

Mid-Cities Softball Interlock Softball Rules
(6U Age Division)
Revised Jan-2025

1.1 GENERAL RULES

Mid-Cities Softball Interlock follows the [USSSA Official Fastpitch Playing Rules](#) (Seventeenth Edition (Printed 1-2024) or most current version available, with the following local rules changes and exceptions as well as the local rules and exceptions outlined in the Mid-Cities Softball Interlock General Rules, Jan-2025.

1.2 GAME PLAY

- 1.2.1 All games will be played with an 11" Incredible game ball.
- 1.2.2 Each half inning will be considered complete after five (5) runs are scored by the offensive team or three (3) outs are recorded by the defensive team.
- 1.2.3 All games are complete after six (6) innings of game play, or the sixty (60) minutes time limit has expired. No new inning will be allowed to start after time has expired.
- 1.2.4 Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and the game is over.
- 1.2.5 Regular season games can end with a tie score. There are no tiebreakers for regular season games.
- 1.2.6 Run-Rule is in effect for all regular season and tournament games. The rule awards a win to a team as follows:
 - 12 run lead after 3 completed innings or 2 ½ innings if the home team is ahead.
 - 10 run lead after 4 completed innings or 3 ½ innings if the home team is ahead.
 - 6 run lead after 5 completed innings or 4 ½ innings if the home team is ahead.

If there is time remaining, the game should be played until completion of time, but score will no longer be kept. Final score will be recorded as the score when the run rule went into effect.

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- 1.2.7 The game will be played if both teams have at least six (6) players present. If a team has fewer than the required number of players present the game will be played but potentially without an official umpire.
- 1.2.8 There are no forfeits unless a team including a coach is not present at the scheduled time.
- 1.2.9 There is no automatic out penalty for playing with fewer than six (6) players.
- 1.2.10 The Field Umpires have authority over the play of all games. Coaches are not allowed to argue or dispute judgement calls during the game.

1.3 PARTICIPATION

- 1.3.1 There are seven (7) infield player positions. Infielders will take normal infield positions with the addition of a rover in the middle infield near 2nd base. Extra players will be placed in the outfield.
- 1.3.2 All outfielders must be positioned in the outfield grass and cannot come into the infield until the pitch reaches the batter or the batter hits the ball off the tee.
- 1.3.3 All defensive players must play at least one (1) inning at an infield position during the first three innings of play. Exceptions to this rule must be raised by the coach during the coaches / umpire pregame meeting.
- 1.3.4 Both team's coaches must provide their line-ups to the opposing team prior to the first pitch. The line up should indicate the positions for each defensive player for the first three (3) innings.
- 1.3.5 Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- 1.3.6 The Player-Pitcher must throw the ball to a position player teammate in ALL 'force out' situations, the pitcher-player may not tag the opposing runner or run to the base themselves.

Example, A ball is hit back to the pitcher with the bases loaded; to get the runner going home out, the player-pitcher must throw the ball to a teammate at home plate. The runner would be considered safe if the player-pitcher tags the runner or steps on home plate. This rule applies to ALL force out situations at ALL bases, not just home plate. However, if there is not a force out situation and the player-pitcher tags the runner before they reach a base, the runner would be out.

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1.4 BASE RUNNING

- 1.4.1 Base runners must remain on their occupied base until the ball is contacted by the batter. Stealing, leading off, or leaving the occupied base before the ball is contacted by the batter is not permitted.
- 1.4.2 Base runners may only advance one (1) base per batted ball that does not leave the infield.**
- 1.4.3 Base runners may advance two (2) bases per batted ball that reaches the outfield but must stop at the base they are approaching once the ball is returned to the infield.
- 1.4.4 Base runners who continue to advance beyond the one (1) or (2) base limit (per 1.4.2 and 1.4.3) does so at risk of being put out. If they “safely” reach the next base time will be called and runners will be placed back at the correct base.
- 1.4.5 No slap hitting, slashing or bunting allowed. If a batter turns to bunt, she may not pull the bat back and swing at pitch. Player will be called out on the first slap/slash/bunt attempt.
- 1.4.6 There is no infield fly rule.

1.5 PITCHING

- 1.5.1 Batters will receive up to four (4) pitches from their coach to put the ball in play. Balls and strikes are not called. If the batter fails to put the ball in play after four (4) coach pitches, the batter will hit the ball from a tee. Batters will receive an unlimited number of swings to hit the ball from the tee.
- 1.5.2 Coaches will pitch to their batters from behind a chalk line placed at 27 feet from home plate. Both coaches' feet must remain behind the chalk line (within the pitcher's circle).
- 1.5.3 A batted ball that contacts (hits) the coach pitcher will be declared a dead ball and will be re-pitched.
- 1.5.4 A defensive player-pitcher will be positioned to the side of the coach pitcher (either side) with at least one foot within the pitcher's circle and shall not be closer than the 27-foot chalk line.
- 1.5.5 All other defensive players will assume their normal playing positions. The player-pitcher is the only defensive player that may be located within the pitcher's circle.
- 1.5.6 A defensive player-catcher must be on the field for every pitch. If the umpire determines that a team is delaying the game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call.
- 1.5.7 The last player-batter who made an out may be used as a courtesy runner for the catcher when there are two (2) outs in the inning.
- 1.5.8 There is no dropped 3rd strike rule.

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1.6 COACHES RESPONSIBILITIES

- 1.6.1 Two (2) defensive coaches are allowed to be in the outfield to coach their players.
- 1.6.2 One (1) defensive coach is allowed to be located behind the catcher to help retrieve pitched balls and maintain the pace of play. However, this coach is not allowed to engage in coaching their players.
- 1.6.3 Coaches for the team batting are to be located within the designated coaches' boxes at 1st base and 3rd base.
- 1.6.4 The coach pitcher must not interfere with the defensive player's attempts to field a batted ball. The coach pitcher must immediately leave the field of play once the ball is put in play.
- 1.6.5 If the coach pitcher interferes (intentionally or unintentionally) with the defensive team's ability to field the ball or make a play, then the offensive player will be called out by the Umpire.