

TIMBERGROVE SPORTS ASSOCIATION SOFTBALL 6U DIVISION (2018)

1. PLAYING FIELD

- A. The distance between the pitcher's rubber and home plate shall be thirty-five (35) feet. Distance between bases shall be fifty (50) feet.
- B. The pitcher's circle shall be an eight (8) foot radius circle with the pitcher's rubber squarely in the center.
- C. Chalking requirements:
 - a. Foul line
 - b. Pitcher's circle
 - c. Foul ball arc
 - d. Batter's box
 - e. Half-way marks between 1st base and 2nd base, 2nd base and 3rd base and between 3rd base and home plate
 - f. A 2/3 mark is also needed between home and first base; this mark will be approximately 35 feet from home plate
 - g. 'Outfield' line marked from the left field foul line to the right field foul line with the line running behind second base and maintaining the line halfway between the base path and the outfield grass.
- D. There will be a ten (10) foot arc from home plate extending from the first base line to the third base line that will be used to indicate fair ball play. If the ball is hit off a tee, and hit within the arc, the ball is dead.

2. PLAYING RULES

- A. A fully played game shall be five (5) innings, or one (1) hour.
- B. Three (3) outs or five (5) runs scored constitute a half inning. Play shall continue after the fifth run scores until the pitcher stops play. Only five (5) runs will score.
- C. When a game is called in the middle of an inning, after the 3rd inning, due to inclement weather or any other unforeseen circumstance, the score for the game will be that of the last completed inning of play. A game is considered complete if 3 full innings are played.
- D. 6U can end the game in a tie. However, you will be given the chance to finish out an inning that started before the 1:00 hour mark. Coaches and umpires need to push to have the games start on time. Warm-ups should be done before the game preceding yours is complete, so you are ready to hit the field and get the game started when your team enters the dugout.
- E. All play will be from a TEE. The batter will have five (5) attempts (swings) to put the ball in play.
 - a. If the batter fails to put the ball in play after the full five (5) attempts, the batter will be out, unless the last attempt is hit into foul territory (or inside the arc in front of the plate which is a dead ball).
- F. Once the batter hits a fair ball, and until the ball is declared dead by the umpire, the following supplemented rules to the ASA rules will apply:

- The batter/runner that is going to first base can only be tagged out by the 1st baseman. However, the 1st baseman must remain behind the two-thirds mark until the ball is put into play.
 - All infielders (PITCHER, 1ST BASEMAN, 2ND BASEMAN, SHORTSTOP, 3RD BASEMAN AND CATCHER) whose first attempt with a fielded batted ball, is to throw to first base for an attempted out on the batter/runner will only allow all other base runners to move up one base. BASICALLY, THE BALL IS DEAD, BUT THE UMPIRE WILL NOT VERBALIZE THE CALL OF DEADBALL UNTIL THE BALL IS BACK IN THE CIRCLE. THEN THE UMPIRE WILL PUT THE RUNNERS BACK TO THE CORRECT BASE THEY ARE ENTITLED TO BASED ON THE APPLICATION OF THIS RULE.
 - The definition of a dead ball is after the 1st attempted throw to 1st base (if it doesn't take a long time for the throw to occur), or the kid pitcher has control of the ball in the pitcher's circle. When the kid pitcher has the ball in the circle, a good practice is to have her hold the ball up above her head, so the umpire can easily see it.
 - All throws from a defensive player need to be overhand attempts. No intentional rolling of the ball on the ground to make a defensive play.
 - Fielders may not run more than six (6) feet to return the ball to the pitcher (in the judgement of the umpire). Fielders must throw the ball if they are farther than six (6) feet from the pitcher.
- G. If a batted ball is hit directly to the pitcher in the pitcher's circle, it may be relayed for additional outs, if in the JUDGMENT OF THE UMPIRE; the pitcher does not hold the ball to stop play.
- H. All base runners must be on the base until the batter puts the ball in play off the tee. There is no stealing.
1. Player-pitcher shall have at least one foot in the pitcher's circle and stand in the back half of the circle until the ball is hit. (Pitching rubber is the halfway mark).
- J. Until the ball is hit, all infielders, other than the catcher and 1st baseman must remain behind an imaginary line thirty-five (35) feet from home and 1st base and home and 3rd base, through the center of the pitcher's circle.
- K. Until the ball is hit, all outfielders will remain behind the marked outfield chalk line.
- L. Should more than one runner be running to the same base, a dead ball will be called by the umpire. The rear runner will be sent back to the base she was running from.
- M. A fielder's first attempt to throw the ball to 1st base will stop the play. However, if the player gets off of the base, she can be tagged out, if the ball is not in the hands of the pitcher in the pitcher's circle. If a player takes a long time to throw the ball on the 1st attempt to 1st base, it's at the discretion of the umpire to bypass this rule (i.e. the hitter is already to 1st base or heading to 2nd base).
- N. There are ½ marks/lines placed between all the bases, except home and 1st base. If a runner gets to the ½ line before the ball is declared dead, the runner gets the next base.
- O. Base runners are only allowed to advance a maximum of two bases. This includes overthrow situations or if the pitcher does not have control of the ball. The intent of the rule here is the same as the Shetland Division at TSA –
- a. If the batted ball does not advance past the infielders (generally defined as the infield), all runners can only advance one base at any time.

- b. If the batted ball goes into the outfield (past the outfield chalk line), the runners may advance two bases.

3. GENERAL REMARKS

- a. Before each game, the team coaches will submit the batting order to the scorekeeper. Each team will bat their entire roster.
- b. Each team will have a maximum of ten (10) players on the field. Six (6) players, including the catcher, are allowed in the infield. These players must remain behind the baseline until the ball is hit. There are four (4) players in the outfield.
- c. Minimum players on the field should be six (1 outfielder instead 4, and no catcher)
 - a. Use of a player/catcher is recommended, but optional.
 - b. If a team doesn't have enough players to meet the minimum required to play during a game (7), the team is allowed to pick-up a player. This player must be in the same age range (5 - 6), same skill level, will play the outfield positions only and bat at the bottom of the order. If a team has less than seven (7) players show up for a game, the team will forfeit the game.
- D. There are 10 defensive fielding positions
 - a. Pitcher
 - b. Catcher
 - c. First Base
 - d. Second Base
 - e. Shortstop
 - f. Third Base
 - g. Left Field
 - h. Right Field
 - i. Right Center Field
 - j. Left Center Field
- E. If a girl refuses to bat at her official time, she will be called out

4. TIEBREAKER RULE (PLAYOFFS ONLY)

This rule is only relevant for playoff games and will only be invoked if time has expired and following the completion of the inning being played when time expired, the game is still tied.

- A. An extra inning will be played with both teams picking up in their batting order where they ended at the completion of the final inning played during regulation time.
- B. The last batter from the previous inning will be placed as a runner on 1st base.
- C. The second to last batter from the previous inning will be placed as a runner on 2nd base.
- D. Each half-inning will start with the offensive team (team batting) already having two (2) outs.
- E. Three (3) outs or five (5) runs scored constitute an a half inning.

- F. P/1B rules apply. A single player can play a combination of Pitcher (P) and First Base (1B) for no more than two (2) innings for the entire game. This includes extra innings should a game be tied at the end of regulation.