

2026 CARROLLTON BOOSTERS SOFTBALL 5-6-YEAR-OLD RULES

Games are not competitive and no umpires will be present to enforce the rules. This league is intended to develop our athletes for the 7-8's league, and our coaches / volunteers are critical to the development by teaching and following the rules of the game.

1. Live (coach) pitching will be used during the season. When using live pitching, five (5) strikes will constitute a "strikeout". After five (5) strikes, the offensive coach will use the tee, and the batter will have as many swings as needed to put the ball in play. Coaches must adhere to the five-pitch limit. This will keep the game moving. The live pitching "strikeout" does not count towards the outs in an inning. If a batter is struggling after multiple swings on the tee, a coach can assist them on hitting the ball off the tee in a safe manner.
2. The catcher/coach is responsible for removing the tee once the ball has been batted into play.
3. Bases are 50 feet apart; minimum pitching distance is 25 feet. Ball – 10 inch Pink and Yellow TRAINING SOFTBALL. All games played on Field C.
4. Time limit - One (1) hour. Time limit will be strictly enforced. **The first 15-20 minutes should be dedicated to running, fielding and throwing practice. The visiting team will have use of the infield for the 1st 1/2 of the pre-game practice time (up to a max of 10 minutes), and the home team will have use of the infield area during the second half of the pre-game practice (up to a max of 10 minutes).** Player safety is a priority, and all fielding and throwing should be closely monitored by the coaches and parents. Each game should consist of at least two innings. Teams should continue to play additional innings as long as sufficient time remains. If at least two innings have been played, no new inning may start if less than 15 minutes remain before the time limit is reached. The score of the game will not be recorded.
5. **The batting order will consist of all players present.** Late arriving players will be added at the end of the batting order. Each team shall bat through the batting order each inning without respect to the number of outs. **The last at-bat of each half-inning will proceed as a normal play, and the batter will not automatically be allowed to circle the bases. Coaches should instruct players on the "outs" and enforce them; however, the "outs" will not dictate the end of innings.**
6. Each player must participate in the field and at bat.
7. Base runners are not allowed to take a lead.
8. No infield fly rule and no stealing.
9. No bunting.
10. Players must check the lead baserunner before play can be declared dead. *The lead baserunner can be checked from anywhere in the infield. (eg – calling "TIME")*
11. Once an overthrow goes past a base, whether into fair or foul territory, the play will be ruled dead and all runners will stop at the base occupied or the one to which they were advancing at the time of the overthrow.
12. Any player arriving after the game has started will fill the last position in the batting order.
13. Official Carrollton Boosters team shirts and caps must be worn properly at all times.
14. If a player hits a ground ball that strikes the fence, a ground rule double will be awarded, even if the

ball strikes a defensive player first. All base runners will be awarded 2 bases. Any ball which strikes the fence on a fly will be considered a home run. A batted ball that rolls dead or is fielded in the outfield before striking the fence will be considered "live", i.e., runners may continue to advance at their own risk.

15. Only four (4) coaches (18 years or older) and team members will be allowed in the dugout for each team. No scorekeepers, statisticians, etc. are allowed. No smoking or alcoholic beverage is permitted in the dugout or on the playing field at any time. Multiple parents can support the coaches during the practice session.
16. Each team will be allowed four coaches on the field as follows:

Batting Team: Catcher, Pitcher, 1st Base, 3rd Base
Fielding Team: SS area, 2nd Base area, Right Field area, Left Field area
Other assistant coaches must wait until play is declared dead or time out is called prior to entering the field of play.
17. Rained out games may be rescheduled at the League Coordinator's convenience.
18. Only the batter who is currently at bat is permitted to swing a bat on the field. No one else is allowed to swing a bat on the field or in the dugout area.
19. A batter throwing a bat will be given one (1) warning per game. After the warning the player will be called out anytime she throws the bat.
20. Any base runner who removes her helmet while play is ongoing will be given a warning. After the warning the player will be called out anytime she removes the helmet.
21. Any player wearing a hard cast or splint on any part of her arm or leg is not eligible to play in the game.
22. All players must be **in tennis shoes while playing on Field C** – no exceptions.
23. All fielders must be positioned at least thirty (30) feet from home plate, and must not advance closer than thirty (30) feet until the ball has been batted or has crossed home plate. There will be a maximum of 7 infielders located as follows: first base, between first and second, second base, shortstop, third base, left of the pitcher, right of the pitcher. All remaining players will be outfielders playing at least 10 feet behind the baseline.
24. A League Coordinator may suspend a coach for one (1) or more games due to misconduct and/or unsportsmanlike conduct of any nature during a game.