

BABE RUTH SOFTBALL

Ben Schreckengost
ENC District 5 Commissioner

District 5 6U All Star Tournament Rules

The following rules and procedures will be used for the District 5 All Star Tournament. These rules and procedures are of what can be expected at the state tournament.

1. One umpire shall be provided to maintain game management and enforcement of all applicable rules.
2. A spring loaded, portable pitching machine will be used and placed at 35 ft. with a speed of 28 MPH (established when the ball crosses home plate). The front two legs of the machine must be placed in front of the pitching rubber. Only the umpire may decide if adjustments are needed.
3. Softballs – must be approved, Babe Ruth 11 inch softballs.
4. Face Masks – ALL defensive players are required to wear protective face masks during play.
5. A 25' arc from the plate will be marked on the field. A hit ball that comes to rest before crossing the arc will be deemed a foul ball. **However, a ball in motion inside the arc will be deemed a live ball if touched by a defensive player before crossing the arc.**
6. No new inning to start after 45 minutes. (finish inning once started unless home teams leads)
7. 10 Run Rule – 3 complete innings or 2 ½ innings if home team is ahead.
8. Teams will have a minimum of 7 players on each team and **an equal number of players will be on defense**. For example, if team A has 8 players and team B has 7, each team will use 7 players on defense and team A must alternate players on the bench each inning.
9. No catcher will be positioned behind home plate. If there are more than 7 defensive players, the 8th, 9th and/or 10th players will be positioned beyond the normal base line running from 1st to 2nd base and from 2nd to 3rd base, but do NOT have to be in the grass (outfield). No more than 10 defensive players shall be lined up (8U SE Region Rule).
10. Each player must play one inning in an infield position.
11. The player that assumes the pitcher's position must remain within the 8-ft radius circle, behind the machine and on one side or the other until the ball is hit or crosses the plate. If the pitcher violates any of these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire will warn the player that if the player violates the requirements again, the player will be removed from the pitchers position for the remainder of the game.
12. Game length will be 4 innings or no new inning after 45 minutes. Each batter will receive three pitches from the machine. If the batter has not put the ball in play during the first three pitches, the ball will be placed upon a tee standing on home plate. **The batter will have two chances to put the ball in play. If after the second swing from the tee, the ball is not put into play, the batter is out.** If, on the second swing from the tee the ball is foul the batter will be awarded additional swings until the ball is put into play or the batter is out.
13. All players present will bat in order until three outs, all players have batted once, or 5 runs have scored, whichever comes first. If there is a different number of players on each team then the team with the lower number will bat around until the numbers are equal (i.e. if team A has 8 players and team B has 7, team B will bat batter # 1 2 two times and then start the next inning with batter #2).

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14. The ball will be declared dead when the defensive team stops the lead runner or the lead runner abandons the effort to advance. Once the play has been stopped no other runners may advance beyond the last base touched. **(CHANGE: One extra base limit on overthrows)**
15. If a batted fair ball hits any part of the pitching machine (or umpire) without touching a defensive player first, the ball is dead. The batter will be awarded first base and all runners will return to the base they occupied before the ball was hit unless forced to advance one base.
16. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball.
17. If a thrown ball hits any part of the pitching machine (or umpire) it is a live ball.
18. No infield fly rule.
19. NO bunting, fake bunting, slap bunting or stealing bases.
20. There will be no courtesy runners.

Umpires & Coaches

1. The Umpire will feed the pitching machine. Only the umpire may make adjustments to the pitching machine during play.
2. The umpire is allowed to declare a 'no pitch' if in the umpire's judgement it is not a reasonable, hittable pitch. This is a judgement call; thus, is not subject to protest.
3. The defensive team is allowed to have one (1) coach in the outfield to assist his/her team. This coach must not interfere with a live ball.
4. The offensive team is allowed a coach at 1st and 3rd base (as normal) and one (1) coach is required to be behind home plate to pick up pitched balls and adjust tee for their respective batters.
5. At no time shall ANY coach assist a player by touching them. If this should happen, the umpire will have sole judgement to nullify the results of the play.

****Any rule not covered above will default to the 8u Southeast Region Rules****