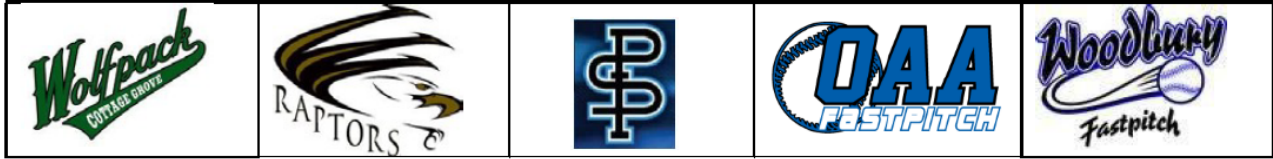


South East Metro Rec Softball



PeeWee 3RD/4TH Grade

This PeeWee (3rd and 4th grade) division is a part of the South East 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 Associations.

Teams will be comprised of players in 3rd and 4th grades.

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.

Teams will be created by the following means:

All teams will be assured of having an equitable number of pitchers and catchers.

CGAA, ERAA and WAA teams will be formed by the league director. WAA will also use evaluation scores as a portion of the process.

Softball Rules – PeeWee 3rd and 4th Grade

Official NAFA/ASA softball rules governs all play except as noted in these South East 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 and have a face mask attached.

Fielders Masks

It is recommended that all players that play "in the dirt" wear fielders' masks. If a player is registered with CGAA, Oakdale, SPPAA or WAA it is REQUIRED.

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

If lightning is seen by coaches or umpires the game will be halted waiting at least 30 minutes after the last flash of lightning was seen before continuing the game.

Umpires

South East Metro League attempts to provide umpires for all In-House 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 (one for in the field and one for behind the plate). The home team shall provide the home plate umpire. Every attempt shall be made to find an umpire. If the home team does not have an umpire, the other team may supply one.

Season Rules

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

Game will start at 6:30 p.m. No new inning shall start in May after 8:00 p.m. In June, no new inning shall start after 8:15 p.m. unless both coaches agree **AND there is no danger to the players as a result of darkness.**

Then no new inning shall start after 8:30 p.m.

Games will be a maximum of six (6) innings or until the time limit constraints have been exceeded.

Home Team

The home team is determined by the schedule for all regular season and tournament games. Each team supplies 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, the decision will be made at the discretion of the umpire.

During the 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

During the course of the season coaches are encouraged to move players throughout the field to provide opportunity to play as many positions as each player is capable of. Players should be allowed to play every position during the season. *Players are not allowed to play the same position twice in the same game with the exception of the Pitcher, Catcher and 1st Base.* All players are not be allowed to sit on the bench for consecutive innings unless in the case of injury or illness.

Minimum Players

Teams will be allowed to begin a game with 6 players. A team with less than 6 players forfeits.

If a game must be forfeited, the teams may scrimmage sharing players as necessary.

Maximum Players

10 Players in the field

Teams with 10 players present must play 10 players, 4 of which must play the outfield. No infielder can play closer to the batter than 6' in front of the baseline, outfielders must start each play on the grass. No player can play on the base line

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.

Ball

An 11 inch ball will be used.

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.

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 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.

Game Rules

Pitching

1. The pitching rubber shall be placed 35 feet from home plate. Pitchers must pitch using a windmill motion
2. Pitchers must demonstrate to their coach an ability to throw pitches using the proper form in order to pitch in a game
3. There will be no minimum number of pitches per batter. A pitcher/batter will battle until the batter has; hit the ball fair, received first base on a hit by pitch, struck out, or received 4 balls
4. If the batter is given ball 4, they will receive three coach pitches from their own coach from the pitching mound. The only way a player gets more than 3 pitches is if they foul off the 3rd pitch. If the batter fouls the 3rd pitch they will continue to receive pitches until the ball is put in play or they strikeout
 - a. There is no limit to the number of foul balls. Coaches MUST pitch flat pitches with little arc. The player whom was pitching will remain in the pitching circle and play defensively on the appropriate side of the coach
5. If the pitcher hits a batter or batters 4 times in an inning or 7 times in a game, the pitcher shall be removed from the mound
 - a. Batters will automatically take their base if hit by a pitch, but must make a *reasonable attempt* to move out of the way of the pitch. If the batter makes a reasonable attempt to get out of the way of the pitch, they are awarded 1st base
 - b. IF the batter *does not* make a reasonable attempt to get out of the way, the umpire will call the pitch a dead ball and add a ball to the count and the batter will not be awarded 1st base
 - i. Reasonable attempt will be determined at the umpires discretion
6. Pitchers may throw 7 warm up pitches before beginning to pitch. Catchers should be ready to take the field with the rest of the team unless on the base path when the 3rd out is made.

Hitting

1. All teams must bat all players on the team in order (round robin). There shall be no changing on the batting rotation during the game
2. The batter has the responsibility of being ready for a pitch unless they indicate they are not. Batters will not be awarded a base unless they are struck by a pitch in flight, and they must make a reasonable attempt to move out of the way of a pitch, as previously discussed

3. The infield fly rule is omitted
4. Bunting is allowed with the exception of being pitched to by a coach. A player may only bunt once per game. One player may bunt per inning.
5. If a batted ball touches the adult pitcher, the ball is foul and the base runners may not advance
6. If a pitched ball bounces before the plate the ball may be swung at and hit, fouled off or missed. The ball is still live

Base Running

1. The base runner may lead off the base after the ball leaves the pitchers hand
2. Base runners and/or batter-runners may only advance 1 base per pitch on a non-batted ball. If a player is attempting to steal 2nd base, and there is a wild throw that ends up in the outfield, the player may still only advance to 2nd base
3. Any batter or runner that intentionally loses her helmet shall be declared out. The ball will become dead and all runners shall go back to the last legally held base
4. 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 judgement there was no attempt to avoid contact
5. If a base runner is more than halfway to the next base, when a fielded ball hit into the outfield is thrown into the infield (inside the diamond) the runner or runners may advance to the next base(s) only if the runner is past the previous base
6. Players may advance home on a batted ball, when forced because of a bases loaded walk or hit by pitch, or on a base award due to defensive infractions such as illegal pitch, catcher's obstruction, or other rule violation. They will also have the opportunity to try and advance from 3rd to home (at their own risk), if the catcher makes an attempt to pick them off on 3rd base
7. Runners may not advance to or be awarded home on a non-batted ball play (steal, wild, pitch, or passed ball), even if the ball goes out of play with the exception of bases awarded due to defensive infractions. There will be no stealing on a coach pitched ball
8. The pitcher and catcher are permitted to have a courtesy base runner by the last out made, when they are on the bases, and once there are 2 outs

Fielding

1. A caught foul ball by the catcher must go higher than the batters head for it to be an out. If a 3rd strike is "tipped" and caught by the catcher, the batter is out
2. Once a batted ball hit to the outfield is thrown into the infield, the runner(s) can run to the next base, only if they have already touched the previous base before the ball is in the infield. A fielder does not have to be in control of the ball
3. Overthrows – a runner cannot advance beyond the base they are going to on an overthrow. No taking another base on overthrows. The goal is to encourage the girls to make the proper throw and defensive play without the penalty of an overthrow.

Scoring

1. Each team may score a maximum of 5 runs per inning or until 3 outs are made, whichever comes first. Games may end in a tie during the season but not during tournament play.
2. Each team must keep a scorebook for the number of runs scored per inning.

Conduct

1. Any player, parent or coach that is belligerent towards any child, coach or umpire will be warned first by their coach or umpire. If actions continue, the game will be called and the offending team will forfeit the game
 - a. Refer to the Parent/Coaches Code of Conduct that was signed at registration for belligerent acts.

These rules are subject to change by the League Directors only to create clarification and/or to preserve the integrity of the game. Changes will only be made with proper communication to all coaches.

Any proposed rule changes by a coach or parent can only be addressed by them at the Rule Committee meeting. Any rule not covered here or in the general rules shall be covered by the Official NAFA Fastpitch Rule Book.