



Rookies (5-6 Grade) Rules

This Rookies (5-6th grade) division is a part of the Southeast Metro Rec Softball League and is a joint venture of CGAA, ERAA, WAA, OAA and SPPAA to promote the ideals of sportsmanship and spirit of competition across the five sporting communities.

The league will be governed by officials from all five associations.

Teams will be comprised of grades 5 and 6.

The league has been created to provide girls playing Rec/In-house softball a positive and fun, yet competitive environment. The teams from the associations are created in that spirit.

SOFTBALL RULES – 5th & 6th GRADE

Official NAFA softball rules governs all play except as noted in these Southeast Metro SOFTBALL RULES.

SAFETY

Injuries

Safe play is the most important consideration. If a player is injured, the play in progress shall be completed and time-out called immediately.

Bleeding wounds must be bandaged before the player may re-enter the game. Report serious injuries to the league's commissioner.

Shoes

Players must wear tennis shoes or rubber cleats. No sandals or metal cleats.

Helmets

Batters, all base runners, and the on deck batter must wear helmets. Teams may need to share helmets during games. All helmets must be secured with a chin strap.

Catchers Equipment

Catchers must wear all protective equipment provided.

Thrown Bats

Throwing bats is not allowed. First thrown bat results in a warning. Second thrown bat by the same player at any time during the game results in an out.

Lightning

Games must be called if lightning is seen.

OVERALL GAME

Rescheduling Games

Coaches are responsible for coordinating with the league commissioner to reschedule games called for weather or any other reason. All games must be attempted to be rescheduled.

Game Times and Time Limit

Games will start at 5:45 and 7:15. The 5:45 game ends at 7:05 and the 7:15 game ends at 8:35. These are drop dead ending times (ie, teams must leave the field). If the home team is at bat as the drop dead time occurs and they score the winning run prior to 7:05 or 8:35, the game is over. If an inning is not complete at the 7:05 or 8:35 mark (ie, the home team is losing and a full inning has not been completed), the game score will revert back to the last completed inning.

Home Team

The home team is determined by schedule for all regular season games. Both teams must supply a game ball to the umpire.

It is the responsibility of the coaches to know who is Home and Away. If the coaches are not able to agree, it is the discretions of the umpire.

During end of season tournament the home team will be established via coin flip.

Substitution

Free defensive substitution and all players bat. Late arriving players must be inserted at the end on the batting order.

Playing Time

Coaches are encouraged to provide equitable options for players in both the infield and outfield.

Minimum Players

Teams will be allowed to begin a game with 7 players. The team must have at least 8 players by end of game. If there are not 8 players, they will forfeit the game. [Subject to midseason evaluation by Rules Committee]

If a game must be forfeited, the teams are encouraged to scrimmage, sharing players as necessary.

Maximum Players

The maximum number of players on the field is 10. Teams do not need to match the number of players on the field, (i.e., If a team has 8 players, they play 8 players, and if the opposing team has 10 players in attendance, they may field all 10 players.)

Out of Play

The field of play includes foul territory up to an imaginary line drawn parallel to the foul line from the edge of the backstop. Balls beyond this imaginary line are out of play.

Sportsmanship

No protests are allowed. There should be no arguments between coaches. Coaches should meet before the game starts to review the rules and agree on gray areas. No taunting of the opposition either from the field of play or from the bench, including hurtful cheers. No taunting includes coaches and spectators. Umpires and WAA representatives may eject coaches, players, or spectators for any unsportsmanlike conduct. Anyone ejected must completely leave the field area or their team will be required to forfeit.

Base Distances

The base distance is 60 feet.

Winning and Losing

Each game score needs to be entered on the league NGIN website by the home team within two days of the completed game. Tournament seeding is set based upon regular season record.

UMPIRE

Southeast Metro attempts to provide umpires for all games. There may be times when an umpire is unavailable. In the event there is not an umpire, the coaches will select a parent from each team. The home plate umpire will call balls and strikes and the plays at 3rd and home. The field umpire will call plays at 1st and 2nd. The umpires should switch every 2 innings. The parent umpires calls are final and not to be argued or disrespected. If a concern arises, calmly talk to the other coaches to reach an understanding.

PITCHING

Pitching Distance

The front of the pitching rubber shall be 40 feet from the point of home plate.

Warm-Ups

New pitchers can pitch 7 warm up pitches. Returning pitchers can pitch 5 warm up pitches.

Dropped Ball

If the ball skips from the pitcher's hand during delivery, a dead ball is called. Runners may not advance.

Pitcher's Motion

The goal of the Rookie Division is to encourage pitcher development. To support this development any illegal pitch is considered a dead pitch. (It is not a ball. It is not a strike.)

It is incumbent on the coach to teach proper pitching fundamentals. Pitcher must start and release from the pitching rubber. Both feet must start on the pitching rubber and all movement goes toward the batter.

Pitching Rotation

Each team will use at least two pitchers per game for at least one full inning per pitcher per game. Pitcher removal due to illness, injury, or to umpire discretion is counted as one full inning for that pitcher.

Removal

If a pitcher hits a batter or batters 3 times in an inning or 5 times in a game, the pitcher must be removed from the mound. The batter must attempt to get out of the way. If an umpire believes a pitcher has become a danger to other players, she may be removed at any time. It's the umpire's call.

BATTING - BASE RUNNING

Rotation

All teams must bat all players on the team in order (round robin). There shall be no changing of the batting rotation during the game. Any late arriving players must be inserted at the end of the batting order. If a batter has to leave before the end of a game their batting spot is skipped and no out is called.

Run Limit

The inning will end after 3 outs or after 5 runs have scored.

Strikeouts

Normal 3 strike, 4 ball count.

The count starts with the first pitch thrown to the batter. Drop strike 3 is not in effect. If the catcher drops the third strike, the batter is still out.

Bunting

Only 2 bunts per inning allowed.

Stealing

Stealing is allowed in all cases, with the exception of an overthrow from the catcher to the pitcher.

Sliding

A runner must slide or attempt to avoid contact when a play is being made at the base they are going for, especially home. The umpire may call a runner out if in their judgment there was no attempt to avoid contact.

FIELDING

Rotation

All players must not be allowed to sit on the bench for consecutive innings unless in the case of injury or illness. All players sit once before someone sits twice during the course of a game.

Coaching

Coaches are not allowed in the outfield with the players.

All coaches, except the first and third base coach must remain behind the fenced area of the field, near your player's bench. Coaches or players are not allowed to stand behind the umpire/batting area. Fans behind the umpire must show good sportsmanship and may be asked to move by the umpire if deemed necessary

Infield

Infielders should play in traditional positions.

Infielders may not stand in the baseline and interfere with base runners.

Outfield

When a team fields all 10 players, then all positions must be filled as follows: 4 players in the infield, 1 pitcher, 1 catcher, and 4 in the outfield. Outfielders must start each play on the grass.

Infield Fly

No infield fly rule.

Ball

A 12 inch ball will be used.

Foul Tips

A caught foul tip must go higher than the batter's head for it to be an out. A caught strike 3 is still an out even if the foul does not travel higher than the batter's head.

Overthrows

In the event of an overthrow out of play, the runner is awarded one base beyond the base they were going to at the release of the throw.

Possession of the Ball/Running Game

A play is ended when the pitcher is in possession of the ball inside the pitching circle, approximately eight feet around the pitching rubber.

Rules accepted by original rules committee, 2013. Modifications approved by committee reps.

| | | | |
|----------------|-------|----------------|----------------------|
| Bill Hedahl | WAA | Katie Mudget | Rookies Commissioner |
| Jeff Tourville | OAA | Andrea Strenke | Minors Commissioner |
| Gary Mak | ERAA | Barb Slagerman | Majors Commissioner |
| Brad Strom | CGAA | Pat Kerrigan | Head Umpire |
| Rich Krtinich | SPPAA | Mike Sisneros | CGAA |