



## **2025-2026 Playing Rules – 6 & Under**

- 1) A League-issued 11 inch soft training-type softball shall be used.
- 2) Game time limit is one (1) hour (finish the inning), a new inning shall not be started after one (1) hour of play.
- 3) Games may end in a tie.
- 4) The base line shall be marked with hash marks indicating half-way between first, second, third, and home plate. A line ten (10) feet behind the baseline shall be marked. A five (5) foot circle shall be marked from the back edge of the home plate. A line will be marked dividing the front and back halves of the pitcher's circle.
- 5) The minimum number of players necessary to start and/or continue play is six (6).
- 6) All players present shall be listed in the batting order. Any player who does not bat in their position for any reason other than illness/injury shall be called out. A player who misses an at bat because of illness/injury shall not return to play.
- 7) Batters and base-runners must wear a batting helmet with attached face mask and chin strap.



8) All players present will play on the field each inning with no more than six (6) infielders including the pitcher and catcher. Infielders shall not be placed or moved in toward the batter from the baseline more than five (5) feet until the ball is hit. Outfielders shall be placed at least ten (10) feet beyond the baseline until the ball is hit. Violations of defensive positioning rules will result in the offensive team coach having the option of accepting the result of the play (if any) or having that swing/chance count removed from his batter.

9) The player-pitcher must remain in the back half of the pitcher's circle until the batter hits the ball. If the player-pitcher violates this rule, the offensive team coach has the option of accepting the result of the play (if any) or having that swing/chance count removed from his batter.

10) The catcher must remain behind the batter outside the batting area circle until the ball is hit and must wear a facemask helmet.

11) The offensive team shall remain at bat until they have scored six (6) runs or made three (3) outs.

12) Batters will be allowed a maximum six (5) chances or swings to hit the ball into fair territory. A Coach-Pitcher will deliver a maximum of three (3) pitches to the batter, if the batter fails to hit a pitched ball into fair territory a batting tee will be placed on home plate and the batter will be given two (2) swings to hit a ball into fair territory. If after the fifth swing, the batter has not hit a fair ball they shall be called out. The Coach-Pitcher may deliver the ball from anywhere between the pitcher plate and the 5-foot circle drawn in front of home plate.

13) If a pitched ball is hit, the Pitcher-Coach must move out of the field of play in a direction opposite that of the hit ball without obstructing any defensive players.



14) If the pitcher-coach is hit by a batted ball or unintentionally obstructs a defensive player, it shall be declared a dead ball and the batter is awarded first base. Any runners already on base, if forced, are awarded one base. If the Coach-Pitcher intentionally makes contact with a hit ball or obstructs a defensive player, dead ball is declared, the batter is out, no runners advance, and the coach is not allowed to return to pitch for the rest of the game.

15) A batted ball must travel a minimum of five (5) feet from the back of home plate to be considered in fair territory for the batter to advance. Any ball touching the white line shall be deemed in fair territory.

16) Runners may advance until the umpire calls dead ball because:

- a) the pitcher has possession of the ball in the pitcher's circle, or
- b) an infielder throws the ball toward any base a runner is advancing to, or
- c) an outfielder throws the ball towards an infielder.

17) Base-runners shall be awarded the base they are advancing to if they have reached the halfway point when the umpire stops play. The base runner shall return to the previous base if they have not reached the halfway point when play is stopped.

18) Base stealing shall not be allowed. All runners must stay on base until the ball is batted.

19) Base-runners may not tag-up and advance on a caught fly ball. The infield fly rule is not in effect in 6U play.

20) A base-runner touched by an offensive coach while the ball is in play shall be called out.



21) If a batter has not hit either of their allowed three pitched balls into fair territory, the Coach-Pitcher shall become the Home Plate Coach and be allowed to adjust the batting tee, and place the batter in the box. No one shall touch the player once a swing has begun or the player will be called out.

22) In addition to the Coach-Pitcher/Home Plate Coach, offensive coaches shall be allowed at first (1st) base and third (3rd) base.

23) Two (2) defensive coaches shall be allowed in the outfield area – one in right field and the other left field. Physically assisting defensive players is not allowed.

24) The umpire shall not assist or instruct the players in any way in regards to how to play or position herself. All instructions shall be given to the coaches in order to correct violations of the rules.

25) Any untouched hit fly ball that lands in fair territory past the infield baseline is a ground-rule double. At the umpire's discretion a ground-rule double may be called if a player makes incidental contact with the ball while it is in the air.

26) Any untouched hit fly ball that lands in fair territory past the 10-foot outfield hash mark is a home run. At the umpire's discretion a home run may be called if a player makes incidental contact with the ball while it is in the air.

27) Any hit ball that travels untouched to the outfield fence in fair territory is a home run. At the umpire's discretion a home run may be called if a player makes incidental contact with the ball and the ball continues to the fence.



28) Bat-slinging will not be allowed. A warning may or may not be issued by the umpire on the first incident in a game and further incident of bat slinging by any player on the batting team will result in an out.

