

BABE RUTH SOFTBALL DISTRICT 7
INTER-LEAGUE RULES- 6-UNDER DIVISION
2024
(Effective February 2024)

***PLEASE NOTE – The following rules are to be followed for all recreational play, regardless of where or who you are playing.

1. Playing time is a minimum of 1 hour 15 minutes drop dead stop. **However, if the home team is losing when 1:15 is reached, play may continue for 10 additional minutes, but must drop dead at 1:25.** Note: If time expires in the middle of an inning, the inning can be finished if both managers agree, on **weekend days only**.
2. Jewelry will be permitted to be worn during games. However, hoop or hanging earrings are prohibited.
3. An offensive inning will be complete upon the occurrence of 4 runs or 3 outs, whichever occurs first. Note: If time expires in the middle of an inning, the inning can be finished at the coach's discretion.
4. The pitching distance of the coach should be at a minimum of 25 ft.
5. **Each batter will be given a maximum of 5 attempts to try to hit the ball into play.** No balls or strikes will be called.
 - a. At each game the team manager will have the option, for each player, to take coach pitches or use the tee.
 - b. If coach pitch is chosen, the batter will receive 3 pitches from the coach **(who will be no closer than 15 feet from the plate)**, pitch 4 & 5 will be off the tee and the batter will have just two opportunities to hit the ball into fair play. After two unsuccessful and/or foul balls from the tee, the batter will be declared out.
 - c. If the tee is chosen, the batter will take all 5 attempts off of the tee.
6. All offensive players must wear helmets with faceguards while on the playing field.
7. Catcher Speed-Up rule can be used, at 2 outs or 3 runs. The courtesy runner used must be the last recorded out. Utilization of this rule is encouraged to save time.
8. There is no bunting.
9. Stealing is not permitted.
10. Catcher must wear catching equipment. The catcher position is required. **The catcher may wear a batting helmet in lieu of a catcher's helmet, but must stand off to the side, and may not squat.** All other gear is required. *All defensive **infield** players must wear a protective fielding mask.*
11. Containment on lead runner will stop play. When the runner stops and gives up effort to advance, the play is completed and stopped. Once play has been stopped, no other runners may advance beyond the last base tagged.
12. All overthrown balls will be considered live and the runner(s) can advance until they are contained or give up the effort to advance to the next base. Balls entering dead ball areas will be dead and runner(s) will be awarded bases as specified by Rule 7.00.

13. Defensive team may play up to 10 players to include 4 outfielders. Players should field actual field position. This includes only one pitching position at any time. **The pitcher must be in contact with the pitching rubber until the batter makes contact with the ball. All other fielders must remain in their positions (35 feet from home plate) until the batter makes contact with the ball. If, in the judgment of the umpire, the defensive player is not in the correct position, the offensive team can take the results of the play or bat again.**

14. If the available number of rostered players is greater than 10, the manager is to rotate players defensively so as no player sits more than one inning in a game, unless due to injury/illness.

Comment: Teams will not place the entire infield up close to the batter or in a straight line across the infield, **defensive players should be in their correct position of play.** Infielders (not pitcher) may be just in front of the baseline, but no closer. Outfielders must play in the grass or a minimum of 12ft. behind the base paths. One player as defensive pitcher must play with at least one foot within the 8ft. radius of the pitcher's circle.

15. Ball size is 11" hard ball.

16. Manager and coaches are to take the field, beyond the infield, with the players for instructional purposes only. One coach, or parent, should be placed behind the catcher whenever possible. The HOME team (at their option) may provide an umpire, if no umpire is provided the offensive coach will call safe/out.

17. Bases should be at 60 feet, 55 is optional.

18. Any runner can advance ONLY 2 bases at a time. Play is stopped when the lead runner is stopped.

19. End of Season Tournament:

- a. Regular season rules will apply
- b. Umpires will be provided by the host field
- c. A team may borrow only rostered (Recreational) players in their same age division or lowered
- d. There are no ties. In the event of a tie, additional innings will be played until a winner is determined.

The basic concept of the Rookie (6U-8U) program is to make the game safer, more interesting, and more fun for our younger players and keep their interest active in playing softball. Ensuring the development of the players in hitting, fielding, and running bases is the primary objective, and keeping all players safely in the game our primary concern.