

6U Division Local Rules

This handout presents 6U local rules used for recreational league play in the Cupertino Girls Softball League (CGSL) and Silicon Valley Girls Softball League (SVGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email: uic@valleygirlssoftball.org.

- 6.1 Time Limits: All play stops at 1 hour.
- 6.2 Use a 10-inch (SVGSL) or 11-inch (CGSL) "Softie" or RIF ball for games and practices.
- 6.3 Base distance is 50 feet. Use throw-down rubber bases.
- 6.4 The basic rules of conduct in 6U are to let the girls play and play fairly. There are no umpires for 6U play. Base coaches make all calls, e.g., out-of-play balls, foul balls, caught fly ball, forced-out at a base and tagged-out plays. Avoid disputes.
- 6.5 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions, regularly. Players should have equal playing time over the course of the season.
- 6.6 The catcher position is optional in the 6U division. If a catcher is used, the catchers must wear catcher gear including helmet with mask. Catcher should be placed behind home plate far enough back to avoid being hit with bat.
- 6.7 The League object is to get the girls to play as much as possible. If one team does not have a full team, play the game anyway. If additional players arrive at the field after the game starts, add them to the bottom of the batting line-up.
- 6.8 Each side bats its entire line-up during each half inning. The last batter in the lineup after hitting the ball runs all bases until either tagged out or reaches home.
- 6.9 For the first three weeks of play, all players hit the ball from a tee.
- 6.10 After three weeks of play, the coaches from the batting team pitch to their own players. Pitching distance is as close as needed to get a flat level slow pitch to the batter. Each batter gets four pitches (including foul balls) to hit the ball fairly. After four pitches, bring back the tee for the batter to use. There are no strikeouts in 6U.
- 6.11 The ball must travel at least ten feet in front of home plate before it is a fairly hit ball. Otherwise, use ASA rules for calling a hit ball fair or foul.
- 6.12 Honor caught fly balls, forced outs and tagged out at all bases (batter/runner leaves field of play on out). There is no limit to the number of outs in an inning.
- 6.13 No sliding is allowed; no sliding protection gear is expected.
- 6.14 Infield fly rule does not apply to this division.
- 6.15 If a ball is overthrown past first base, third base or home, encourage the player to get the ball back to the pitching circle; stop all runners after advancing one base.
- 6.16 No Stealing - Runners should not leave the base until the ball is hit. If a runner leaves early they should be sent back without penalty. Since hits may not occur consistently, please do not nullify the batter's hit due to a runner leaving early.
- 6.17 In general runners advance one base at a time unless the ball is hit past the "infield" in which case a double or triple could be appropriate. (Guideline)
- 6.18 Be aware that players are developing skills at this level. 1st base players, in particular, should be ready and aware that a throw from the infield will be coming to them. (Guideline)
- 6.19 Two defensive coaches stand in the field behind all players to coach and encourage players between plays. Do not interfere with the play nor touch players during the course of any play. Make sure infielders don't stand on bases. Watch out for possible collisions.

