

# FERN CREEK BABE RUTH LEAGUE RULES

## 6U/7U/8U SOFTBALL

1. The time allowed after the conclusion of the previous game is 10 minutes.
2. A maximum time limit of 1 hour 20 minutes or 6 innings, whichever comes first is allowed. Exception: regardless of time, an official game must complete 4 innings (3 and ½ if home team is winning).
3. The offensive team is restricted to scoring a maximum of (6) runs per inning.
4. No player shall sit 2 consecutive innings.
5. The entire team, ready for play at game time will bat in a continuous rotation. Late arrivals, if optioned to play by the manager, must be added to the end of the official rotation.
6. The fielding team will utilize 10 players. A team may play with 9 players if necessary (injury, illness, lack of players). If utilizing 10 players, then 4 of the players must position themselves in the areas of left field, left center field, right center field and right field. If utilizing 9 players, then 3 of the players must position themselves in the areas of left field, center field, and right field. At no time shall a short fielder, rover or 5<sup>th</sup> infielder be allowed.
7. Defensive changes can only be made at the beginning of a half inning unless the situation is beyond the control of the manager (i.e. injury, sick).
8. A pitching machine will be utilized for league play. The machine will be operated within the specifications furnished by the league. The machine is treated as part of the field, just as a base or an Umpire, in teams of interference. The release point of the pitching machine shall be (35) MPH.
9. Batters will receive (5) pitches to hit a fair ball or strike out. Additional pitches will be awarded if the 5<sup>th</sup> pitch or additional pitches thereafter is fouled off. There will be no walks.
10. Machine accuracy is left to the judgment of the Umpire. The Umpire may make trial pitches to check pitch location or machine settings at any time.
11. It is the Umpire's responsibility to see that the batter receives at least (3) hittable pitches, if needed, in the (5) pitch sequence. A strike will be any ball swung at by the batter. If the Umpire judges that (3) hittable pitches were not received during the (5) pitch sequence, then they may award additional pitches until the batter receives a total of (3) hittable pitches. A ball hitting the batter will be a wild pitch and will not count as a pitched ball.
12. A batted ball will be declared **DEAD** if it stops below the machine or hits the machine. The batter will be awarded first base, runners forced to advance will advance (1) base.

13. A batted ball hitting the machine and going foul, before it reaches first or third base will be a foul ball.
14. The pitcher must have at least (1) foot in the half-circle during every pitch. Infielders (including Pitcher/Helper) must be in position behind the 38' arc until the ball is hit. The penalty for violation shall be a warning for the first infraction. Subsequent violations will result in the offensive manager's choice of awarding the batter first base or allowing them to hit.
15. Coach of the offensive team must operate the Pitching Machine/Sling Machine.
16. The Coach/Pitcher must avoid contact with the ball and defensive players when the ball is in play. When a batted ball occurs, the Coach/Pitcher must leave a fair territory immediately (if possible) without interference. If there is unintentional interference by the coach/pitcher with a batted ball, it will be a dead ball/no pitch. If there is unintentional contact with a defensive player, it will be a delayed dead ball with the defensive manager having the option of no pitch or result of the play. If there is intentional interference, it will be a dead ball and the lead runner shall be called out.  
  
*PENALTY FOR COACH/PITCHER: Any Coach/Pitcher can be removed from Coach/Pitcher or ejected (unsportsmanlike conduct) for the remainder of the game for intentionally interfering with any play or not quickly leaving the field of play after a batted ball. NOTE: Intent is in the umpire's judgment.*
17. Outfielders must be in position 3 feet outside the baselines until the ball is hit.
18. Play becomes **dead** when the ball is returned to a player standing in the designated pitcher's circle. The Umpire shall raise both arms and declared "**TIME OUT**" once play becomes **dead**. When play becomes **dead**, only runners beyond (2/3) will be allowed to advance to the next base.
19. The catcher must be in the catcher's box before a pitch is delivered. A warning for the 1<sup>st</sup> infraction will be issued by the Umpire. Subsequent failure to stay in the catcher's box after being instructed by the Umpire will result in the batter being awarded 1<sup>st</sup> base.
- 20. Six (6) run rule per inning.**
- 21. BUNTING IS NOT ALLOWED.**
- 22. STEALING IS NOT ALLOWED.**
23. Re-entry is restricted only by playing time requirements.
24. League standings will be based on won/loss records.
25. Interleague Tournament will be 6 innings unless run rule comes into play.