



# USA SOFTBALL OF SOUTH MISSISSIPPI INTERLEAGUE RULES AND REGULATIONS TEE BALL (6-U)



*Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:*

## I. Eligibility

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

## II. Pre-Game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A 10' semi-circle will be marked in front of home plate from 3rd base to 1st base foul line.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. Home team is designated on the league schedule. For tournament play, the coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. League games will be granted five (5) minutes of grace to assemble the teams. Games will consist of six (6) innings with no new inning starting after fifty-five minutes (0:55 hr). If time for a new inning has expired and Home Team cannot win, the home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In tournament play, the game will be called once the home team cannot win.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

## III. Equipment

1. Batters and base runners will wear batting helmets; face guard and chin straps are optional. Catchers will wear a helmet with a face guard. All infielders will wear a protective fielders mask. An adjustable batting tee will be used. Regulation 10" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 bat stamp, USA Softball bat stamp or be labeled "Official Tee Ball with a barrel diameter no greater than 2 1/4".
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.

## IV. Batting Order

1. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

## V. Playing Rules

1. All players will be allowed on the field of play while on defense. Only six (6) defensive players will be allowed in the infield including the catcher. A catcher is a mandatory position.
2. The pitcher is a fielding position only. The pitcher must have both feet within a 16' diameter circle "Pitcher's Circle" but no closer than the pitcher's rubber until the ball is hit.
3. Infielders will play no closer to the batter than a line from first (1st) base to third (3rd) base before the ball is hit. Outfielders will not run to the infield to make a play. They must throw the ball to an infielder. Infielders will not run out to outfield for a ball unless as a relay from the outfielder. No running players down except in the immediate area where the ball is fielded. All Players must throw the ball (not roll), and attempt to make a valid play on each batter/base-runner.
4. Outfielders shall play no closer than 85' from home plate behind 1st and 3rd and 110' behind 2nd base.
5. Catchers will be in a designed box within a safe distance behind home plate with the umpire placing themselves between the batter and catcher. When batter hits the ball, the coach will remove the tee from home plate to allow catcher to make a play.
6. All balls hit from the tee will be live except for indicated foul balls. Balls not reaching the semi-circle will be considered to be foul. Balls hit before the umpire says to "play ball" will be a foul ball. A batter hitting the tee during a practice swing or full swing will be a foul ball even if the ball is not dislodged.
7. On an overthrow at first base, the runner may advance one base with liability to be put out. The runner cannot advance past second base even if a play is made on the advancing runner. Other runners get the base they are going to plus one more. Applies to any player attempting to recording an out at first base; not just the first baseman. An overthrow is any thrown ball which gets past the fielder at first base.

8. The umpire will call time when all play has ceased. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. When any fielder has control of the ball in front of the lead runner or the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop. Any fielder may also throw the ball back to the pitcher. Time will also be called when the pitcher has possession of the ball in the pitcher's circle. Base runners will be sent to the nearest base. Umpire judgment is final and will not be questioned.
9. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.
10. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
11. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.
12. In tournament play, games with a tie score at the end of regulation will utilize a modified International Tie-Break procedure. The Visiting team will put the batter with the last completed at-bat on second base and there will automatically be two outs. The half inning will be played out from that point. Once completed, the Home team will utilize the same procedure. Process will be repeated until there is no longer a tie score.

#### VI. **Batting**

1. Batters will swing until they put a ball in-play and fair. It is not counted as a swing if the batter accidentally knocks the ball off of the tee while addressing the ball.
2. Any ball hit fairly out of the catcher's circle is a live ball. Runners may not advance if the ball does not travel outside the catcher's circle.
3. No bunting; batter must swing at the ball. A bunt will be called a out.
4. One coach from the team that is batting will be responsible for adjusting the "tee" to the satisfaction of the hitter. The umpire will place the ball on the tee and call aloud "play ball". The coach is responsible for removing the tee and bat from the playing area after the ball has been hit fairly out of the catcher's circle.

#### VII. **Managers and coaches**

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.
3. On defense, a team may place two coaches on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.
4. Coaches cannot touch players or ball while play is live.
5. Coach can help position each batter one (1) time while on offense.

#### VIII. **Safety**

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for one additional game. In tournament play, an ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will not be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

#### IX. **Disclaimers**

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Makeup games and postponements will be made by the board members only. Coaches are requested to provide as much advance notice as possible. Coaches are not allowed to postpone games between each other!
4. After each game, coaches and players are responsible for cleaning the dugout.