

1st-2nd Grade League Format and Supplemental Rules

The 1st-2nd grade softball league will be played by girls currently in 1st or 2nd grade as of January 1. A mechanical pitching machine will be used to begin the season for this league. The machine provides more consistent speed and accuracy to help build player confidence. As the season progresses, coach pitch and player pitch may be introduced to help with skill development. This decision will be made in partnership with the coaches and the 1st-2nd Grade League Commissioner. Game scores & standings will not be kept. No umpires will be used at this level. Defensive coaches will act as umpires in the field as they help players learn the game.

GAME SCHEDULES

League games will be played Tuesday & Thursday evenings (1-2X per week). A copy of the game schedules can be found by using the SportsEngine App or by visiting Suburbanathletics.com. Games will end at 1 hour regardless of where game play is at. Players should arrive 20 minutes before the scheduled start of any game to allow time for proper warm-up time.

Games shall be suspended for at least 30 minutes after a visible lightning strike or sound of thunder. The 30-minute timer restarts for every new lightning strike or sound of thunder. Remember the kid's safety needs to be the priority!

GAME PLAY

Everyone in the lineup will bat each inning. Do not start a new inning unless you have time to get through the batting lineup for both teams. Six (6) pitches will be thrown using the pitching machine. If the ball is not put into play on the sixth pitch the batter will hit off of a tee. **You can modify the pitches thrown down to three (3) pitches for each batter if you need to speed up the last inning.**

When the league advances to coach pitch, six (6) pitches will be thrown by the coach. If the ball is not put into play on the sixth pitch the batter will hit off of a tee.

If/When the league advances to player pitch, three (3) pitches will be thrown by the player followed by three (3) pitches from the coach both from a distance of 30 feet. If the ball is not put into play on the sixth pitch the batter will hit off of a tee.

Runners will be called out but there will not be any strikeouts. Up to 10 players allowed on defense.

If the ball is hit into the outfield, players may continue running until the ball is thrown into the infield. If the defensive team has less than 2 outfielders, any ball hit to the outfield should be ruled a double - all runners advance 2 bases.

No stealing is allowed. Players may slide feet first into 2nd, 3rd or home. Please encourage runners to run through first base.

The last batter in the inning should run the bases as a hit and not be automatically waived around all bases.

Extra bases are not allowed on an overthrow. This will keep the game moving along.

If the batted ball hits the pitching machine or coach, it is an automatic base hit, all runners advance one base and the ball is dead.

Up to two (2) defensive coaches allowed on the field to teach the defensive players.

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Offensive coach to pitch using the pitching machine. If/When the league transitions to coach pitch, the offensive coach will pitch to his/her own team. Additional offensive coaches may coach 1 st & 3 rd bases.

A coach may assist behind the catcher to field pass balls. The catcher is not required to throw the ball back to the pitcher/coach. An empty bucket can be placed at home and a full bucket at the pitcher's mound. The catcher can put the balls in the bucket or pass them back to the coach/parent fielding passed balls. The pitcher can switch buckets with the catcher when the pitching bucket is empty. This will help keep the game moving.

TEE RULES

Balls struck off the tee will be played as any other ball put in play off the pitch would be.

The struck ball must travel 10 ft. or past the preset distance line. If a chalk line is not on the field then the coaches shall place one out approx. 10 ft. using the end of a bat.

If the batter strikes a ball that does not travel 10 ft., swings and misses, or hits it foul, the batter will continue to hit off the tee until the ball is put into play with a maximum of six (6) attempts.

Base runners can advance on any ball that is put into play as long as it remains fair, and/or passes the 10 ft. line.

Catchers' masks shall remain on when the tee is out. Coaches shall ensure the catcher is a safe distance away from the tee and will remove the tee from the plate immediately after the ball is put in play.

EQUIPMENT

A Softcore 11" softball to be used.

Louisville Slugger Blue Flame Pitching machine (supplied by Suburban Athletics) shall be used by an offensive coach.

Players will wear the proper protective equipment during all practices and games.

Batting helmets with two ear flaps and face guard are mandatory when batting and when on deck. Catcher's helmets, chest protector, and shin guards are mandatory attire when catching.

Batting helmet face guards are mandatory.

Coaches are responsible for enforcing the use of the protective safety equipment.

Bats cannot have a barrel greater than 2 ¼".

Defensive facemasks are mandatory for all defensive positions for games and practices. TEAM RESPONSIBILITIES

Coach to assist with tee placement after 6th pitch.

Lock up all equipment after the game. Pitching machines to be stored in the shed at Clayton Park.

GAME AND PRACTICE ATTIRE

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Players will wear the team uniform as provided by their sponsoring organization.

Players are not permitted to wear jewelry. In the case that earrings cannot be removed they must be posts and covered by tape or Band-Aids. In the event that a medical ID is necessary it must be secured with tape.