



Age Division Supplemental Rules

V 02/04/2025 TLG



6u Supplemental Rules

The 6u season will be completed in 3 phases. Phase dates will be determined by the UIC/Board and shared each season. 6u TOC will be determined each season.

General rules

1. No umpires are provided for 6U games and no official score will be kept (until phase 3).
2. An Official Game shall be two (2) innings with no new inning after fifty (50) minutes of play.
3. Official ball is a 10" Rawlings RIF-1 Sof-Dot softball.
4. Three (3) offensive coaches are allowed on the field (pitcher, first base and third base).
5. Two (2) defensive coaches are allowed on the field.
6. Coach Pitch
 - a. All 6U games are Coach Pitch.
 - b. Designated pitchers must have at least one foot in the pitching circle when the ball is pitched.
 - c. Each batter will be offered three (3) pitches with additional pitches for fouled last pitches.
 - d. If no pitch is hit in fair territory, the batter will be allowed to swing from a tee.
 - e. Bunting is not permitted.
7. Late players should be added to the bottom of the lineup

6u Phase 1: Opening Day through Phase 1 end date

GOAL OF PHASE 1: Begin to **INTRODUCE** the game. Names of bases. Names of the positions. Outfield vs InField. How to hold a bat. Where to stand in the box, ect

1. Offense will bat through the entire lineup each half inning.
2. The last batter in the lineup is encouraged to touch all bases.
3. Runners will advance from station to station per hit.
4. Runners will not advance on overthrows or when the ball has been returned to the infield.
5. Runners put out via a force out, or tag out will remain on their respective base.
6. If three defensive outs are made, the players will remain on their base and continue until they have batted their entire lineup.
7. All players can play defense at one time. The infield will consist of pitcher, 1st base, 2nd base, 3rd base, and shortstop, and 1 rover. Rover can be anywhere in the in-field as long as behind the pitching circle. The outfield will consist of the balance of team players.
8. NO CATCHER POSITION



6u Phase 2: Phase 2 Start through Phase 2 end date.

GOAL OF PHASE 2: Reinforce phase 1 while **LEARNING** the basics of the game. Number of outs, what is an out, how to get an out, when to switch sides on offense and defense

1. Offense will bat through their entire lineup each half inning.
2. Outs will be attempted and if made the player who gets out they will clear base. If 3 outs are reached, the bases will be cleared- However, offense will still continue to bat their entire line up.
3. Team on offense will continue to bat around until the last batter has batted.
4. Once the last batter has batted, the teams will switch offensive and defense.

6u Phase 3: Phase 3 starts through the end of the season (including TOC, if applicable).

Outfield definition: The area beyond the 6u drop down base path.

GOAL OF PHASE 3: Reinforce phase 2, while learning to **PLAY**. Introduce the rules, get girls who are moving up ready to play 8u, understand what an out is, keep girls who are advanced engaged in the game. Coaches learn how to play the game and keep a scorebook and line up.

1. Team will begin to keep runs scored. Teams are encouraged to keep a game book and record outs.
2. Batting Players can advance 1 base per infield hit, 2 bases per out field hit.
3. Max runs per inning three (3).
4. While on offense- if a player is put out, the player is removed from the bases.
4. Offense and defense will switch sides once 3 outs are made or 3 runs have scored.
5. Game will continue until time has expired.
6. Teams will begin to report scores to the league via the seasonal Score Reporting Google Doc.

8u Supplemental Rules

The Rookie and Mini-Minor Divisions will be playing regulation USA Softball rules with the following supplements.

A copy of these supplemental rules should be placed inside the official scorebook and reviewed by both managers and umpire before every game.

1. Length of Games and Ties:

No new inning shall start after the established seasonal game time limit set by the UIC and/or Board, the inning must be completed. The length of the game is contingent on the umpire's judgment of weather and darkness. The umpire keeps the official time of the game. It is necessary for the official scorekeeper to get an official starting time from the umpire at the start of the game.

A tie game reaching the time limit will remain a tie. Games tied after six (6) innings, but not reaching the time limit will continue until the tie is broken or the time limit is reached. The International Tie Breaker Rule will be in effect after six (6) innings.

Any game, which is called by the umpire (deemed called by the coaches due to lack of an umpire), will be a regulation game if one hour of playing time has elapsed.



During the Coach pitch part of the season, coaches for the defensive team may be on the field to help instruct their players, but the coaches must remain in the outfield and not hinder the flow of the game.

MAX 2 COACHES IN OUTFIELD- If this becomes a distraction, then the Executive Board may choose to discontinue having coaches on the field.

2. Pitching:

**Pitching limits /will/may be adjusted each season, per the discretion of the Board based on number of teams and development players. **

All pitchers must wear a face mask when delivering pitches from the pitcher's mound.

Spring Season: **See seasonal distributed information**

Fall Season: **See seasonal distributed information**

The week being Monday to Sunday.

Max innings per game **DO NOT HAVE TO OR WILL NOT BE REQUIRED** to be followed during Inter-league games.

The penalty for a pitcher exceeding their maximum innings per week will be an automatic forfeiture of the game in which it occurs. If in the opinion of the Board, the infraction was intentional, the manager may be suspended for one game.

Pitching one (1) pitch to one (1) batter in any one inning constitutes an inning pitched, unless an injury to the pitcher requires her removal. That pitcher may be allowed to return and finish pitching the remaining outs of the inning that she has left. If she leaves a second time, in the same inning or any other inning, the inning she leaves in the second time will be charged to her "innings per week pitched."

If a game is cancelled or stopped and played at a later date, the innings pitched will be continued as if it were the week that the game was originally scheduled, regardless of the number of innings the pitcher has pitched in the current week.

Coach Pitch – This will be gradually phased out with a tiered Phase timeline. Each "Phase" will be determined by date by the UIC and/or board and will be disseminated in informational season emails.

Phase 1) Coach Pitch for ALL walks from Opening Day through Phase 1 date end. Attempt at the return of the ball to the pitcher ends the play.

Phase 2) Coach Pitch when bases-loaded walks from Phase 2 date through Phase 2 end date. Attempt at the return of the ball to the pitcher ends the play.

Phase 2) All Walks are valid from Phase 3 through the end of the season (including TOC). Possession of the pitcher with the ball will end the play.

a) Coach Pitch rules:

- i. Designated Pitchers must have one foot on the rubber.
- ii. Coach offers up to three (3) pitches.
- iii. Fouled third strike or pitch receives another pitch.
- iv. No bunting allowed on Coach Pitch



3. Playing Time:

Every player shall play a minimum of two (2) innings in the field per game. No player may sit two innings in a row.

A continuous batting order rule is in effect where all players bat in the same order every inning. If a girl is injured and not able to continue to play, her spot in the batting order will be recorded as an out only the first time she batted. If a girl is injured running the bases and is unable to continue as a runner, the last batter before her in the lineup, not on base, will replace her as a pinch runner.

Ten (10) players are allowed to be played defensively. The extra fielder must be played in an outfield position. All outfielders must be in an outfield position prior to each pitch but may move anywhere after the pitch. An outfield position is defined as being in a position and at a depth normally played by an outfielder. If you have questions about the depth, ask your umpire.

Unlimited defensive substitution is allowed for all players, except for pitchers. All rostered players must appear on all lineups. Absent players must be marked accordingly on the lineup sheet for the official scorekeeper.

Pitchers being removed from the pitching position may be returned to that position only one time provided that the pitcher has never been removed from the defensive lineup. Once a pitcher has been removed from the defensive lineup, that player may not return as a pitcher in that game.

Players benched for disciplinary reasons must be told prior to the game and the Divisional Representative or Player Agent must be notified in time to investigate the benching. If the Divisional Representative or Player Agent cannot be contacted, the opposing coach of the game must be notified and allowed to verify the benching by talking to the player prior to the game. It is up to the coach or manager of the benched player to administer these procedures. The coaches or manager of the benched player must write out a short statement in the scorebook of that game explaining the reason for the benching and the statement must be signed by the managers of each team.

4. Four Run Rule:

If a team scores four (4) runs in any one inning, except the sixth inning, their half inning is ended regardless of the number of actual outs at the time. Only four (4) runs count officially regardless of how many may score. There will be unlimited scoring in the sixth (6th) inning only and that inning will be played as usual.

5. Protection and Safety:

All defensive players shall wear a face mask.

Catcher's throat protectors, batting helmets and NOSCAE face guards are mandatory.

Batting helmets must be worn at all times by all players at bat, on deck, and running the bases. Helmets must remain on batters, runners, and youth base coaches until they return to the dugout. Players not leaving helmets on while in the field of play are subject to ejection by the umpire. Players warming up pitchers must wear a catcher's helmet with face mask and throat protector. Ice hockey style masks are allowed.

6. Dugouts and Infield Practice:

TEAM LISTED FIRST- 1ST BASE DUGOUT

TEAM LISTED SECOND- 3RD BASE DUGOUT

HOME TEAM IS THE TEAM 2ND ON TOURNEY MACHINE SCHEDULE

Field preparations and back-to-back game times do not allow for infield practice. It is up to the coaches or manager to warm up at the nearest, convenient area that does not interfere with spectators and visitors.

Refer to the ECASA Policies and Procedures for field preparation assignments and team responsibilities at game time.



7. Players and Pool Players:

A game may start with only eight (8) players. The missing player must be placed at the end of the lineup in the scorebook. An out will not be recorded each time the missing player is scheduled to bat. The official scorekeeper must notify the umpire at that time.

A pool player may never be used if enough regular team members are available. The intent of the pool player allowance is to fill in a team so that the game can be played, not to improve, strengthen, or create a new team.

Pool players may be taken from the following:

1. From the same age division for the current season
2. From the lower division

Abuse of the intent of this rule will result in an immediate forfeiture of the game. Refer to Section R of the ECASA Policies and Procedures for additional information regarding the use of pool players.

8. Stealing:

Runners, when stealing, are only allowed the base that they are advancing to (one stolen base per pitch). They are not allowed to advance past that base even if the ball is over-thrown or missed. The intent of the rule is to encourage the catchers to attempt to throw the runner out.

The ball is alive and in play on a steal. A runner not standing on a base can be declared out.

A runner in sole possession of an illegally stolen base shall be returned to the correct base, without liability to be put out, when the ball becomes dead. A runner standing on a base alone cannot be tagged out.

A runner at third (3rd) base may not steal home. A play at a base or an overthrow to the pitcher does not release the runner.

A runner on third (3rd) base may score:

- a. On a fair, batted ball.
- b. On a fair or foul fly ball that is legally caught, and the runner has legally tagged up before going home.
- c. On an illegal pitch.
- d. On a walk, if forced.
- e. On catcher's interference, if forced.

9. Miscellaneous Playing Rules:

The dropped third strike rule is not in effect.

No infield fly rule.



10u/12u/14u/16u Supplemental Rules

The 10u, 12u and 14/16u Divisions will be playing regulation USAS rules with the following supplements. A copy of these supplemental rules should be placed inside the official scorebook and reviewed by both managers and umpire before every game. **USA Mercy rules will apply: 15 after 3 innings, 12 after 4 innings, 8 after 5 innings.**

1. Length of Games and Ties:

No new inning shall start after the established seasonal game time limit set by the UIC and/or Board, the inning must be completed. The length of the game is contingent on the umpire's judgment of weather and darkness. The umpire keeps the official time of the game. It is necessary for the official scorekeeper to get an official starting time from the umpire at the start of the game.

A tie game reaching the time limit will remain a tie. Games tied after seven (7) innings, but not reaching the time limit, will continue until the tie is broken or the time limit is reached. The International Tie Breaker Rule will be in effect after seven (7) innings.

Any game, which is called by the umpire, will be a regulation game if one hour of playing time has elapsed.

2. Pitching:

All pitchers 8u-14u shall must wear a protective facemask when pitching in a game or live batting practice.

10u

**Pitching limits may be adjusted each season, per the discretion of the Board based on number of teams and development players. **

All pitchers must wear a face mask when delivering pitches from the pitcher's mound.

Spring Season: **See seasonal distributed information**

Fall Season: **See seasonal distributed information**

The week being Monday to Sunday.

Max innings per game **WILL NOT** be followed during Inter-league games.

The penalty for a pitcher exceeding their maximum innings per week will be an automatic forfeiture of the game in which it occurs. If in the opinion of the Board, the infraction was intentional, the manager may be suspended for one game.

12u

Any one pitcher may pitch a total of five (5) innings per week and nine (9) innings per week if there are multiple scheduled games that week, a week being Monday to Sunday.

The penalty for a pitcher exceeding their maximum innings per week will be an automatic forfeiture of the game in which it occurs. If in the opinion of the Board, the infraction was intentional, the manager may be suspended for one game.



Inter-league games **will not** count towards pitching limits.

Pitching one (1) pitch to one (1) batter in any one inning constitutes an inning pitched, unless an injury to the pitcher requires her removal. That pitcher may be allowed to return and finish pitching the remaining outs of the inning that she has left. If she leaves a second time, in the same inning or any other inning, the inning she leaves in the second time will be charged to her "innings per week pitched."

If a game is cancelled or stopped and played at a later date, the innings pitched will be continued as if it were the week that the game was originally scheduled, regardless of the amount of innings the pitcher has pitched in the current week.

14u

In this division the pitching is unlimited.

3. Playing Time:

Every player shall play a minimum of two (2) innings in the field per game. No player may sit two innings in a row.

10u, 12u, 14u/16u Division: A continuous batting order rule is in effect with the entire roster batting in the same order every inning.

If a girl is injured and not able to continue to play, her spot in the batting order will be recorded as an out only the first time she would have batted. If a girl is injured running the bases and is unable to continue as a runner, the last batter before her in the lineup, not on base, will replace her as a pinch runner.

Unlimited defensive substitution is allowed for all players, except for pitchers. All rostered players must appear on all lineups. Absent players must be marked accordingly on the lineup sheet for the official scorekeeper.

Pitchers being removed from the pitching position may be returned to that position only one time provided that the pitcher has never been removed from the defensive lineup. Once a pitcher has been removed from the defensive lineup, that player may not return as a pitcher in that game.

Players benched for disciplinary reasons must be told prior to the game and the Divisional Representative or Player Agent must be notified in time to investigate the benching. If the Divisional Representative or Player Agent cannot be contacted, the opposing coach of the game must be notified and allowed to verify the benching by talking to the player prior to the game. It is up to the coach or manager of the benched player to administer these procedures. The coaches or manager of the benched player must write out a short statement in the scorebook of that game explaining the reason for the benching and the statement must be signed by the managers of each team.

4. Run PER INNING Rule:

10u

If a team scores five (5) runs in any one inning, except the seventh inning, their half inning is ended regardless of the number of actual outs at the time. Only five (5) runs count officially regardless of how many may score. There will be unlimited scoring in the seventh (7th) inning only and that inning will be played as usual.

12u and 14/16u

If a team scores six (6) runs in any one inning, except the seventh (7th) inning, their half inning is ended regardless of the number of actual outs at the time. Only six (6) runs count officially regardless of how many may score. There will be unlimited scoring in the seventh (7th) inning only and that inning will be played as usual.



5. Protection and Safety:

All defensive players in 6u-14u shall wear a face mask.

Catcher's throat protectors, and batting helmets and NOSCAE face guards are mandatory. Batting helmets must be worn at all times by all players at bat, on deck, and running the bases. Any players participating as a first (1st) or third (3rd) base coach must wear a batting helmet. Helmets must remain on batters, runners, and youth base coaches until they return to the dugout. Players not leaving helmets on while in the field of play are subject to ejection by the umpire. Players warming up pitchers must wear a catcher's helmet with facemask and throat protector. Ice hockey style masks are allowed.

6. Dugouts and Infield Practice:

TEAM LISTED FIRST- 1ST BASE DUGOUT

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HOME TEAM IS THE TEAM 2ND ON TOURNEY MACHINE SCHEDULE

Field preparations and back-to-back game times do not allow for infield practice. It is up to the coaches or manager to warm up at the nearest, convenient area that does not interfere with spectators and visitors. Refer to the ECASA Policies and Procedures for field preparation assignments and team responsibilities at game time.

7. Players and Pool Players:

A game may start with only eight (8) players. The missing player must be placed at the end of the lineup in the scorebook. An out will not be recorded each time the missing player is scheduled to bat. The official scorekeeper must notify the umpire at that time.

Pool players must be taken from a lower division. A pool player may never be used if enough regular team members are available. (Exception; refer to Section R, of the ECASA Policies and Procedures). The intent of the pool player allowance is to fill in a team so that the game can be played, not to improve, strengthen, or create a new team. Abuse of the intent of this rule will result in an immediate forfeiture of the game. Refer to Section R of the ECASA Policies and Procedures for additional information regarding the use of pool players.

8. Miscellaneous Playing Rules:

- a. Dropped third strike rule is in effect.
- b. Infield fly rule is in effect.
- c. Stealing of home is permitted.

