

Santa Paula Girls Softball

6U division Rules and Guidelines:

Game Length

1. Game length is 60 minutes.
2. No New inning after 55 minutes.

General Rules

1. Home team provides tee and three (3) game balls. A ten-inch (10") safety ball will be used.
2. Coaches pitching distance is 30 feet from the back of the plate. Coach must pitch within one (1) foot of the pitching plate. A chalk circle will be drawn around the 30-foot mark.
3. When a ball is put into play, the pitching coach must stay clear of the defensive players who are attempting to make a play on the ball.
4. Any batted ball that makes contact with the pitching coach will be ruled a dead ball, base runners will return to their base, and hitter will bat again.
5. **For the first (1st) half of the season:** The end of the half inning will conclude when the entire lineup has batted (Round Robin) regardless of the number of outs recorded. Reverse batting order will be used the second (2nd) time through the line-up. E.g.: 1 through 12, 12 through 1.
6. **For the second (2nd) half of the season:** The end of the half inning will conclude when a maximum of five (5) runs have been scored, or three (3) defensive outs have been recorded, whichever comes first. The offensive team will announce when they have scored five (5) runs, or the defensive team will announce when they have recorded three (3) outs to end the inning.
7. Score keeping and standings will take place in the 2nd half of the season in this division. Home team is responsible for keeping scorebook.

Offensive rules

1. Round robin batting order will be used throughout the season. Every player must bat.
2. **For the first (1st) half of the season:** Each hitter will receive three (3) coach pitches, plus any third (3rd) strike foul balls. If the third (3rd) pitch is not put into play, or not fouled, the hitter will be given four (4) swings from the tee. If the ball is not put into play by the fourth (4th) swing off the tee, the player will be out. Also, please see general rule 5.
3. **For the second (2nd) half of the season:** Each hitter will receive three (3) coach pitches, plus any third (3rd) strike foul balls. If the third (3rd) pitch is not put into play, or not fouled, the batter will be given two (2) swings from the tee. If the ball is not put into play after two attempts on the tee, the player will be out. An attempt is described as a swing or practice swing in which the ball is knocked off the tee.
4. The ball must cross the twelve-foot (12') chalk line in front of home plate or it will be considered a foul ball.
5. For any ball that is put into play, play will be stopped, and dead ball called when the ball

crosses the pitching circle. (A child at the position of pitcher can be in the circle to attempt to receive the ball, but the ball is not required to stay in the pitching circle). Runners that have passed the halfway hash mark when the ball crosses the pitching circle will be allowed to advance to the next base. Runners that have not made it past the halfway hash mark will be required to return to the previous base.

6. When a ball is hit into the outfield, the runners may continue to advance until the ball crosses the pitching circle. Normal base running rules will apply.
7. Runners may advance only one (1) base on any overthrow into foul territory.

Defensive Rules

1. There is a maximum of ten (10) fielders during play, six (6) infielders including catcher and four (4) outfielders.
2. Outfielders must be positioned on the grass, or at least 10 feet (10') behind the baseline.
3. Players must be rotated in and out of defense when there are more than 10 players on a team roster. Each player shall not sit out more than two (2) innings at a time. For disciplinary purposes, the manager may bench a player.
4. The catcher must remain in a defensive position until the ball has been hit.
5. The player pitcher must be positioned anywhere behind the pitcher's plate with both feet in the pitching circle.
6. Two (2) defensive coaches are allowed on the field during play to guide players in making defensive plays. The defensive coaches must attempt to stay out of play of the ball and may not touch the ball at any time. If the defensive coach, on the playing field touches a ball, the ball is dead and all the runners advance two bases from the base previously occupied before the ball was hit, including the hitter.
7. The coach who is pitching may not give directions or instructions to base runners. Only first and third base coaches may give directions or instructions to base runners.
8. On a force out, the tie does not go to the runner. The runner must beat the ball to the base in order to be considered safe. If the ball, and the runner, reach base at the same time, the runner will be considered out.