

GRAPEVINE

BASEBALL & SOFTBALL

GBS 6U Softball Tournament Rules

Teams must have insurance and rosters on file through NCS software before play.

SECTION 14 – 6U RULES (for complete set of rules visit the IFA/VTD rulebook online)

General:

1. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
2. 5 run rule for each half inning
3. Teams will use an 11" Incredible Ball
4. Teams will bat their full line-up.
5. Pitching rubber set at 35'
6. Bases are set at 60"
7. All batters must wear helmets and with face masks (chin strap optional)
8. Line up must be turned into the official score keeper before first pitch. NO EXCEPTIONS.
9. Teams can play with fewer than 9 players and will not be required to take an out for less than 9 batters.
10. There are no rotation requirements for fielders
11. All players must bat in order. Any deviations will be considered outs.
12. Pool Games can end in a tie. Bracket games will utilize International Tie Breaker rules if the game is tied at the end of the last inning after time elapses.

Participation:

1. All teams will bat throughout the roster until three outs are made.
2. Maximum of ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned in the outfield grass and cannot come into the infield until the ball is put into play by the batter.
3. The game will be played if seven or more players are present from each team.
4. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
5. The Player-Pitcher must throw the ball in all Force Out situations, they may not tag the opposing runner or run to the base themselves. For example, if a ball is hit back to the pitcher with the bases loaded, in order to get an out at the runner going home, she must make a throw to her teammate. If she tags the player going home or touches home plate, the runner will be called safe. This is applicable to ALL force out situations at ALL bases, not just home plate. However, if there is not a Force Out situation, she may make a tag to get an out. For example, if there is a runner on 3rd and nobody on 2nd base, and the ball is hit back to the pitcher, she may tag the runner approaching home for the out instead of throwing.

6. Outfielders must play on grass at time of pitch, (see 1.2 for details)
7. Field Umpire will make all calls. Coaches may not argue judgement calls. Home team is determined by a coin toss for pool games.
8. Home team in bracket games will be the highest seeded team.

Base Running:

1. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter. (RULE MODIFIED FOR INTERLOCKING REC SEASON)
2. 2.2 (RULE OMITTED FOR INTERLOCKING REC SEASON)
3. 2.3 (RULE OMITTED FOR INTERLOCKING REC SEASON)
4. 2.4 (RULE MODIFIED FOR INTERLOCKING REC SEASON) Play is stopped once the base runners advance one base or an out is made.
5. Play is stopped when ball is in the possession of an infield player who is in the infield dirt. An outfielder running into the infield does not stop play. The ball does not need to hit the grass or have an outfielder in the grass for the runners to advance. Once it is in control of an infielder whom is in the infield, the runner will need to stop at the base they are approaching. If they have not already left the base then they will need to stay on their current base they occupy.
6. 2.6 (RULE OMITTED FOR INTERLOCKING REC SEASON)
7. No "slap" hitting. If a batter turns to bunt, she may not pull bat back and swing at pitch. Player will be called out on first "slap" attempt. No bunting allowed.
8. There is NO INFIELD FLY RULE ADDITIONAL RULES
9. There is NO LOOK BACK RULE IN EFFECT

Pitching:

1. Coach Pitch Only.
2. Coach must release the ball with both feet inside of the pitching circle, assuming the pitcher circle is around the pitching rubber set at 35'.
3. Coach pitch up to 5 balls.
4. Player designated pitcher must be to the right or left of that box.
5. Catcher must be on field for every pitch. If umpire determines that a team is delaying game by slowing down getting a catcher on the field, batter will be awarded first base. This is considered a judgment call. Last batted out will be required to run for catcher with 2 outs.
6. Each batter receives 5 coach pitches, unless the ball is put in play prior to the 5th pitch. The batter is out after 5 pitches if nothing is put in play. The player receives an additional pitch for a foul on the last pitch. If the batter receives an additional pitch, and it is not fouled or put in play, she is out. No balls or strikes recorded.
7. If a batted ball should-hit the coach pitching then, the ball is declared a "dead ball" and will be re-pitched. All defensive players (including the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher shall assume a position on either side of the pitching circle (1st base side or 3rd base side) and shall be no closer to home plate than the 27' pitching rubber.
8. No drop 3rd strike in effect

Coaches Responsibilities:

1. Two defensive coaches will be allowed in the outfield. A coach is allowed to help retrieve balls that pass the catcher but is not allowed to engage in coaching the players. (RULE MODIFIED FOR INTERLOCKING REC SEASON)
2. Offensive coaches are to be in coach's boxes at first base, third base and behind the pitching line.

3. Field Umpire will make all calls. Coaches may not argue judgment calls.