at least one foot inside the pitching circle.
- CATCHER: There is no catcher in 6U. A parent or coach will play catcher when a player is at-bat (only to catch and return missed balls to the pitcher).
- Fielders should be positively encouraged to finish plays even if the play will not result in an out.
- Coaches from both teams may be in the field to provide verbal instructions to their players as needed.
- Coaches should systematically rotate players throughout the season so they all get an opportunity to play each position.

OVERTHROW RULE: Any throw to any base that goes past the baseman (including a "catchable" throw) will be considered an overthrow. In this scenario, the coach or designated umpire should call time and instruct any base runners that advanced more than one base to return to their previous base.

OBSTRUCTION: Base runners should avoid unnecessary contact with defensive players. Defensive players should be encouraged to not stand in the baseline or block bases.

PITCHING: 6U is "coach pitch". The coach may pitch from any distance that will enable their player to hit the ball. If the coach is struck with the ball, the play is ruled dead and the batter will return to bat.

UMPIRES: 6U does not use umpires. The pitching coach or another designated person will act as umpire.

SPORTSMANSHIP: Players, parents, and coaches will always conduct themselves with good sportsmanship.