

## 2018 SGSL Division A (6U) Local Rules

This handout presents Division A (6U) local rules used for recreational league play in the Sunnyvale Girls Softball League (SGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email: [uic@sunnyvalegirlssoftball.org](mailto:uic@sunnyvalegirlssoftball.org).

### Field/Equipment:

- 6.1 Use a 10-inch "Softie" or RIF ball for games and practices.
- 6.2 Base distance is 50 feet. Use throw-down rubber bases.
- 6.3 Equipment rules:
  - a) Bats must meet all ASA requirements.
  - b) All defensive players on the field must have gloves.
  - c) Cleats are recommended. Metal cleats are **not** allowed.
  - d) Infielders masks: required for defensive player in the pitcher position

### Game Play:

- 6.4 Time Limits: All play stops at 1 hour. **Drop dead.** Let batter finish their at bat, then the game is completed.
- 6.5 Score is not recorded.
- 6.6 The basic rules of conduct in 6U are to let the girls play and play fairly. If one team does not have a full team, play the game anyway.
- 6.7 There are no umpires for 6U play. Base coaches make all calls, e.g., out-of-play balls, foul balls, caught fly ball, forced-out at a base and tagged-out plays. Avoid disputes.
- 6.8 Each side bats its entire line-up during each half inning. The last batter in the lineup after hitting the ball runs all bases until either tagged out or reaches home.
- 6.9 Honor caught fly balls, forced outs and tagged out at all bases (batter/runner leaves field of play on out). There is no limit to the number of outs in an inning.
- 6.10 If a player is injured in the course of a live ball and requires immediate attention, the coaches shall call "time", the ball is dead and the coaches should direct runners to the bases they would have achieved.
- 6.11 Infield fly rule does not apply to this division.

### Pitching:

- 6.12 For the first three weeks of play, all players hit the ball from a tee.
- 6.13 After three weeks of play, the coaches from the batting team pitch to their own players. Pitching distance is as close as needed to get a flat level slow pitch to the batter. Each batter gets four pitches (including foul balls) to hit the ball fairly. After four pitches, bring back the tee for the batter to use. There are no strikeouts in 6U.

- 6.14 A ball not hit cleanly off the tee (batter hits the tee and it shakes the ball into play) will be called a foul ball. Otherwise, use ASA rules for calling a hit ball fair or foul.

### Offense:

- 6.15 In general, runners advance one base at a time unless the ball is hit past the "infield" in which case a double or triple could be appropriate.
- 6.16 Runners may **not** advance on **any** overthrown ball.
- 6.17 No Stealing - Runners should not leave the base until the ball is hit. If a runner leaves early they should be sent back without penalty. Since hits may not occur consistently, please do not nullify the batter's hit due to a runner leaving early.
- 6.18 No sliding is allowed; no sliding protection gear is expected.
- 6.19 If additional players arrive at the field after the game starts, add them to the bottom of the batting line-up.
- 6.20 On-deck batter is not allowed in 6U Division.

### Defense:

- 6.21 The catcher position is optional in the 6U division. If a catcher is used, the catchers must wear catcher gear including helmet with mask. Catcher should be placed behind home plate far enough back to avoid being hit with bat.
- 6.22 Two defensive coaches stand in the field behind all players to coach and encourage players between plays. Do not interfere with the play nor touch players during the course of any play.

### Coach/Manager Guidelines:

- 6.23 Be aware that players are developing skills at this level. 1st base players, in particular, should be ready and aware that a throw from the infield will be coming to them.
- 6.24 Make sure infielders don't stand on bases. Watch out for possible collisions.
- 6.25 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions, regularly. Players should have equal playing time over the course of the season.
- 6.26 Players with concussion symptoms will not be allowed to return to the game.

