



# 2025

## TOURNAMENT DETAILS & RULES

### 6U DIVISION SPECIAL RULES



### Game Length

1. Games will not start a new inning after 1 hour and 15 minutes or 6 complete innings, whichever comes first. Current inning when time expires will be allowed to complete regardless of whom is ahead. Ties will stand.
2. Three game guarantee with final standings based on overall result from the three games. (No Elimination bracket)

### General Rules

1. NO CLEATS of any kind for games scheduled at the **Apollo Challenger** field as it is turf. **Tennis shoes only on the Apollo Challenger field.** Cleats ARE allowed on Apollo Fields 1, 2 and 3.
2. Four (4) runs maximum per inning.
3. The Home team will be responsible for the score. In addition to the score, report the total number of outs each team has recorded on the scorecard at the end of each pool play game.
4. Coach pitching distance is 30 feet from home plate. On non-turf fields, a chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."
5. After a ball is put in play, the coach pitcher MUST make every attempt to get out of the way of the defensive team players who are attempting to field the ball.
6. The coach pitcher cannot coach base runners from the pitcher's circle, nor can he/she coach the batter after the ball is hit.
7. Violations of rules 5 and/or 6 above will result in a dead ball out and all runners will be returned to the last base they occupied at the start of the play.



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### **Offensive Rules**

1. Round robin batting order must be used in the 6U division. Every player must bat.
2. Each batter receives 3 pitches (or fourth if foul ball, etc.) from a coach and then three swings off the tee to put a ball in play. Hits off a tee will be limited to a double.
3. There will be a 15-foot arc in front of home plate extending from the first base line to the third base line. A hit ball that does not pass this line is considered a foul ball.
4. Base runners cannot leave their base until after the ball is hit and can only advance to next base on a ball put in play.
5. For any ball hit in play, play will be stopped and dead ball called when the ball is returned to the pitcher's circle. If the base runner(s) have already passed the halfway line at the time the ball crosses the pitcher's circle, they will advance to that base(s), otherwise they will return to their last base reached safely. Once a ball is declared "dead", it cannot be made "alive" again.
6. The Umpire will determine if an overthrown ball has gone out of play, at which point, if a runner has already passed the halfway line to the next base, then they can advance to that base.

### **Defensive Rules**

1. No more than 10 players will be allowed on the field at one time.
2. With 10 players on the field, there will be 4 outfielders.
3. All outfielders must be standing at least 10 feet behind the baseline at the beginning of each play.
4. Two coaches are allowed in the outfield when their team takes the field.



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### **Miscellaneous Rules**

1. Remember: we are here for the enjoyment of the girls. This is instructional and recreational softball. Try to eliminate a “competitive” atmosphere. Please be encouraging of both your players and the opposing team’s players. Always maintain a positive approach.
2. Coaches must be respectful to one another both during the game and in communications before and after the game. Do not act out in the heat of the moment. Any disputes with other coaches, players or parent/spectators should be addressed with the tournament director for possible action.
3. Any profanity used by a coach/player/parent shall result in that person’s ejection from the game.
4. Team managers are responsible for the actions of their coaches, assistants, players, and their player’s parent/spectators.
5. These rules are subject to change.