

Hudson Kiwanis Softball Rules

6U, 8U & 10U Leagues

1/31/2025

FIELD AND LEAGUE RULES

1. The recreational softball league is reserved for children in the following age groups based upon age on April 30th of the playing year.
 - a. 6 and under (6U) – 5 and 6 year olds.
 - b. 8 and under (8U) – 7 and 8 year olds.
 - c. 10 and under (10U) – 9 and 10 year olds.
2. The team roster will be limited to 13 unless the League commissioner determines otherwise
3. The softball used for each game shall be a 11" Softie ball issued by Hudson Kiwanis
4. The field dimensions will be as follows:
 - a. 60 feet base path distance
 - b. 30 feet pitching distance as measured from the front of the pitching rubber to the back of home plate.
 - c. 84 feet 10 inches is the distance from the back of home plate to the back of second base.
5. Home plate will be 17" wide and the black extension parts will be used to call balls and strikes.
6. The use of a safety base at first is recommended.
7. For games scheduled outside of Hudson, the commissioners will decide on the time and location of the games.
8. Coaches can't reschedule games without the commissioner's approval.
9. Games rain-out or cancelled must be rescheduled with the commissioner's approval.
10. Any violations of the Hudson Kiwanis rules shall be subject to discipline up to and including forfeiture of game.

LENGTH OF GAME

1. Each game is scheduled for 1 hour and 30 minutes or 6 innings whichever comes first. In the event of inclement weather, the completion of 4 innings constitutes a game. If there is lightening, rain or thunder, which impedes player safety, the game needs to be immediately stopped. If lightning is observed, no game can resume until 30 minutes after the last lightning strike was observed.

PITCHING

1. The 6 and under league will be T-ball for the entire season.
2. The 8 and under league will be coach pitch for the entire season. A maximum of 3 coaches in addition to the coach pitch can be on the field for defensive instructional purposes.
3. The 10 and under will be player pitch. The player will be permitted 4 pitches, if the ball is not in play, the coach will make 3 pitches to conclude a strikeout or a ball in play.

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1. Both feet must be touching the rubber when starting.
2. The pitched must pause to look for a sign to prevent quick pitches. The catcher doesn't have to give a sign.
3. The pitcher must present the ball by touching the glove once before the delivery
4. No rocking, crow hopping or double windups are permitted.
5. The pitcher's stance must be with the shoulders lined up with 1st and 3rd bases.
6. A maximum of 3 warm up pitches for a returning pitcher and 6 for a new pitcher.
7. In 10 and under, pitcher is limited to 9 outs.

BATTING, BASE RUNNING AND FIELDING

1. Each half inning consists of 3 outs or 8 batters, whichever comes first
2. 10 players will be permitted to play defense in 6 and 8 under. Pitcher, 4 infielders and 5 outfielders.
3. 10 players will be permitted to play defense in 10 and under. Pitcher, catcher, 4 infielders, 4 outfielders.
4. In all leagues, players must play at least 1 inning in the infield and 1 inning in the outfield.
5. No player can sit on the bench for consecutive innings unless they are injured.
6. In T-ball a player gets 4 swings. In coach pitch the player gets 5 pitches. In player pitch the batter will be pitched a total of seven balls. Batter can continue to bat if the last If a pitch is a ball or strike the baserunner is to return to their base promptly.
7. If a batted ball hits a runner before a fielder, the runner is out.
8. A player may advance beyond 1st base and a runner in front of the batter may advance more than one base as long as the ball has made it into the outfield and a play to get the runner out has not been made. All base runners must remain at their current base or the base they are advancing to, if they have advanced at least half way to the next base at the time the ball reaches the infield.
9. The strike zone is from the shoulders to the top of the knees. Players should be encouraged to swing at reasonable pitches.
10. When the pitched gains possession of the ball in the pitcher's circle, all runners less than halfway to the next base must return to the prior base. All runners more than halfway may continue at their own risk.
11. A batter may not advance on a dropped third strike.
12. Each team may supply a person to assist in retrieving passed balls
13. All batters are required to wear batting helmets with a protective face guard which must be worn while batting and running the bases. Chinstraps must be worn as well. If the helmet doesn't have a protective face guard or chin strap, the player is automatically out.
14. All players are on the bench except for the on deck batter.
15. Positive cheering for your team and no yelling at opposing team.