

Rapid City Girls Junior Olympic USA Fastpitch Association U6 League Rules and Information

General Information

Field Conditions/Weather and Rainout Information

Field conditions/rainout information will be available after 3 p.m. Monday through Friday.

**RAINOUTS WILL BE TEXTED BY 3 P.M. TO THE TEAM REPRESENTATIVE
DESIGNATED BY THE HEAD COACH. INFO WILL ALSO BE POSTED
ON THE LEAGUE FACEBOOK PAGE.**

The weather is the single most unpredictable factor affecting any softball season. Umpires and Board will use the following criteria for canceling games in progress as taken from Appendix D of the NCAA rule book and as recommended by the National Severe Storms Laboratory (NSSL):

"Thunder always accompanies lightning, even though its audible range can be diminished because of background noise ... The current recommendation of the NSSL is to consider terminating play when the lightning is six miles away ("flash-to-bang" time of 30 seconds or less). This ... was developed as a practical way to make a judgment in situations where other resources ... are not available."

(Games will be delayed 15 minutes with a lightning strike that requires game stoppage.)

Rainout Dates

Due to the short "window" of opportunity to play games in the girls' fastpitch leagues—primarily due to the need to be completed by the time the State tournament begins—the ability to make up rained-out games are limited. However, EVERY attempt will be made to schedule rained-out games prior to July 1 if field space is available. To do so may require that teams play an additional night during the week.

General Rules for Rapid City Girls Fastpitch Association

U6 League Rules

The U6 League is for girls ages 6 and under as of January 1 of the current year. This league plays on a field with base distance of 60 feet and distance from pitching rubber to home plate of 30 feet. A 10-inch Softie ball is used in this league. No umpire is provided by the league. A coin flip between coaches and players will determine the home team.

TEAM:

Each team will field 6 infielders at each position and the rest of the players will play the outfield. Do not leave anyone on the bench at this age. We are trying to get girls involved with softball so leaving them on the bench might discourage them from playing the sport.

GAME:

A game will be based upon 6 innings or a time limit of 60 minutes. No official score will be kept. Innings will consist of 3 outs or all batters in the team's line-up, whichever comes first. An inning is over when play on the last batter is dead or pitcher has control of ball in the 16ft circle. Games will end when the time limit is reached, following the player at bat finishing her at bat.

POSITIONS:

In an effort to develop more players in all positions, the following rules will be used. Each player will be required to play in the pitching, catching, and first base positions at least three innings in a season. Coaches are responsible for monitoring this. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Unintentional violations of this may be corrected by substituting a player without penalty. Outfield players will be positioned behind the base paths, so they are involved with the game, but not in the path of the baselines. If you put them too far out into the grass they get bored and don't feel part of the game.

BATTING:

A combination tee and coach pitch will be used with NO WALKS. Batting off the tee will be used for the first half of the season. Using a tee, each batter is allowed a maximum of 3 swings, and then the batter is declared out. At a point in the season, to be determined by the board with input from the coaches, coach pitch will be used. Anticipate this to occur half way through the season. Coaches will be responsible for pitching to their team with an opposing player in the mound area to play defense. After 3 strikes are pitched, the batter may use the tee for up to 2 swings. If the batter does not hit the ball, she is out. The coach pitching will call strikes on good pitches that the batter does not swing at. The batter either hits or strikes out (there are no walks). Batter may not run on a dropped 3rd strike. Bunting is not allowed. Foul balls/tips will continue the at bat. All fair balls are played (no infield fly rule). Batters hit by pitch will take first base. If the last batter of the inning is hit by pitch, first base will be awarded, and the inning is ended.

BASE RUNNING:

No stealing will be allowed. Runners will be allowed one base advance on an overthrow that leaves the field of play. On an overthrow to 1st base that does not leave the field of play, the batter-runner may not advance beyond 1st base, but other base runners may advance one base only at their own risk. The batter-runner must stop at 1st base unless a play is made on an advancing runner. On any overthrow back to the pitcher, the base runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when pitcher has control of the ball in the 16ft circle around the pitching mound. Calls on plays will be made by the closest offensive coach. When coach pitch is used, the first base coach will make calls at first, the third base coach will make calls at third, the coach pitching will make calls at second base and home plate. When the tee is still being used, the call at second base will be made by the first or third base coach with the best view of the play. If the offensive coach needs help making a call, he/she may ask for input from the defensive coach on the field.

SCORE:

No official score will be kept.

MISC:

When on defense, a team may have their coaches on the field to help their players with alignment and instruction.