ELL Softball House Rules - 2025

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COMMON RULES FOR ALL SOFTBALL DIVISIONS

1) The Little League Rulebook for Softball governs play for rules in all divisions, if not otherwise listed or clarified below.

2) Teams must begin games with at least 9 players, but can finish with 8. (NOTE: 8U and 6U can start with fewer than 9 players.) If a team cannot field 9, managers should get call-ups from their farm teams (see "Farm Teams" below for more detailed information). No player, other than an approved call-up, may participate in a game against other ELL teams. NOTE: If a team is forced to play with 8 players, the last spot in the order will NOT be an automatic out.

   At any point and at their discretion, the Board President is allowed to make an exemption and allow a team to start a game with 8 players. Only the Board President may grant this exemption. The request, and ensuing grant, for an exemption must be made prior to first pitch if a game

   For interleague games, teams may borrow players from other teams in their division. Players may be borrowed from any other eligible team in order to play a game. Per

District 20 rules, all borrowed players must bat at the end of the roster and may not play at the pitcher position.

3) Little League Bats: Effective on January 1, 2018, Little League Baseball implemented the new USABat standard. No bats previously approved for use in Little League Baseball will be permitted in any Little League game or practice, or other Little League function, event, or activity. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit usabat.com. Almost all wood bats are generally acceptable under the new standard. Non-wood bats must include the "USA Baseball" logo above the handle. For the Intermediate Division, only wood, BBCOR or USA Bats may be used. For the Senior Division, only BBCOR or wood bats may be used. **Batting "donuts" are not permitted, but batting sleeves are permitted.** Bats will be reviewed by umpires at any point before or during a game. If any umpire deems a bat to be illegal or damaged, they may prohibit use for the remainder of the game. Once a game begins, the team Head Coach will receive a warning after the first time an umpire recognizes an illegal bat used by that team. Any subsequent use of an illegal bat by that team during the remainder of that game will automatically result in ejection of the Head Coach, and further review for potential further disciplinary action. After the first warning for illegal bat use within a game, any batter that receives a pitch while using an illegal bat during the remainder of that game will be automatically out with no advance of any runners that may be on base, regardless of the result of the pitch. It is the responsibility of the Head Coach to monitor use of legal bats – the umpire may or may not notice illegal bats prior to use in a game, but coaches can check the legality of a bat with an umpire prior to use.

   PLEASE NOTE USAbat is not USSSA (United States Specialty Sports Association). While USAbats may be used in Little League Softball, most softball bats are USSSA and may not be used in Little League Baseball. Please see the ELL equipment guide for a more detailed overview including photos of the respective logos.

   Softball Bats: The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for Intermediate/Senior League) in length, not more than two and one-quarter (2¼) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (⅞ inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

4) Helmets: Batters and base-runners MUST wear a Little League-approved batting helmet with double ear-flaps. Any player acting as a base-coach must wear a helmet. Players must supply their own helmets. **NO HELMETS WILL BE SUPPLIED BY ELMSFORD LITTLE LEAGUE.**

5) Heart Guards: Heart Guards must be worn at all times by all pitchers and pitcher's helpers. Shirts with built-in heart guards are permitted, and encouraged, for all players regardless of position and division

6) Fielding Masks: The pitcher and third baseman are required to wear masks in the field. Masks are recommended for other infielders, but are not required.

7) Players are not permitted to hold a bat before entering the batter's box. A bat must NEVER be held or swung in the dugout, not even in the "on-deck" cage.

8) A maximum of **four (4) coaches** are permitted in the dugout in the 10U, 8U and 6U Divisions, provided every coach has been approved to participate by the ELL Board of Directors. In 12U and higher, a maximum of **3 coaches** are allowed. Approved coaches must complete the Little League Volunteer Application and pass the required background check, and safety training. If accepted, approved volunteers will be notified by ELL. No siblings, coaches, or other adults are permitted in the dugout.

9) At least one adult must be in the dugout at all times. If shorthanded, a player wearing a batting helmet may coach first base.

10) Pitching: In divisions where "Pitcher's Helper" is used, the "PH" must be positioned on a line to the left/right of the pitching rubber.

11) Hit-by-Pitch Rule: In the **12U and 10U divisions**, a pitcher must be removed after hitting 5 batters overall at any point in the game, or 4 batters in an inning. The pitcher may remain in the game at another position. Coaches should use common sense and remove ineffective pitchers.

12) Bunting/Slashing: See rules for specific Divisions. When bunting is permitted, a batter who has "squared away" and leveled the bat to show bunt **is prohibited** from taking a full swing at the pitch. ***That action is called "slashing" and subject to further penalties.*** The batter may withdraw from the bunting position, but must take the pitch for a ball or strike as called by the Umpire. If the batter fails to observe this rule and swings, **the batter will be called Out**. If the batter swings and **makes any contact** with the pitch, the batter **will be called Out and ejected from the game**. This will be a dead ball situation, and all base runners must go back to their original base. For repeated offenses, the team and its coaching staff might incur penalties.

13) Sliding: Head-first slides are not permitted in any division except when returning to a base.

14) Fielding: In all divisions, outfielders must play on the outfield grass. Please note exceptions will be made if playing a game on a field that is cut for 60/90 play (example Rumbrook Lower or Seely Back). In these cases outfielders may play on infield dirt but must respect a distance similar to where the grass starts on Piccoli (Approximately 100

ft). In these cases, this should be discussed by coaches and umpires in pre-game meetings.

15) Infield Fly Rule: The infield-fly rule applies only in 12U.

16) No new inning can begin 20 minutes before the start of the next scheduled game in 10U, 8U and 6U, to give those teams warm-up time. In 12U, no new inning can begin 15 minutes before the start of the next scheduled game. EXCEPTION: If no game is scheduled after the current game, no inning can start after 2 hours of game play. Games begin and end when the Umpire determines. Suspended games may be completed at a later date.

17) Each coach should have a pre-game meeting with the umpire(s) to discuss any ground rule concerns, game pertinent updates and to confirm the official start time of the game.

18) Farm Teams: Each ELL team is assigned a farm team. This enables teams to play games if they expect to be short of regular roster players. The head coach needing "call-ups" should contact the **farm-team head coach and the Division Coordinator as early as possible.** Teams can only obtain call-ups from their assigned farm team, unless the Division Coordinator arranges otherwise. The coach of the team calling up the player must email their coordinator, the farm team division coordinator and the head coach(es) of the player(s) being called up. Notes:

    A: Call-ups **CANNOT** pitch.
    B: If call-up(s) get the team to 10 players (10U, 8U) or 9 players (12U), it does not matter where the call-up plays defense (except for pitcher). But, if the call-up(s) put a team over the maximum number of fielders (9/10), those call-ups **CANNOT** have more playing time than any roster player at any point in the game
    C: Call-ups CANNOT bat more than any roster player. In all leagues, call-ups must bat at the bottom of the order. If a roster player shows up after the game has started, she will be inserted at the bottom of the line-up. Do not alter the batting lineup.
    D: In all circumstances where a call-up is present, that call-up must play the minimum innings or outs in the field, required by the division to which he or she has been called up.
    E: Teams may call up enough players to get to one player over the maximum number of players in the field. In other words, in 10U and 8U, teams can call up an 11th player; in 12U they can call up a 10th player.

19) Substitute Coaches: Occasionally, a team might be lacking its head coach or one or more coaches at a game. **Under no circumstances** can anyone act as a substitute coach without previous approval from ELL, including all required background checks and required training. When an approved volunteer is not available, only Board Members may substitute for an absent head coach or coach, or another approved coach may be appointed by the Board. If a team's staff is short-handed, the head coach or coaches (including approved substitutes) can designate players to coach at 1st base and 3rd base when the team bats (they must wear helmets). Or, they can leave the coaching-boxes

vacant. In any case, **at least one pre-approved adult must be present in the dugout at all times** when the team bats or plays the field. The umpires will enforce these rules strictly. If a team does not comply with the rules, the umpires will cancel or suspend the game, and report the circumstances to the Board. Penalties can be assessed to those head coaches or coaches not cooperating with this rule & the umpire. A list of "approved volunteers" will be kept at the field.

20) Per Little League International stipulations, all batters must leave at least one foot in the batter's box at all times, during each at bat at 10U level and above. The only exceptions for this rule will be:
    a. When time out is granted by the umpire. Violation of this rule can result in the umpire automatically calling a strike on the batter, without a pitch being thrown. When a batter steps with one foot out of the box to receive a coach's signal, the umpire will halt play by raising his arms. Only when the umpire halts play or calls timeout, will the defensive pitcher be prohibited from delivering a pitch to the plate.
    b. On a slap swing or check swing
    c. When a batter is forced out of the box by a wild pitch
    d. When a batter attempts a drag bunt
    e. When the catcher does not cleanly receive a pitched ball
    f. When a play at home is attempted
    g. When on a three-ball count, the batter takes a pitch that he or she perceives to be ball four. If the umpire deems this to be a strike, the batter will be called back to the box, with no penalty.
    h. When the pitcher leaves the eight-foot pitching circle surrounding the pitching rubber, upon receiving the ball back from the catcher.

21) In the event that a batter leaves the batter's box or delays play, and none of the above exceptions apply, the umpire shall issue a warning. Upon a second instance of the batter leaving the box, the umpire at his or her discretion may issue a strike, without a pitch being thrown, regardless of the count. The umpire's ruling in these situations will be considered final. Any questioning of such a call by a head coach, coach, or player will subject that individual to ejection from the game.

22) At no time may a coach aid or assist a base-runner or make any physical contact at any time, while time is in. (Example, holding, restraining or slapping a player on the back while the player is rounding a base or considering tagging up). In the event of such an occurrence, play will continue until time is called out. At that time, the umpire will call that base-runner out.

23) Stealing of signals is considered unsportsmanlike conduct at any level of play by Little League International rules. Should a player be deemed to be stealing a signal and relaying it to a coach or batter, this will be considered unsportsmanlike conduct and both the player and his head coach will be subject to ejection from the game.

24) In an effort to assist umpires, language has been provided to umpires for the handling of in-game altercations. A coach should not leave the dugout or coach's box, nor should a player leave his position at any time to engage in a fight or altercation. Upon doing so, that individual will be subject to immediate ejection from the game and further disciplinary action. In the event that a coach or player attempts to prevent or restore order, that individual will not be in violation of this stipulation.

RULES FOR 8U DIVISION

1) Overall Game Play
Each team is permitted 10 players in the field for defense: One pitcher or "pitcher's helper" and catcher; 4 infielders; 4 outfielders (LF, L-Center, R-Center, RF). Two "defensive coaches" are also allowed on the field.. Each team must field a catcher for every game. At the pitch, the four outfielders can be no closer than the edge of the outfield grass.

2) Minimum Play/Lineups
Players must get a minimum of 4 innings in the field during a full, six-inning game. No player may sit out more than 1 inning in a row (except for injury/illness) and every player must sit once before someone sits twice (same for increased amounts). Put another way, no player may sit more than one inning longer than any other player. All players bat in their original place in the lineup, whether they're in the field that inning or not. All players must play one inning in the infield. [NOTE: Don't save someone's infield inning until the 6th inning, which may not happen.]

3) Scorekeeping/results
Teams can keep score, but there are no standings or playoffs. It is important that all coaches play the game to develop players and not focus on winning the game. You should make sure to rotate the batting order and your defensive positions often to allow for all players to develop.

4) Run Limit
No more than 5 runs can be scored by a team in any inning. An inning is completed after three outs have been recorded or five runs have been scored.

5) Bunting
No bunting is permitted.

6) Base Running
No stealing or leading off of any base is permitted. Runners can't leave base until the ball is hit.

7) Sportsmanship Rule
At any point in the game, if a team gains a lead of 10 or more runs, that team must play "station-to-station." This means runners can advance only one base at a time on any hit, error,

or overthrows. If the lead drops below 10 runs, the leading team may revert to regular base-running. **EXCEPTION** A batter who hits the ball into the outfield can continue advancing until the ball is returned to the infield. Any runner(s) in front of the batter may only advance one base further than the batter. (Example: If a batter hits a double with a runner on first base, that runner may only advance to third base.) This should not happen on errors or mishandled balls.

8) Runner Advancement
Runners may only advance on base at a time on balls hit to the infield. On a ball hit to the outfield, a runner is permitted to keep advancing until the ball is returned to the infield (i.e. a runner can score from second base on a hit to the outfield). The batted ball should not be an error or touched by any defensive player. If the offensive team has a substantial lead, discretion should be used in advancing the runner home.

9) Dead Ball/Overthrows

A) There is no advancing on an overthrow at any base at any time.

B) Once the **ball is controlled in the infield** (only applies on a ball hit to the outfield), all play is halted by the umpire, and any runner not halfway must return to the previous base, at the discretion of the umpire. If a runner has advanced more than halfway to the next base when the ball is controlled in the infield, the runner is entitled to that base, at the discretion of the umpire. Coaches should use fair judgment when encouraging runners to advance.

11) Allowable Coaches
4 adult coaches will be allowed in the dugout to help maintain safety procedures and monitor behavior throughout the game. These coaches must be approved by the league. No unauthorized adults may be present in the dugout during games.

12) Coaches at backstop
Coaches may stand by the backstop to field balls that get by the catcher.

a. The purpose of this is to speed up the game
b. The coach/fielder at the backstop must be an **adult** who is a registered coach/volunteer.

13) Pitching Rules

A) Player/pitcher will pitch from 30 ft. We use an 11-inch softball.

B) After three walks/hit batters in an inning, the coach takes over. The coach will continue to pitch to the batter until the batter puts the ball in play or strikes out. If the batter is looking at the third strike, a warning will be provided. The batter can get called out looking on the next pitch. We want the batter swinging at pitches.

C) The batter will be awarded first base if she is hit by the pitch during an at bat. **The batter can only advance if she is HBP by a kid pitcher, not a coach pitcher.**

D) Players must prove they can pitch in practice. (i.e., throws should be near the plate before they should be used as a pitcher). Please refrain from "trying out" a pitcher in the game.

E) No pitcher can pitch more than two innings in a single game. The innings do not have to be consecutive. One pitch thrown constitutes a full inning.

RULES FOR 10U DIVISION

1) Number of Players
Each team is permitted 10 players in the field for defense: One pitcher and catcher; 4 infielders; 4 outfielders (LF, L-Center, RF, R-Center). At the pitch, the four outfielders can be no closer than the edge of the outfield grass.

2) Scorekeeping/Results
10U Softball is a competitive division with standings and playoffs. Teams must keep score in GameChanger and report scores to the league upon completion of a game.

3) **Minimum Play/Lineups**

A) **Regular Season:** Players must get a minimum of 4 innings in the field in a full game. No player should sit a second inning in the first four innings. All players bat in their original place in the lineup, whether they're in the field that inning or not. **Until May 18th we are requiring that all players must play one inning in the infield.** [NOTE: Don't save someone's infield inning until the 6th inning, which may not happen .]

B) **Playoffs:** Players must play a minimum of three innings in the field. There are no infield fielding requirements. All players bat in their original place in the lineup, whether they're in the field that inning or not. Teams will utilize a continuous batting order (roster batting).

4) Pitching Rules
A) Live Pitching will start from the first game of the season.

B) The coach will come in to pitch after four walks and/or hit batters in an inning. The coach finishes pitching for the inning. The pitcher remains in the pitching position, but plays the role of "Pitcher's Helper." There is no stealing when a coach is pitching.

C) Player/pitcher will pitch from 35 ft. We use an 11-inch softball.

D) No pitcher may pitch more than three innings in a single game. The innings do not have to be consecutive. One pitch thrown constitutes a full inning. NOTE: If a playoff game goes to extra

innings, pitchers who have completed their maximum three innings are granted an additional inning to pitch.

5) Bunting Rules
Bunting is permitted. See "Common Rules for All Divisions" for rules, including prohibition on slashing.

6) Stealing
- In order to develop catchers, stealing of second and third base is permitted all season.
- The base stealer cannot advance to third base in the event of an error or overthrow at second base (i.e. one base on a steal).
- No runner can advance to home on error or overthrow on a steal of third base..
- A runner cannot leave the base until the ball has crossed the plate.
- There is no stealing home for the first three weeks of the season. For the 2025 season, teams can begin stealing home on May 10.
- On a walk, runners can attempt to advance/steal second base at their own risk. If she is going to steal second base on a walk, the player must remain in motion and cannot stop at first before advancing (this is known as the Continuation Play). The runner cannot advance an additional base to third.

7) Dead-Ball/Overthrows
- The runner is limited to **only one base** on an overthrow, and any advance is **at the runner's risk**.
- On a ball in play (not an overthrow), the play is not dead until there is an attempted throw back to the pitcher in the vicinity of the mound (i.e. pitcher's circle).

8) Run Limit
No more than 5 runs can be scored by a team in any inning. After 3 outs are recorded, or 5 runs are scored, the inning is considered over. If a team has a lead that can't be overcome based on the run limit and number of innings remaining (i.e. a 7-run read after 5 innings), teams should continue to play, as long as the time limit hasn't been reached. The 5-run rule applies in the playoffs as well.

9) Scoring/Base-running
At any point in the game, if a team gains a lead of 10 or more runs, it can no longer steal bases. If the lead drops below 10 runs, the leading team may revert to regular base-running.

10) Allowable Coaches
Four (4) adult coaches will be allowed in dugout to help maintain safety procedures and monitor behavior throughout the game. These assistants must be approved by the league. No unauthorized adults may be present in the dugout during games.

11) Mound Visits
A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. A manager or coach may come out three

times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.

RULES FOR 12U DIVISION

1) Number of Players
Each team is permitted 9 players in the field for defense: One pitcher and catcher; 4 infielders; 3 outfielders. At the pitch, the three outfielders can be no closer than the edge of the outfield grass.

2) Scorekeeping/Results
12U Softball is a competitive division with standings and playoffs. Teams must keep score in GameChanger and report scores to the league upon completion of a game.

3) **Minimum Play/Lineups**
A) Regular Season: Players must play a minimum of 4 innings in the field in a full, six-inning game. No player may sit out more than 1 inning in a row (except for injury/illness) . All players bat in their original place in the lineup, whether they're in the field that inning or not. Teams will utilize a continuous batting order (roster batting).

B) Playoffs: Players must play a minimum of three innings in the field. All players bat in their original place in the lineup, whether they're in the field that inning or not. Teams will utilize a continuous batting order (roster batting).

4) Pitching:
- A pitcher who is removed may remain in the game at another position, and may reenter at any point.
- Player/pitcher will pitch from 40 ft. 12U will use a 12-inch softball.

5) Bunting
Bunting is permitted. See "Common Rules for All Divisions" for rules, including the prohibition on slashing.

6) Stealing
A runner cannot leave the base until the ball is released from the pitcher's hand. There are no restrictions on stealing, including stealing home.

7) Dead-Ball/Overthrows
The runner can advance on overthrows at their own risk. The play is over when the pitcher controls the ball in the circle and the runners have stopped moving.

8) Infield Fly

An infield fly is a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.
The ball is alive and runners may advance at the risk of being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.

9) Uncaught Third Strike
The batter becomes a runner when the third strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. NOTE: A batter forfeits her opportunity to advance to first base when she enters the dugout or any other dead ball area.

10) Run Limit
Regular Season: No more than 5 runs can be scored by a team in any inning. After 3 outs are recorded, or 5 runs are scored, the inning is considered over. If a team has a lead that can't be overcome based on the run limit and number of innings remaining (i.e. a 7-run read after 5 innings), teams should continue to play, as long as the time limit hasn't been reached.

Playoffs: There will be no 5-run inning limit. In its place, we will utilize a "mercy rule." If the home team is ahead by 10 or more runs after 4.5 innings, or the visiting team is ahead by 10 or more runs after 5 innings, the game is over.

Interleague: The 12U division does not utilize a five-run inning limit. 12U will utilize the 10-run mercy rule outlined per the Rule Book.

11) Scoring/Base-running
At any point in the game, if a team gains a lead of 10 or more runs, it can no longer steal bases. If the lead drops below 10 runs, the leading team may revert to regular base-running.

12) Allowable Coaches
Three (3) adult coaches will be allowed in dugout to help maintain safety procedures and monitor behavior throughout the game. These assistants must be approved by the league. No unauthorized adults may be present in the dugout during games.

13) Mound Visits
A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.) A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.

6U Softball Program

6u Softball Rules

**Adapted from ELL House Rules for Rookie Ball*

1) No standings or scores are kept in 6U Softball. It is strictly instructional and ***non-competitive.***

2) Pitching and Catching

   A) Coaches pitch and play Catcher. **NO child is permitted to pitch or play catcher.** Pitching need not be from the mound/rubber, but from whatever distance the coach deems needed to throw strikes. Pitching MUST be "underhand" – **never overhand**! It is recommended that the coach pitch from one knee to be eye level with the batter. The players will learn to hit underhand pitching if the coaches throw strikes. Throwing overhand or, too softly, will undermine the kids' ability to hit "real pitching" in the future. **The maximum number of pitches thrown to each batter is 7.** After that, the batter must use the batting-tee or soft toss from the side, with unlimited swings until the ball is hit fair. ***Coaches – use your judgment! Don't apply pressure that frustrates or embarrasses a child! At this age. They all develop physical skills and hand/eye coordination at different stages. Also, cognitive skills and language. If you wish assistance/advice, please contact the Board.***

   B) To learn fielding and cover the Pitcher's position, up to 2 players can be designated as "Pitcher's Helpers" and positioned on a line to the left and right of the pitching rubber. The adult "Pitcher" should let those players field any hits.

2) Batting

   A) Each team bats their roster (in attendance) each inning. This is to help the flow with as little change, and to maximize the number of AB's per player. Coaches will determine 3-6 innings depending on the timing. Please remember to be off the field 15 minutes before the next scheduled game.

   B) No bunting or stealing or "leading off" base is permitted. Runners can't leave a base until a pitch is hit.

   C) A close "foul ball" should be seen as a hit when deep into the pitch count. We are working on swinging fundamentals and contact is good.

   D) All hits should be singles, have the player run through the base. Rookie Ball is base-to-base running.

   E) The last batter of the inning should round the entire base paths.

3) Coaches serve as Umpires

4) Staying on Base vs. Returning to Dugout when called-out
For the First part of the season For the first part of the season (pre-Memorial Day) the head-coaches of both teams will decide (in a pre-game meeting) which of the two options they would like to use for the game:

Option 1: A runner/batter who is out must return to the dugout.
Option 2: A runner/batter who is out, is told they are out but may remain on base.

For the second part of the season (Memorial Day and after), once declared "Out" the players should return to the dugout immediately. Be consistent, so the kids learn tag-outs, force-plays, etc. On close plays, call the runner Safe.

5) Games must end 15 minutes before the next scheduled game. Use judgment and don't start an inning if you believe you can't finish it. Please note that no inning can start 20 minutes before the next scheduled game.

6) While in the field, players must rotate positions in the game, with at least two innings at infield.

A)Ten fielders MAX - This includes 1B, 2B, 3B, SS, PH, PH, RF, RC, LC, LF (remainder of the team shall be in the dugout)
B) Encourage the player who fields the ball to throw to 1st base or the closest base that would result in an out.
C) If it is obvious that the player would be safe before the throw, have the player throw the ball anyway, this will develop throwing skills.
D) The fielding team **should not** leave the field to return to the dugout, until the last base runner crosses home plate.
E) If three legitimate outs are made (later in season After Memorial Day) the inning should be over. This is to reward the fielding team for making the plays.
(if this happens, the opposing batting order picks up with the next batter in the order for the next inning)

7) Some tips to keep the game moving:

A) Have the team lined up in the dugout in the batting order for the inning.
B) Have the batting team wearing helmets while in the dugout ready to bat.

8) Safety rules
A) ONLY approved coaches / parent helpers should be on the field.
B) One coach/ parent helper **MUST** be in the dugout at all times
C) ONLY the batter may hold a bat. **NO On-Deck swings**, **no bats in dugout**.

D) A coach pitching to a his/her batter who know that the batter is a strong hitter, should have the pitcher's helpers move back a few steps and make sure they are paying attention

6u Softball Game Setup

Adapted from ELL House Rules for Tee Ball

Equipment:

- **Balls:** Only the soft "IncrediBalls" or softer ADStar balls provided in your equipment bag should be used during ELL games or practices. To ensure the safety of our players, please do not use any other balls.
- **Bases:** Use the home plate and three bases provided in your equipment bag.
- **Disc Cones:** Use the disc cones provided in your equipment bag to mark where players should be positioned in the field.
- **Bats, Helmets and Gloves:** Ensure all players have their own bats, helmets and gloves consistent with the information provided in the ELL tee ball equipment guide.
- **Tee**: A tee has been provided in the event that a girl cannot hit a pitched softball. The player should be provided 7 underhand thrown pitches. If she cannot hit the 7th pitch, please use the tee to ensure a successful hit.

The Field:

- The coach for the team in the field first should create a modified field using either half or a quarter of the field depending on whether full or split squad games are being played.
- The coach should place the bases provided in the equipment bag about 35 feet apart from each other. Coaches can use their feet to measure out the 35 feet for each base.
- In order to show the players where they should stand, the coach for the team in the field first should place disc cones (provided in your equipment bag) at each of the fielding positions being used (all players should be positioned in the infield to maximize engagement and fun). See below for where players should be positioned depending on the number of players on each team.

Batting:

- Coaches should create a batting order for each of the players on their team. Coaches can change the batting order from inning to inning or keep it the same.
- When a team is up to bat, the players not batting should line up at a safe distance behind and off to the side of the tee.
- To create a safe playing environment, a coach or parent/older kid helper should be tasked with ensuring the players stay at a safe distance from the player batting and are keeping their bats at their side and not lifting or swinging them.
- Every player on the team bats in each inning regardless of the size of each team. Each player must wear a helmet when batting.

- After hitting the ball, every player should drop their bat (not throw it or hold it) and run to first base and stay there.
    - *Later in the season, at the mutual agreement of both coaches before the game, it is possible to consider giving extra bases for bigger hits.*
- Players on base advance one base after each subsequent hit. Players always remain on the base they are running to regardless of whether the fielding team makes an out or not.
    - *Later in the season we might consider introducing the concept of getting out and going back to the dugout with the mutual agreement of both coaches before the game.*
- Players must keep their helmets on at all times while on base and running to the next base. The last player to bat for each team always hits a "homerun" that clears the bases.
- While sliding should not be encouraged, it is fine if a player does slide. However, for the safety of the players please make sure that no player slides into first base.
    - You can consider doing a sliding practice at some point during the season using either slip and slides or cardboard to help make it easier for the players to slide, if you feel that your team is ready for that skill..
- While we encourage the use of older kid helpers, please do not have any non-adults standing near home plate to provide batting assistance and coaching.

Fielding:

- The coaches should assign every player on the fielding team a position for each inning. All positions are in the infield to maximize engagement and fun.
    - *Please **rotate** the position assignments from inning to inning to give each player an opportunity to play different positions.*
- Fielders should be positioned in actual softball positions that are marked out using the disc cones.
    - Coaches are the pitchers and catchers.
        - *No player should be playing catcher at this age.*
- Fielders can try to make outs by throwing to a base where a force-out can be made or tagging a runner, but the runners will always stay on the base they are running to regardless of whether they were out or not.
    - *Later in the season we might consider introducing the concept of getting out and going back to the dugout with the mutual agreement of both coaches before the game.*
- The following are the recommended positions for the number of players a team might have:
    - With 5 players:
        - pitcher's helper (PH), 1B, 2B, SS and 3B
    - With 6 players:
        - PH right (PHR), PH left (PHL), 1B, 2B, SS and 3B
    - With 7 players:
        - PHR, PHL, 1B, 2B, SS-1, SS-2 and 3B
    - With 8 players:

        - PHR, PHL, 1B, 2B-1, 2B-2, SS-1, SS-2 and 3B
    - With 9 players:
        - PHR, PHL, 1B, 2B-1, 2B-2, SS-1, SS-2, 3B and short field (in front of second base, between the 2B-2 and SS-1)
    - With 10 players:
        - Split teams into two squads so that games will move faster and players will be more engaged.

Scoring:

- Remember our goal here is to have fun!
    - Since everyone bats and every inning ends with a base-clearing home run, there is no need to keep score (though we know some of our more competitive players will do so).
- We will not be keeping track of win-loss records or standings.