

TWIST

6 & UNDER RULES

ASA Slow Pitch Rules for Youth Leagues shall govern all play except as modified below:

1. **THE PLAYING FIELD:** The official diamond shall have base lines of 45 ft. Arcs shall be lined on the field between the foul lines at a distance of 25 ft. and 50 ft. from home plate.
2. **PLAYERS AND SUBSTITUTES; Defensively** a team shall consist of no more than seven (7) infielders with remaining players playing the outfield. Offensively all players present at the game must bat in order determined by the manager. The batting order cannot be changed during the game except for an injury or illness of a player. In this case, the player will be removed from the game if she misses a turn at bat; however, there will be no other penalty to the team. (The batting order will just skip the injured/ill player.)
3. **DEFENSE;**
 - A. When twelve (12) players are in the game, at least five (5) designated outfielders must be positioned behind the 50 ft. arc from home plate until the ball is hit. If ten (10) players are in the game, at least (3) designated outfielders must be positioned behind the lines until the ball is hit. If eleven (11) players are in the game, at least four (4) designated outfielders must be positioned behind the line until the ball is hit. If nine (9) players, the team will have six (6) infielders and three (3) outfielders.
 - B. Infielders, including the defensive pitcher(s), must be positioned behind the 25 ft. arc line and in front of the 50 ft. arc line until the ball is hit.
4. **OFFENSE:**
 - A. **Batting:**
 1. A batter may be pitched to from a distance of 15 to 40 feet/ or hit off a batting tee.
 2. There are no walks.
 3. Up to five (5) pitched strikes, excluding a foul on the 5th strike will be permitted. After that, the ball will be hit from the batting tee.
 4. Any softball bat may be used as long as it does not exceed 28" in length. Any baseball bat may be used as long as it does not exceed 25" in length.
 5. To accommodate for hitting the tee, a ball must travel at least five (5) ft. in order for it to be a hit. Lines will be drawn on the field at this distance. If the ball does not travel the required distance, it is declared a foul ball.
 - B. **Base running:**

The key to all base running is the position of the runners when the ball becomes in the possession of an infielder, which includes the pitcher, within the 50ft. arc line in fair territory. Possession means the ball is in the hand(s) or glove.

 1. Any runner between the bases at the time the ball becomes in the possession of an infielder may advance to the next base only, with the liability of being put out.
 2. If a runner is on base when the ball becomes in the possession of an infielder, she must not advance, unless she was on the particular base when the ball was hit.
 3. Until a fair, batted ball becomes in the possession of an infielder, all runners may advance with the liability to be put out according to ASA rules.
 4. No runner may tag-up and advance after a fly ball is caught by a defensive player.

Examples:

- Batter hit the ball to the shortstop who does not field it cleanly. By the time the shortstop picks up the ball, the batter-runner is two steps past first base. RULE: She is allowed to advance to second base only with the liability to be put out. Providing she starts for second before the umpire decides she elected to return to first base.
- With the runner on first, the batter hits the ball to the outfield. The ball becomes in the possession of the shortstop within the arc line when the first runner is on third and the batter runner is six ft. past second. RULE: Even though the batter-runner is between bases, she may not advance to third base because the lead runner is not allowed to advance to home plate. The batter-runner is still under liability to be put out in returning to second base.
- With a runner on second base, the batter hits the ball to shortstop who fields the ball cleanly before the runner moves off second base. RULE: If the shortstop throws the ball to another fielder, the runner may advance to third with the liability to be put out. If the ball is thrown to the opposing team's coach before the runner steps off second base, it will be assumed that the runner elects to stay at second and time will be called.

5. Miscellaneous

- A.** The team at bat will provide a coach to catch.
- B.** No practice swings will be permitted in the on-deck area. The umpire shall give the batter up to three practice swings before initially stepping into the batter's box for a turn at bat.
- C.** All batter/base runners shall wear protective headgear at all games, tournaments, and practices. The use of the helmet will be optional for batting practice not involving base running. Enforcement of this rule will be the responsibility of the contracted manager or in his/her absence, the coach designee. Failure to comply will result in the automatic sanctions:
 - * First Offense: Verbal admonishment by the league president.
 - * Second Offense: Written reprimand and one game suspension.
 - * Third Offense: One year suspension from TWIST
- D.** One coach of the defensive team may stay on the playing field with his/her team. The coach is not permitted inside the 50ft. arc while the ball is in play. Penalty: The team loses the on-field coach for the remainder of the game.
- E.** The 25 and 50 ft. line markers are considered within the arc. Defensive players are to be behind and in front of the respective lines.
- F.** Unless there are extenuating circumstances, all games will be played on Saturday or Sunday. The games will be played on Field 4 or Field 6 and will be under the direction of the 6 and under league president.
- G.** Both teams will bat 7 players per half inning unless a team has 15 players, then both teams will bat 8 players per inning.
- H.** A batter who throws the bat will be given one warning. She will be called out immediately on all successive offenses, and all runners will be sent back to the bases they were on when the play started.
- I.** There will be no infield fly rule.
- J.** There shall be no courtesy runners. If a runner is injured during a play, she shall be replaced by the last girl who made an out. (One occurrence only)
- K.** Players are not permitted to wear any jewelry.
- L.** A player is not permitted to be in the game with a hard cast or splint.
- M.** The double-first base will be used. Half the base is white and in fair territory; half if orange and is foul. A ball hitting the white is fair; orange is foul. The batter-

runner must use the orange portion on the first attempt to reach first base, unless the ball is hit to the outfield. When a play is being made on the batter-runner, the defense must use the white portion (unless pulled off the throw or fly ball) and the batter-runner the orange.

6 ADDITIONAL RULES

- A.** The following personnel are the only persons permitted in the dugouts:
1. One contracted manager
 2. Up to four contracted coaches
 3. One team parent
 4. Rostered players for the team
- B.** Each player must wear the uniform provided by TWIST at each game. A player who is not in full and proper uniform will not be permitted to play the game.
- ~~**C.** Every team will be assigned a field to cut the grass, clean, and trim. The schedule will be developed and distributed by the field director. Failure to complete the cutting will result in a game suspension of the manager.~~
- D.** Coaches, players, managers, and other bench personnel are not permitted on/in the playing area except when the rule allows.
- E.** Only TWIST issued softballs are permitted.
- F.** The visiting team will provide a coach to be the umpire for the game. (If deemed necessary by TWIST)
- ~~**G.** Each team will provide an adult to work in the concession stand for each game.~~
- H.** The girl(s) playing the pitcher position must wear a helmet.
- I.** Weekly participation shall consist of no more than two (2) events per week.
(EX. 1 practice and 1 game)
- J.** No score will be kept and there will not be play-offs.
- .