

SYSA SOFTBALL RULES - 6U

THE PLAYING OF ALL GAMES IS GOVERNED BY ASA RULES AND REGULATIONS EXCEPT THOSE NOTED BELOW:

Rule 1: Roster

- A. SYSA Softball shall assign players to all teams on the basis of their age, schools and neighborhoods, not on the basis of individual team, player parent or coach preference.
- B. The age group that a player is assigned to depends on the players' age on December 31 of the previous year. Exception: In the case of documented mental or physical impairment, SYSA Softball may approve a players assignment to a lower age group.
- C. Minimum roster is twelve (12) players.
- D. No players may be added to a team roster for league play after their sixth (6th) game, except to maintain a minimum roster (Rule 1 Item C) following the permanent loss of a player or at the discretion of SYSA Softball.

Rule 2: Line-up

- A. All players present will play at least two (2) full innings. Substitutions are to be made no later than following completion of the second (2nd) inning. Exceptions shall be for injury, called game, late arrival or disciplinary action by the coach.

NOTE: Disciplinary action, if used, must be explained in writing to SYSA Softball within two (2) days of such action.

EXCEPTION: Players arriving late will be inserted into the batting order in a predetermined spot (See Rule 2 Item C below) but may not always play the required two (2) innings.

- B. All players present will be listed in continual batting order with substitutions for defense only.
- C. Late player(s) will be listed at the end of the batting order on the line-up card and will bat as soon as their batting position comes about after arriving.
- D. Designated and Flex players are not permitted in League play.

Rule 3: The Game

- A. No score shall be kept except for number of outs.
- B. Baselines will be forty-five (45) feet in distance.
- C. An eleven-inch leather or synthetic covered "incrediball" or approved substitute will be used.
- D. Games are scheduled for four (4) innings.
- E. All players must play standard softball positions including at least three (3) outfielders positioned in the outfield. Outfield positioning will be at the Umpires discretion.
- F. Teams may not practice on the infield after it is prepared for a game until pre-game infield warm-ups.
- G. The home team shall always occupy the third base side, shall provide the game ball, will act as the official scorer, will take infield practice second and will pick up the bases. At the umpires discretion or

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- by agreement of both coaches, the visiting team may be the official scorer and infield practice can be reversed to speed up the pre-game.
- H. 6U is a 10-player game requiring each team to have ten (10) defensive players to start an official game. However, upon agreement of the head coaches, the umpire will be notified that the game will be an official game while played with less than (ten) players on each team. See Rule 2 Item C for Line-up policy.
- NOTE: No outs will be recorded when the missing player is passed in the batting order.
- I. **ABSOLUTELY NO JEWELRY.** This includes: rings, earring, bracelets and necklaces as per ASA rules. Exceptions will be made for items required to be worn by religious faiths and medical items, but such items must be secured in such a manner (as determined by the Umpire) as to prevent a hazard to the player wearing them or other players.
- J.. Umpire No-Shows: If the scheduled umpire fails to appear ten (10) minutes after game time, a person(s) acceptable to BOTH coaches may umpire the game.

Rule 4: Pitching

- A. The defensive team's youth pitcher must be within the pitcher's circle when the ball is on the tee.
- B. Batting:
1. All batters will hit off a Batting Tee.
 2. There are no walks and no called strikes.
 3. The batter is out on three (3) swinging strikes.
 4. Foul balls:
 - a. Foul balls are considered swinging strikes except on the last swing. Continued foul balls are not considered strikes. The batter will continue batting until they hit a fair ball or swing and miss.
 - b. A batted ball that travels less than ten (10) feet is considered to be a foul ball.
 - c. When any infielder, including the pitcher, gains control of a batted ball, play is considered dead.

Rule 5: Playing the Game

- A. Stealing is not allowed. Base runners may not leave the base until the ball is hit.
- B. Bunting is not allowed.
- C. The "Infield Fly Rule" is not in effect.
- D. On an attempt to make an play at any base and the ball goes out of play, each runner is allowed one (1) base. I.E. runner is at first (1st base) and the batter hits the ball and the fielders throw goes out of play before the batter-runner gets to first base and the runner at first has not reached second,, the runner from first base is awarded third (3rd) base and the batter-runner is awarded second (2nd) base.

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E. Ten (10) Batter Rule

1. The ten (10) batter rule is in effect throughout the game. When play is completed on the tenth (10th) batter in an inning, the inning is over or if the third (3rd) out is made before play on the tenth (10th) batter is completed. If less than ten (10) batters are available, the rule becomes equivalent to the number of batters.

2. Dead ball

a. If the dead ball situation is created by the defensive team, all remaining base runners shall advance to the base they were going.

b. If the dead ball situation is created by the offensive team, the inning shall end at that instant and only runners who crossed home plate prior to the deal ball shall be deemed to have scored

F. A pinch runner is allowed for the catcher if the catcher is on base with two outs recorded.

Rule 6: Uniforms and Equipment

A. The batter, all base runners, on-deck batter and ANY YOUTH COACHES (18 & under) must wear batting helmets.

B. Only uniforms issued by SYSA Softball shall be used in league and league tournament play.

1. Hats or visors are optional

C. The catcher must wear a catcher's helmet, face mask, throat protector and shin guards. Umpires must wear face masks and throat protectors.

D. No metal spikes

E. Bats thirty (30) inches or less in length will not be required to be marked OFFICIAL SOFTBALL as long as they meet ASA specifications in all other aspects.

Rule 7: Length of Games

A. Game time to determine forfeits or failure of the umpire to appear is ten (10) minutes after the scheduled starting time.

B. No new inning may start more than one (1) hour and fifteen (15) minutes hours from the start of the game.

1. Official start of the game is determined by the time the first pitch is thrown. The umpire will inform both coaches of the official starting time.

C: Rainouts or Suspended Games, lack of an umpire, due to weather or other extenuating circumstances as determined by SYSA Softball, will be rescheduled if possible through coordinated effort of the coaches and SYSA Softball. Partially completed games will be resumed from the point of suspension.

Rule 8: Coaches

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- A. **SYSA SOFTBALL PHILOSOPHY:** It is the policy of SYSA Softball that every player is allowed to play a certain number of innings in each game (See Rule 2 Item A.) Coaches shall not attempt to circumvent this rule and will use their best efforts to insure each team member plays the required innings.. "Playing a certain number of innings" means playing those innings in the field. Rule 2 Section B requires all players be in the batting order.
- B. All head coaches and Assistant Coaches must be registered with SYSA Softball.
- C. **EACH HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF PLAYERS, PARENTS, ASSISTANT COACHES AND OTHER SPECTATORS FOR THEIR TEAM.**
- D. Any coach 18 or under must be approved by SYSA Softball
- E. Guest players can participate in practices only if they are registered with SYSA.
- F. Head coach, or his representative, will present line-up cards to the umpire and the opposing coach prior to the official start of the game, noting any expected late arrivals.
- G. Coaches are responsible for:
1. any garbage left in its area after each game.
 2. return of equipment in good order and in a timely fashion.
 3. safety equipment being used in practices.
 4. any player or coach warming up a pitcher, either between innings or in the bullpen, is wearing a catcher's mask.
 5. Making every effort to keep the game moving at a brisk pace in order to maximize playing time for team members.
- H. **EJECTIONS:** SYSA policy of being ejected from a game as a player or a coach, requires the individual to miss the rest of that game and the entire next game. Two ejections in a season can be subject to suspension for multiple games or for the entire season at the discretion of SYSA Softball.