

## Youth Softball 6U Rules

1. ENA rules will be followed unless otherwise stated.
2. Time limit for all games will be 60 minutes or 6 innings.
3. This is a coach pitch league. Only one ball will be in play.
4. Players will get 5 pitches to put the ball in fair play. A batter cannot be called out on fouls unless it is on the 5<sup>th</sup> pitch.
5. Fair Ball Arc: There shall be a 20 foot arc drawn from the 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate. Any ball that does not reach the fair ball arc will be called foul.
6. Pitcher's Line: The coach can pitch anywhere between the outside center of the foul ball arc and the center of the pitching circle.
7. The pitching coach's body cannot go past the line. The pitcher must pitch underhand.
8. The pitching coach shall position himself/herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a batted ball hits the pitching coach, it is a dead ball with everyone advancing one base. The player in the pitching position may not line up in front of the coach pitching the ball.
9. Every player present will bat. Any player arriving after the start of the game will be added at the end of the batting order.
10. No player may sit out for more than one inning during the game, unless a physical problem occurs.
11. If a player is injured or falls ill during the game and has to leave, she cannot return to the lineup.
12. Positions: two pitchers and one catcher, 1B, 2B, 3B, and Shortstop. Two outfield positions.
13. There is no stealing or leading off in this league.
14. A base runner will only be allowed 1 extra base on a missed played ball to any base. The runner is still advancing to the next base at her own risk. If the fielder then attempts to get the runner out, the runner has the right to as many bases as allowed by the defensive team.
15. There is a 6 run maximum or 3 outs per inning.
16. Once a player has thrown a ball towards the pitching circle with an attempt to stop the play, it is then the judgment of the umpire to where the play is to be called dead. There will be a line halfway between first and second, second and third, and third and home. This line will help assist the umpire in making a consistent judgement call on whether the runner has crossed the line and advanced or must go back to the previous base.
17. When a player attempts to throw the ball to the pitcher or the pitcher runs the ball inside the circle with no intent to advance the play further, the umpire will then call "time" and declare the ball dead.
18. Any non-pitching infielder is allowed one full step in front of the baseline.

