

5th & 6th GRADE SOFTBALL RULES

1. Sportsmanship must be emphasized at all times. Unsportsmanlike conduct by players, coaches, or parents must be dealt with by the umpire with appropriate action for the situation. This can range from a warning to expulsion from the game for the individual or individuals involved.
2. Pitching distance is 40 feet. Home team to indicate clearly correct distance. Both feet should start on rubber. 60 foot bases.
3. Instruct umpires to establish a big strike zone. (Knee to shoulder – use a wide zone.)
4. Pitcher may re-enter game. Example, if pitcher pitches 1st inning and plays another position or is taken out of game on 2nd inning, they may return to game as pitcher at any time. Pitchers allowed only 5 warm-up pitches. Each player can only be on 1 roster for a tournament.
5. 10 players allowed on field per team. Only 6 players allowed in the infield. If you need more players to fill team quantity of 10, can recruit from same age group or younger. They must be part of league and can play any position in a week game. For tournaments – they must be added to bottom of batting order play outfield positions.
6. Game time limit is 5 innings or 1 hour and 15 minutes, unless diamond is available and both coaches agree to play longer (prior to the start of the game). If you are playing at 5:30 p.m. and there is another game following, please do not start another inning after 6:30 p.m. unless both coaches agree there is time before the 7:00 game to complete. Double headers are limited to 1 hour games.
7. Innings -- 5 runs or 3 outs, whichever comes first. All innings for league play will have a 5 run cap including the last inning. * Unless you are the last game & it's agreed upon by both coaches before the game starts.
8. No infield fly rule.
9. The batter on dropped 3rd strike is not out unless tagged or gets thrown out at 1st base. *If 1st is occupied and there are less than 2 outs, batter is out.*
10. Use continuous batting order.
11. Bunting is allowed. – **NO slap bunting/hitting.**
12. Stealing is allowed. Home plate is open. No lead-offs until pitch has been thrown - leaving base too early team receives one warning. Second time, a player on the team is out.
13. On overthrows at any base, player may advance only one base unless a play is attempted. Exception, ball is dead once thrown to the pitcher within the 16' circle.
14. Rubber cleats only.
15. Yellow or white balls are acceptable. Standard ball for game is 12 inches.
16. Chin straps are optional. Effective 2019: Helmet face guards are mandatory when batting.
17. Sliding is the expectation on close plays. If player doesn't slide - out will be based on umpire discretion.
18. Home field team provides game balls and umpires. The age of umpires is to be freshman and above and they need to see a copy of rules prior to start of game. Home plate umpire must wear face mask.
19. Throwing of bat is an automatic out.
20. If pitched ball hits the ground, then the batter, it is a dead ball and base is awarded. Player must make attempt to move out of the way.
21. Ball is considered dead when pitcher has ball or attempt was made to get the ball to pitcher within the 16' circle.
22. Fielders do not stand in base line unless they are fielding the ball. Interference rules apply.
23. We will not play in inclement weather or if lightning is seen even at a distance. It is not worth risking any life. Home team decides if game will be made up.