

# VAIL FAST PITCH GIRLS SOFTBALL / BAJA 2018 OFFICIAL LEAGUE PLAY RULES

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Vail Fast Pitch follows the Baja Arizona Softball Association Official Rules.  
The following rules have been copied from Baja Arizona Softball Association:

## **6 & Under Division**

Softball is a fairly complex game and the minimum knowledge required to even play the game, much less master the skills, is significant. Baja 6U T-ball simplifies the game significantly so the players can learn basic skills, such as catching and throwing, batting, and running bases. 6U T-ball is completely developmental. That is, the entire purpose is to teach basic skills and give the players a positive experience. To that end, there is no scoring, no winners or losers, and everyone gets to play and bat every inning. It is important to keep these points in mind as they dictate the way coaching is done.

This section details major differences between 6U T-ball and other age divisions. Of course, the essence of softball is maintained, but those rules resulting from the competitive nature of softball are eliminated.

The USA Softball Official Rules of Softball 2018 does not have a 6-Under division. The following rules will be used for this division:

### **1. PLAYERS -**

An 6U team may have a minimum of 5 players per team and does not have a limit of defensive players in the field.

### **2. SAFETY -**

- a) No jewelry may be worn during any practice or game. This includes, but is not limited to, earrings, bracelets, necklaces, or rings. Exception: Medical alert bracelets, medical alert necklaces, and non-removable silver baby bracelets are allowed to be worn, if covered. If a player is found wearing jewelry, her manager or coach will instruct her to remove it.
- b) Socks must both cover the ankles and be uniform in appearance for each team.
- c) Helmets that include chin straps and face masks are mandatory for the defensive player standing beside the coach/pitcher and all batters and runners.

### **3. FIELD -**

- a) If possible, bases should be placed at 45 feet.
- b) An arc is drawn on the field from one base line to the other at a radius of 10 feet from the back tip of home plate. (This is the foul arc.)
- c) Pitching distance is 28' maximum. (when coach is slow pitching to batter)

#### **4. EQUIPMENT -**

- a) In addition to Official Softball bats, bats designated “Tee-Ball” may be used.
- b) The softball must be an optic yellow 10” Reduced Impact Force ball.
- c) Rubber-cleated shoes are not required, but are recommended.

#### **5. REGULATION GAME -**

- a) The time limit is 1 hour.
- b) No game may last longer than four (4) innings.
- c) There will be no official scorekeeping. No runs are counted in 6U play.

#### **6. OFFENSE -**

- a) A team bats the entire lineup each inning, regardless of number of players or number of outs made by the defense. After the last player in the batting order has batted and the play is over, the half inning is complete.
- b) The batter hits the ball off a standard batting tee.
- c) At the discretion of the batter’s coach, the coach may slow pitch to the batter from the pitching area for a maximum of four pitches. If the batter has not hit the ball fair after four pitches, she must hit off of the tee.
- d) A hit ball that stops between home plate and the foul arc is considered a foul ball.
- e) Once a batter hits the ball she and any other runners on base can advance:
  - i) One base, if the ball stops in the infield or is touched by an infielder.
  - ii) Any number of bases, if the ball goes to the outfield untouched, until the ball is returned to the infield.
  - iii) EXCEPTION: When the last batter in the lineup hits the ball the runners continue to run the bases and through home. During this time the defense can continue to try to make an out.
- f) On an overthrow play at first base, the batter-runner will not be allowed to advance.
- g) All other runners must stop at the base they are approaching if the ball is overthrown at first.
- h) There will be neither stealing of bases nor sliding.
- i) Adult members can be placed as base coaches near first and third base, but must remain in foul territory and not interfere with play.
- j) An additional adult member may be positioned behind home plate to place the ball on the tee, retrieve foul balls, and coach the batter.

## 7. DEFENSE -

- a) Players generally occupy those positions that are common to all softball. For the purposes of development, it is recommended that positions be filled in the following order, depending on the number of players present.
  - i) Infield (First, Second, Third, and Shortstop).
  - ii) Pitcher (This player does not pitch, but occupies the pitching position as a defensive player) **NOTE: Pitchers are required to wear a batting helmet.**
  - iii) Outfield (Left, Left Center, Right, Right Center).
  - iv) No Catcher (there is no catcher used in the 6-Under division)

NOTE: There is no requirement that any particular position be filled. The team staff can place players as desired to achieve specific goals.

- d) The defense may have a maximum of two staff members on the field, generally placed behind the infield. They are allowed to coach even during a play, but must not interfere with the ball or the players.
- e) The defense can get the batter or runners “out” in any of the usual ways – force out, tag out, fly ball, etc. When a batter or runner has gotten out, she leaves the field and returns to the dugout. There is no limit on the number of outs in any inning (see Offense re: batting entire lineup).
- f) There is no in-field fly rule.

# 2017 BAJA GIRLS SOFTBALL RULES MATRIX

	6U	8U	10U	12U	14U, 16U, 18U
<b>FIELD &amp; EQUIPMENT</b>					
Ball Size	10" RIF	11" RIF	11"	12"	12"
Field Dimensions	45'	55' (60')	60'	60'	60'
Pitching Distance	28' MAX	32'	35'	40'	40'
<b>GAME MANAGEMENT</b>					
Coach pitch after 4 called balls		X			
Infield/Outfield	NA	1in/1out	NA	NA	NA
Max innings pitched per game	NA	2	2 of 4	3 of 5	4 of 5
# players batting	entire roster	entire roster	entire roster	entire roster	entire roster
Min # players to play	5	8	8	8	8
Max# players on defense		10	9	9	9
<b>GAME PLAY</b>					
Strike zone-top	NA	top of shoulder	arm pits	arm pits	arm pits
Strike zone-bottom	NA	bottom of knees	top of knees	top of knees	top of knees
Stealing	NO	NO	1 base/pitch	YES	YES
Stealing Home	NO	NO	YES <sup>1</sup>	YES	YES
Run on dropped 3rd strike	NA	NO	NO	YES	YES
Run limit/inning	NA	3 for 3	4 for 3	4 for 3	4 for 3
Runner leaving base	after hit	after hit	after release	after release	after release
Pitcher hit batters (limit)	na	2/inning	2/inning	2/inning	2/inning
Ball slips from pitcher's hand	na	ball/dead	ball/dead	ball/live	ball/live
Batter hit by coach		ball			
Infield Fly Rule	NO	NO	YES	YES	YES
Running on overthrow @1st	NO	See Text <sup>2</sup>	YES	YES	YES
Play Stops	See Text	See Text <sup>3</sup>	8' circle	8'circle	8'circle
Illegal Pitch	NA	Correct 1st	Call it	Call it	Call it
Sliding	NO	NO	feet first only	feet first only	feet first only
Tagging up after caught fly	NO	NO	YES	YES	YES
<b>REGULATION GAME</b>					
Time Limit (no new inning)	1 hour	1 hour, 20 min	1 hour, 30 min	1 hour, 30 min	1 hour, 30 min
Time Limit (drop dead)	NA	1 hour, 40 min	1 hour, 50 min	1 hour, 50 min	1 hour, 50 min
Mercy Rule	NA	NA	8 after 4	10 after 4	10 after 4
# innings for regulation game	4	4	5	6	7
min # innings for complete game	NA	3	3	4	4
# umpires per scheduled game	NA	1	1	2	2

<sup>1</sup>(10U Division) A runner on 3rd may not steal home on a passed ball or a wild pitch. See 10U rules for detailed explanation

<sup>2</sup>(8U Division) An overthrow into either foul territory stop the play. See paragraph 10f in the 8U section.

<sup>3</sup>(8U Division) there are two cases for ending play whether the ball is hit to the infield or outfield. See paragraph 10d in the 8U section.