



EAST DEKALB GIRLS FASTPITCH SOFTBALL LEAGUE Six (6) and Under Rules

- A. ASA girls' fastpitch rules will be in effect. Any exceptions shall be noted hereafter.
- B. All teams must be ready for play at the scheduled starting time. Failure to be ready to play will result in forfeiture. There will be a fifteen (15) minute grace period for the :30 weekday games only. The subsequent games will start fifteen (15) minutes after the preceding game is complete or the scheduled starting time, whichever is later.
- C. The first four (4) innings of each game shall be limited to a five run maximum rule. The 5th, 6th and 7th innings shall be open innings with a ten run limits (time permitting). At the end of one (1) hour (1:00) and at the end of a complete inning, the plate umpire shall declare the game open. After one (1) hour and fifteen (15) minutes (1:5) the plate umpire shall declare that the current inning is the last inning. At least one (1) open inning must be played for a game to be official. The official start time shall be determined by the late umpire and recorded in the official (home team) scorebook. The plate umpire shall determine the expiration of time.
- D. If a game is tied at the end of the game as described in rule three (3) above, one (1) inning shall be played. If the game is tied at the end of the extra inning or if the extra inning has not completed before two (2) hours have elapsed since the start of the game, the game shall be declared a tie. Tie games shall be recorded as half game won and a half game lost for each team. For the end of the season tournament all games will be played to completion (i.e. no ties).
- E. No school night game shall start after 9:00 p.m. In the event that a game start time is pushed back beyond the 9:00 p.m. limit by the preceding game and/or weather conditions, it shall be rescheduled for a later date.
- F. All postponed or suspended games must be rescheduled with schedule maker. Failure to reschedule the time and date of the make-up game within one week will result in a loss for both teams. Managers of both teams must agree to the change; otherwise, the scheduler will set the time and ate for the game. If either or both teams fail to be ready to play at the reschedule time, the failure shall result in a forfeit for the team or teams not ready to play. The schedule maker shall notify the umpires of the date and time of the rescheduled game.
- G. The lineups for the suspended games must have the same relative batting order for the continuation part of the game. If a player is missing for the continuation part of the game

the players below the missing player in the batting order will move up one (1) position. If a player was missing during the original suspended portion of the game, but is available for the continuation part of the game, she shall be placed at the end of the batting order. If the current batter, at the time of suspension is not available for the continuation, the first available succeeding player in the batting order will become the current batter. If a base runner at the time of suspension is not available for the continuation, the first available preceding player in the batting order to the current batter shall become the base runner. The official scorekeeper must note the exact status of the game at suspension time and have the home plate umpire sign that status in the scorebook.

- H. After the league schedule is published, no game may be rescheduled except by the Commissioners.
- I. Teams must field at least six (6) defensive players during the game for it to be considered a regulation game. A team may field as many as eleven (1) players if available. A team may field six (6) infielders. All others, except the catcher, must play in the outfield. If a team fields less than seven players, the eighth position on the order is an automatic out. The outfield is considered to be the grassy area beyond the all dirt infield.
- J. The batting order shall consist of all players present at the game. If a player arrives after the game has started, they shall be added to the end of the batting order. All team members present at the game shall play at least two (2) consecutive innings on defense. This rule shall be waived for injuries, late arrivals (if at the time they arrive, there are not enough innings left for them to play two (2) defensive innings), and disciplinary reasons. If any player present is not going to participate, the manager must notify the opposing manager and plate umpire. Unlimited defensive substitutions will be allowed subject only to the two (2) consecutive inning rule above.
- K. The catcher is optional for the 6 and Under League.
- L. Catchers must wear a set of protective gear.
- M. **NO JEWELRY OR HAIR ORNAMENTS (I.E. BOBBY PINS, BARRETTES, HAIR CLIPS, HAIR-BEADS OR OTHER METAL/PLASTIC HAIR ORNAMENT) IS ALLOWED.**
- N. Commissioner rulings on rule violations that result in forfeiture will be explained to both managers before it is announced and becomes official.
- O. Managers are responsible for the conduct of their coaches, players, and spectators.
- P. The home team manager will be responsible for preparing the field, providing the official score keeper (and score book), providing a scoreboard operator, and providing the game balls. The game ball will be one (1) new safety ball.
- Q. Both teams are responsible for cleaning up their own dugouts and spectator areas after the game.
- R. There will be a suspension of one (1) game for any manager who fails to abide by the three (3) rules.
- S. Managers and coaches must be NYSCA certified to be on the field during a game.

- T. Any manager or coach ejected by an umpire for the second time in a season will be relieved of managing or coaching duties for the remainder of the season. Appeals may be filed with the Board of Directors' Grievance committee.
- U. All teams must restrict their warm-ups to the outfield areas of the ball field. Infield warm-ups are prohibited. For safety reasons, when the players are doing throwing warm-ups, they should form two (2) lines parallel to the foul line on their dugout side of the field and make their throws to each other perpendicular to that foul line. This arrangement should minimize injuries caused by players being hit by overthrown and missed balls.
- V. Any teams leading by at least ten (1) runs after five (5) innings of play shall be declared the winner regardless of the time remaining (4 ½ innings if the home team is ahead by ten (1) or more runs).
- W. To speed up games and allow more innings to be played, the managers should have their players hustle in and out between half innings (they should jog in to the dugout and be ready to jog out to their positions when they go back out on defense). Managers should have someone ready to warm up the pitcher if the catcher is putting on equipment.
- X. If a player is warming up a pitcher, they must wear a catcher's mask.

AGE GROUP SPECIFIC LOCAL RULES

*****6 AND Under Batting Rules*****

- A. Batters will have the option of hitting off the tee all season. Coaches may pitch to a player if they wish. "Safety" balls ("incrediballs") will be used for the season.
- B. A batted ball must travel a minimum of ten (10) feet from the back of home plate to be considered in play. An arc must be drawn ten (10) feet from the back of home plate during field preparation. If a batted ball does not cross the arc, it will be considered a foul ball. A fielder may not field the ball until it travels ten (10) feet.
- C. A player will receive five (5) tries or three strikes (which ever comes first) consisting of a coach pitch or off the tee. If fifth try results in a foul ball, the batter will get additional tries as long as they continue to hit foul balls.

*****Playing Rules for 6 and Under*****

- A. After the ball is pitched, the "pitcher" (manager/coach) may not give any instructions to the batter and/or base runners unless the "pitcher" leaves the playing field. One exception to the above rule will allow the "pitcher" (manager/coach) to instruct the batter immediately after the ball is hit. Violations of the above rule will result in the batter being called out and the base runners returning to the bases previously held.

- B. If in the umpires judgment the “pitch” (manager/coach) interferes with the batted ball or interfered with the play, the batter will be called out and the runners will return to the previously held base.
- C. A base runner will be called out if she leaves the base before the ball is hit.
- D. No bunting or stealing allowed.
- E. Base runners may not advance after the ball is in the pitcher’s control and the pitcher has at least one (1) foot in or on the pitcher’s circle. “May not advance” should be understood to mean a base runner must advance/retreat to the nearest base (halfway hash marks will help the umpire determine the proper base for the runner to occupy). Any conflicts in runner placement on the bases will be decided by the placement of the runner closest to reaching home plate. For example, if a runner has rounded third but has not reached the halfway mark to home plate and another has rounded third but has not reached the halfway mark to home plate and another runner in on the way to third and is past the halfway mark to third, there is a conflict. Both runners cannot be on third. In this case the runner already around third is closest to home and will be returned to the third base. The runner heading to third will have to return to second base since third base is already occupied, even though that runner was past the halfway mark to third base.
- F. If the pitcher, while in the circle, throws the ball to another fielder or leaves the circle (i.e. to chase a runner), the base runners may advance at their own risk.
- G. If a ground ball is hit to the pitcher and the pitcher makes no defensive play (i.e. stays in the circle in control of the ball), the base runners may advance one base and the batter goes to first base.