

North Lakeland Softball

6U Tee Ball Rules

- Home team shall keep the official score book
- An inning shall consist of 5 runs or 3 outs which ever comes first
- All players shall be listed in the batting order and the batting order shall remain the same throughout the game
- 10 players shall play defensively, with a regular infield being maintained
- All fielders will wear the fielders mask when in the field
- Outfield players must be at least 15 feet behind the base lines
- Players shall not play the same position for more than 2 innings
- A swing with no contact on the ball is considered a strike
- Foul the 3rd strike until it is put in play or missed
- The pitcher must have one foot on the rubber before the ball is hit.
- Games shall consist of 4 innings or the end of an inning after a one hour time limit.
- No new inning will be started within 5 minutes of the 60 minute limit expiring
- For a play to end, the defensive player must call time in front of the lead runner or the pitcher has possession of the ball IN the circle.
- Runners are awarded one base on over throws and the play is dead. Get the ball back to the pitcher.
- Upon the play being dead, any runner past the halfway point will be awarded the next base, if they are short of that line, they must return to the base they last touched.
- Runners cannot leave the base until the ball is hit. Penalty is dead ball, runner out. There is no bunting or stealing.
- Headfirst sliding is prohibited and the runner will be called out. Returning head first or diving back to the bag is allowed.
- TWO (2) defensive coaches are permitted on the field. They must stand behind the outfielders, in foul territory. All other coaches MUST be in the dugout.
- Intentionally underhand rolling the ball to obtain an out is not allowed. Result is a dead ball, runner is safe
- All bats must have marked on them, "Official Softball", "Official Fastpitch", or "Tee ball"
- Parents or designated guardian must be present at all times, practice or game
- Any Player arriving late must be put at the bottom of the lineup
- Pitching rubber is at the 35' mark and bases are 60'

Two Step Rule

The purpose of the two-step rule is to teach the defensive players to throw and catch, rather than simply running down the offensive player. This rule has caused much confusion so we have attempted to modify it as follows:

- A. In general, the ball must be thrown to record an out unless player fielding the ball makes the out at her base. For example, third base can run to third base to step on third base or tag a runner trying to get to third base. First and second base can do the same at their bases. Third base can tag a runner going home if she fields the ball no farther away than two steps from the runner.
- B. Pitcher cannot step on a base/plate or tag a runner UNLESS the pitcher fields the ball and has to take TWO or less steps to reach the runner or base/plate. Unless the ball is barely hit, a pitcher will be unlikely able to field a ball and make an out without throwing the ball.
- C. Shortstop: Special rules for shortstops. There should be a chalk line halfway between 2nd and 3rd. If the shortstop is on the 3rd base side of the chalk line when the ball is fielded, then the SS can make a play at 3rd without throwing the ball or violating the two-step rule. If the shortstop is on the 2nd base side of the chalk line when the ball is fielded, then the SS can make a play at 2nd without throwing the ball or violating the twostep rule.
- D. Second base: There should be a chalk line half-way between 1st and 2nd. If the 2nd baseman is on the 1st base side of the chalk line when the ball is fielded, then the 2nd baseman can make a play at 1st base without throwing the ball or violating the two-step rule. Remember, 2nd base can ALWAYS make a play at 2nd base because it is her base.
- E. Outfielders cannot make a play on a base or runner unless they field the ball within two steps of the base or runner. If the Two-Step Rule is violated, the runner being played on will be declared safe.

