

2020 6U Division Rules

I. Introduction:

- a. Timbergrove Sports Mission Statement
 - i. It is the mission of the Timbergrove Sports Association to provide a safe, fun, and competitive community sports environment for young athletes while promoting core principles of sportsmanship, respect, hard work, and volunteerism.
- b. Code of Conduct
 - i. Parent Creed
 - 1. I shall set an example of good sportsmanship and conduct for my child to follow.
 - 2. I shall not criticize or show displeasure with any umpire or their calls unless I am ready to assume their duties.
 - 3. I shall remember that only a certain number of children can play at a time.
 - 4. I shall remember that all managers, coaches, and board members are volunteers.
 - 5. I shall not complain about anyone unless I have labored as much as they have on TSA projects.
 - ii. We expect all spectators to:
 - 1. Let the coaches coach.
 - 2. Let the officials officiate.
 - 3. Let the children play, compete, perform, and learn.
- c. Positive Coaching Alliance
 - i. Timbergrove Sports Association has partnered with PCA in an effort to provide their great resources to our coaches & parents, and because we share their belief that winning is a goal in youth sports but that there is a second, more important goal of using sports to teach life lessons through positive coaching.
 - ii. Coaches are required to attend and complete the Positive Coaching Alliance workshop once every other year. Division Directors and/or the Director of Softball Operations will have records on coaches with active certificates for the PCA workshop.
 - iii. Additional PCA resources for parents and coaches can be found [here](#).

II. General Rules and Guidelines

- a. Rule Book
 - i. TSA is following the USA/ASA Softball rulebook with some modifications made to fit our playing fields and age groups.
 - ii. Division specific rules are provided in this document and are designed to gradually progress as the athletes age. Any clarification for rules not directly stated herein should be referred to the appropriate Division Directors, Director of Softball Operations, or the current edition of the USA Softball official rulebook.
 - iii. A copy of the Timbergrove Sports Association Softball Rules will be laminated and hung from each dugout for reference during games. If this copy is missing coaches should alert their Division Director, or the Director of Softball Operations, so that it can be replaced.
 - iv. Each Head Coach will receive a hard copy of the USA Softball rule book.
- b. Divisions
 - i. TSA will offer the following divisions for softball:
 - 1. 6U (Tee Ball)
 - 2. 8U (Coach Pitch)
 - 3. 10U (Modified Player Pitch)
 - 4. 12U (Player Pitch)
 - ii. Player's divisions will be determined by their age on January 1st of the season year. The season runs from August 1 through July 31.
 - iii. Players may request to play up one division per the [TSA Play Up Policy](#). No exceptions will be made to this policy. Any requests made outside of the policy, or the approved timeline, will be denied.

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- c. Uniforms
 - i. In the spring season players will receive a jersey, headband, and socks for the season. Pants, belts, cleats, etc. will be communicated by the coaches and are the responsibility of the player.
 - ii. In the fall season players will receive a jersey and headband for the season. Pants, belts, socks, cleats, etc. will be communicated by the coaches and are the responsibility of the player.
 - iii. Jewelry may not be worn during regulation game play. Each team may receive one warning per game where the player removes the jewelry. Another violation of this in the same game will result in the player being called out.
- d. Umpires
 - i. Umpires should be respected by players, coaches, and spectators alike. Any violation of this is cause for disciplinary action, including removal from the park grounds.
 - ii. Head Coaches may appeal calls on the field directly to the umpire that made the call. After appeal, decisions by the umpire(s) are final and game play shall continue.
 - iii. Each team will submit a lineup to the home plate umpire prior to the start of regulation game play.
- e. Coaches
 - i. Coaches, players, or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language, or similarly derogatory behavior, may be ejected from the game and asked to leave the fields. Additional offenses may result in suspension from future games.
 - ii. Coaches should be in their designated areas (see division specific rules) on the field or in the dugout.
 - iii. Coaches may not try to “rattle” any of the players. If a coach’s behavior is seen as being disruptive to the players by an umpire the coach will receive a warning. Any additional offenses will result in the coach being ejected for the remainder of the game.
- f. Players and Rosters
 - i. Each team shall have a minimum of 9-11 players assigned to their roster.
 - ii. Players are encouraged to try new positions, however the spring season is competitive and positions in the field or batting order are not guaranteed to players.
 - iii. No player will sit the bench twice until all players have sat at least once per game.
 - iv. There is a 2 inning limit per game per girl at first base and pitcher. An inning should not be started if a player is at the position for more than 2 innings. This includes extra innings if the game moves to modified ITB.

III. Division Game Play Rules

- a. Regulation Game Play
 - i. A regulation game will consist of five (5) full innings or 60 minutes of play, whichever comes first. Time duration during weeknight games may be modified to accommodate daylight.
 - ii. A new inning will not be started after 60 full minutes of play. If a new inning is started before the game clock is expired the inning will be completed.
 - iii. A half inning consists of three outs or five runs, whichever comes first.
 - iv. If a game is called in the middle of an inning after the 3rd inning the game is complete, and the score will be that of the last completed inning of play.
 - v. Games that are called before regulation play shall be resumed from the last fully completed inning.
 - vi. A run rule format of ten (10) runs will be used for all games. If after four (4) innings either team is ahead by ten runs or more, the game shall be concluded by the umpire.
 - vii. Regular season games that are tied at the end of the 5th inning, or 60 minutes, are complete and the game will be recorded as a tie.
 - viii. Playoff games that cannot end in a tie will utilize a modified version of the International Tiebreaker Rule (ITB). At the end of regulation play if the game is tied, the next inning will

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follow modified ITB to guarantee a winner. The last two hitters from the previous inning on the offensive team will be placed on first and second base respectively, and two outs will be counted against the team at the beginning of the new ITB inning. Regular play resumes. The modified ITB rule will be used in each consecutive inning until an inning is completed with one team emerging as the winner.

- b. Field
 - i. The distance between the center of the pitcher's rubber and the apex of home plate is 35 feet.
 - ii. The distance between bases is 50 feet.
 - iii. The double base will be used at first base. This base is 15" x 30" with both sides equal in height. Half of the base is white (over fair territory) and half of the base is of contrasting color (over foul territory).
 - iv. The pitcher's circle will be an 8-foot radius drawn from the front edge of the pitcher's rubber.
 - v. Chalk lines will be required for foul lines, the pitcher's circle, foul ball arc, a 2/3 mark between home plate and first base, a 2/3 mark between third base and home plate, halfway marks on all other baselines, an outfield line marked halfway between the grass and second base then extended in each direction to the right and left field foul lines, and the batter's box.
- c. Equipment
 - i. The 6U division will use an official 10" RIF softball. Game balls are provided by the league, one per team per game.
 - ii. Pitcher, first base, and third base are required to wear a facemask.
 - iii. All fielding positions are HIGHLY encouraged to wear a facemask.
 - iv. Catchers are required to wear a batting helmet and stand to the side of the batter.
 - v. Player's bats must meet current USA/ASA standards. It is the responsibility of the player and coaches to ensure bats are legal prior to the start of a game.
 - vi. All batters are required to wear a protective batting helmet with a face mask and chin strap while batting and baserunning.
- d. Coaches Positions
 - i. Offensive Coaches
 - 1. Offensive team coaches may be positioned at home plate, first, and third base.
 - 2. Base coaches are not allowed to physically assist runners at any time (ie stopping runners, assisting runners back on base, or pushing runners toward the next base). In this event the physically assisted runner will be called out.
 - 3. One coach can stand/sit immediately outside of the dugout if (s)he is not on the field.
 - 4. Coaches who are placing the tee may not provide verbal instructions to base runners before a play.
 - 5. Coaches who are placing the tee can only provide general instruction to the batter before (s)he starts their pitching motion. It is at the umpire's discretion to warn a coach if excessive direction is being given and causing a delay of the game.
 - ii. Defensive Coaches
 - 1. Defensive teams may position one coach in each foul territory area.
 - 2. Defensive coaches may reposition fielders between batters, and verbally coach during a live ball.
 - 3. The defensive coaches may not leave the foul territory area and enter the field of play at any time.
 - 4. One coach may sit/stand immediately outside of the dugout.
 - 5. Between batters the coaches may verbally direct players of field positions if needed.

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6. A defensive coach may play catcher ONLY in the event of playing shorthanded. (S)He will only be there to retrieve pitched balls and may not coach batters or runners and may not interfere with a play.
- e. Rosters and Positions
 - i. Each team roster will consist of a minimum of 9-11 players.
 - ii. A team may begin or end a game with 7 players, utilizing 2 outfielders instead of 4, and a parent catcher. (Playing shorthanded)
 - iii. If a team is playing with 8 players, they must utilize 3 outfielders instead of 4 and a parent catcher.
 - iv. In the event a team plays with 6 players the vacant positions must be listed on the batting lineup and an out will be recorded when the vacant position is scheduled to bat.
 - v. In the event a team does not have enough players to play shorthanded, they may pick up a player to avoid forfeiture of the game. Teams may only pick up the number of players required to meet the minimum number to play shorthanded (7).
 - vi. Players who are picked up on a team must be registered at TSA, in the same eligible age group or below, in the same draft order position or below for the season, will play the outfield positions only, and will bat at the bottom of the lineup. All player pickups must be agreed upon in advance of the game by both team's head coaches and approved by the division director. For playoff games the player pickups must meet all of the above and be approved by the director of softball operations prior to the start of the game.
 - vii. If a team has less than 7 players show up for a game the team will forfeit the game.
 - f. Fielding
 - i. There will be 10 defensive fielding positions:
 1. Pitcher
 2. Catcher
 3. First Base
 4. Second Base
 5. Third Base
 6. Short Stop
 7. Left Field
 8. Left Center Field
 9. Right Center Field
 10. Right Field
 - ii. The first baseman may tag a runner out but must remain behind the 2/3 mark until the ball is put into play.
 - iii. If a player fields the ball and throws to first for the attempted out, all baserunners may advance only one base.
 - iv. All throws from a defensive player must be overhand throws unless proximity warrants an underhand toss. This is at the umpire's discretion.
 - v. A fielder may not roll the ball across the playing field in an attempt to make a play.
 - vi. A fielder's first attempt to throw the ball to first base will stop the play.
 - vii. The play is considered dead after an attempt to throw to first base, or the kid pitcher has control of the ball in the pitcher's circle.
 - viii. A fielder may not run more than 6 feet to return the ball to the pitcher. Fielders must throw the ball if more than 6 feet away. This is at the umpire's discretion.
 - ix. If the ball is hit into play back to the kid pitcher, in the pitcher's circle, the fielding pitcher does not have to throw the ball and attempt at out. The play may be called dead at the discretion of the umpire.
 - x. If the ball is juggled by the pitcher in an attempt to throw and there is no longer a play, the ball may be called dead at the discretion of the umpire.
 - xi. Fielders must stand at their intended position location. Major shifts are not allowed.

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- xii. Until the ball is hit, all infielders, other than the catcher must remain behind an imaginary line thirty-five (35) feet from home and 1st base and home and 3rd base, through the center of the pitcher's circle.
 - xiii. Until the ball is hit, all outfielders will remain behind the marked outfield chalk line
 - xiv. Fielders may not stand on top of the bases and must provide a clear path for the baserunner. It is at the umpire's discretion to call obstruction/interference as they see fit, call the runner safe, and award the base to the runner.
 - xv. Fielders may not be in the direct line of the runner (ie positioned on the baseline) unless they are actively attempting to make a play. It is at the umpire's discretion to call interference/obstruction as they see fit, call the runner safe, and award the runner the base.
 - xvi. It is recommended that all players be allowed to play at different positions each game but is not required. It is encouraged that players rotate and learn positions at this age.
 - xvii. No player will sit the bench twice until all players have sat at least once per game. The first violation during the season of this rule will be a warning. Any additional violations in the same season may warrant a coach's removal from their team.
- g. Pitching
- i. The 6U division will utilize a tee for all batting.
 - ii. The player pitcher will have at least one foot in the pitcher's circle and be positioned in the back half of the circle (behind the rubber) until the ball is hit.
- h. Catcher
- i. Catchers are required to wear a batting helmet and stand to the side of the batter.
 - ii. Catchers must position behind the batter's box in the proper regulation catching area.
 - iii. Catchers may not stand on home plate.
- i. Batting
- i. The entire roster of players present for a game will bat in rotation.
 - ii. Each batter will get 5 attempts (swings) to put the ball into play.
 - iii. If the batter fails to put the ball in play after the full 5 attempts that batter will be out unless the last attempt is hit into foul territory, or inside the arc in front of home plate which is a dead ball.
 - iv. All players on each team will bat in a fixed batting order, per the lineups provided at the beginning of regulation game play. The batting order may not be changed after the start of regulation game play.
 - v. The batting order for each team will be presented to the umpires and official scorekeeper before each game begins. Any player that arrives after the game has started shall bat in their original batting order position if that position has not batted in the game yet. Otherwise the position is skipped in the order without penalty, and the late arriving player is placed at the bottom of the batting order. The umpires and official scorekeeper shall be informed of any late player additions or changes proactively before the start of the game.
 - vi. If a player refuses to bat at their official order in the lineup the player will be called out.
 - vii. If a player is ejected from a game for any reason that player's position in the batting order will remain and any scheduled at bat will be recorded as an out.
 - viii. If a player leaves a game willingly for any reason that player's position in the batting order will be skipped without recording an out. The only exception to this is if the player's absence drops the roster to 7 players or less, in which case the above-mentioned short play rule will be effective and an out will be recorded.
- j. Lead offs and Base Stealing
- i. Base runners are not permitted to steal bases.
 - ii. Base runners must remain in contact with the base until the ball is put into play off of the tee.
- k. Base Runners, Advancing, and Scoring
- i. Base runners may advance or score in the following ways:

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1. When a ball is hit into fair play and until the ball is called dead.
2. When otherwise directed to advance by the umpire.
- ii. Base runners are only allowed to advance a maximum of two bases, including overthrows if the pitcher does not have control of the ball.
- iii. If the batted ball does not advance past the infield all runners can advance only one base.
- iv. If the batted ball goes into the outfield (chalked line) the runners may advance two bases.
- v. A base runner who gets off of a base before the pitcher has control of the ball (even after the first attempted throw to first) may be tagged out.
- vi. Once a play is called dead any runner who has not advanced halfway or more must return to the previous base. This is at the umpire's discretion.
- vii. Once a play is called dead the baserunners may not advance on an overthrow back to the pitcher.
- viii. Should more than one runner be running to the same base the umpire will call a dead ball and the rear runner will return to the previous base.
- ix. A ground rule double will be called for any ball that has contact inside fair territory before bouncing/rolling outside of the outfield fence boundaries. All runners may advance only two bases.
- x. Dropped third strike rule is not in effect.
- xi. Infield fly rule is not in effect.



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