

Alabama ASA 6 & Under Girls' Softball Rules

1. All ASA and Alabama ASA rules prevail unless specified below: These rules will be used in Tournament Play.

2. Coaches:

A. One defensive coach will be allowed on the field during play and may be stationed behind the deepest playing infielder and cannot go inside the baselines at any time . No other defensive coaches are allowed on the field.

3. Field:

A. Base Distance is 55 feet. Pitching distance is 35 feet.

B. Hash-Marks will be placed half-way between first and second base, second and third, third and home plate.

C. An arc stretching from foul line to foul line eight feet in front of the plate is drawn and used as an additional foul line. The ball must pass this line to be considered a fair batted ball.

D. A circle with an 8 ft. radius will be drawn around the pitching rubber which is 35 feet from home plate.

E. The catcher will be required to wear at least a helmet and face mask. Even if the catcher is not behind the batter. The wearing of any of the other catching gear is optional.

4. Batting:

A. Each batter will get three pitches from a coach. If the batter does not hit the ball on the 3 pitches then she will be given two swings at the ball from a tee. No bunting in this age group. A total of five (5) swings for each batter. If ball is not put into play on the five (5) swings an out is recorded. When using a tee for the batter, if the bat touches any part of the ball and the ball rolls in fair ground then it is a fair ball, if it does not pass the 8 foot arc or goes into foul ground it is a dead ball. Touching any part of the ball could mean that the bat touches the tee also. If the bat never touches the ball and only hits the tee, it is a dead ball and the swing counts.

B. A team may bat 10 players in an inning or 3 outs, whichever occurs first. All players will be listed on team's line-up card and bat. If a team is playing with less than ten (10) players they will still bat ten (10).

C. No infield fly.

5. Pitching:

A. Each coach pitches to their own batters and the coach must have at least one foot in contact with the pitching rubber until they release the ball.

B. Defensive pitcher must have at least one foot in the circle around the pitching rubber. The defensive pitcher must be in line with the pitching rubber until the pitch leaves the coach's hand. Player must wear a Nocsae approved face mask or helmet or a combination of the two when in the pitching position. Strongly recommend that ALL infielders wear a Nocsae approved face mask or helmet or a combination of the two.

C. A batted ball striking the pitcher/coach will be declared a no pitch. The batter will return to the plate and the number of pitches will revert back to the number prior to the batted ball.

D. The coach who is pitching can only coach the batter prior to the pitch.

E. If the defensive pitcher fields the ball in the pitching circle and makes no attempt to make a play, all runners will advance one base, if forced, including the batter to first base.

6. Base Running:

- A. Time is called when: the ball is returned to the **pitcher** who is stopped in the pitching circle. Time will be called and any base runner that has gained the hash-mark advances to the next base.
- B. Time is also called when the ball is returned to the infield and is in control of a defensive player and no one is attempting to advance or the defensive player is in front of the lead base runner.
- C. Any base runner that has not gained the hash-mark has to return to their previous base, unless forced by the batter becoming a base runner.
- D. If the coach interferes with a defensive play, the runner closest to home plate will be called out and no runners can advance.
- E. The stoppage of all play remains the same for the tenth batter as for any other batter running the bases.
- F. A base-runner that leaves the base before ball reaches the plate or is hit by the batter will be called out. When using a Tee, the runner must stay in contact with the base until the ball is hit.

7. Games:

- A. A complete game is 6 innings, expiration of a 75 minute time limit, or shortened by the ASA run rule for fast pitch (15 after 3, 12 after 4 or 8 after 50, whichever comes first.
- B. In pool play, the 75 minute time limit is a drop dead time limit. Tie games will not be play out.
- C. In bracket play, no new inning will start after the time limit has expired.
- D. Tie games in bracket play will use the international tie breaker rule if the game is tie after the time limit has expired or 6 innings have been completed.

8. Equipment

- A. The official ball for the 6 and under is the WORTH 10" Sof-Dot.
- B. The Batting Tee, when used, must be manufactured by a sporting goods manufacturing company and not one of local manufacture .
- C. Each team will be responsible for providing their own tee providing it meets the above criteria.

9. Defense

- A. Ten (10) players may play on defense at any one time. There will be unlimited substitutions on de fense.