

GSPAA Softball - 6U League Rules

1. Bases are 45ft; pitching rubber (or a white chalk line) is 30 feet from home plate
2. All batters and runners must wear a batting helmet.
3. All players get to bat each inning. Batting order is not important so the lineup should be rotated to allow different players a chance to be lead-off batter
4. All batters must use the tee. The batter will swing until the ball is hit into play.
5. Hit balls must travel eight (8) feet in front of the plate to be considered fair.
6. All players must be used defensively each inning. A catcher will stand in foul territory behind the offensive coach and safe from thrown bats until the ball is hit. A pitcher will stand on the pitchers mound. A player will be positioned at 1st, 2nd, and 3rd bases and shortstop. Thus there will be at most six (6) infielders and all other players will be in the outfield. There will be *NO* doubling of positions nor lining outfielders along the infield. Infielders must not be positioned inside the base line. Crowding the infield is unsafe for fielders and runners.
7. There are no outs (i.e. every hitter becomes a baserunner). Instead, the goal of the defense is to hold the hitter (and runners) to one base. Defense always makes the play at 1st base after each hit. Play ends when the ball is in the 1st base circle. The 1st base circle is a circle of 5ft radius around 1st base. In TBall control of the ball is not necessary. This implies that the 1st baseman does not have to catch the ball to end the play. If the ball enters or passes through the 1st base circle, say on an overthrow, the play still ends. On balls outside the 1st base circle, as long as the ball stays within reasonable boundaries of play, the ball is still live and the first baseman must retrieve the ball and return to the 1st base circle. Runners may continue to round the bases until the play ends at which time all runners must stop running and go to the nearest base.
8. To encourage throwing and team play, pitcher or other fielder must throw the ball to 1st baseman (i.e. no running down hitters or rolling ball).
9. No base stealing or leading allowed.
10. Scores are not kept
11. Offense must position a coach at home to setup the tee for each new batter, to protect the catcher and ensure he/she is safely beyond the batter. Offense should also position coaches at 1st and 3rd base. The offensive 1st base coach will act as umpire and determine when the play ends. Defense must position a coach with the pitcher to instruct the fielders and protect the pitcher. Two other defensive coaches are allowed in the field if desired. The defensive field coaches will help runners get to appropriate bases.
12. Players cannot play the same defensive position more than once per game
13. At the conclusion of the game, each team will give a cheer for the other team. Team members and coaches will then line up and shake hands of the opposing team.

Games

1. Time limit is 1 hour or otherwise determined by the coaches. Game will be about 2 or 3 innings.
2. The home team coach will setup the field which includes measuring bases and placing bases. (Optional) The home team is responsible for chalking the field.
3. The home team will supply a new ball for each game.
4. It is the respective team coaches' decision to determine if weather conditions allow a game to be continued. No games will continue in the rain or the presence of lightning.
5. If a game can not be played and the coaches desire to make up the game, they should coordinate with the Field Scheduler.