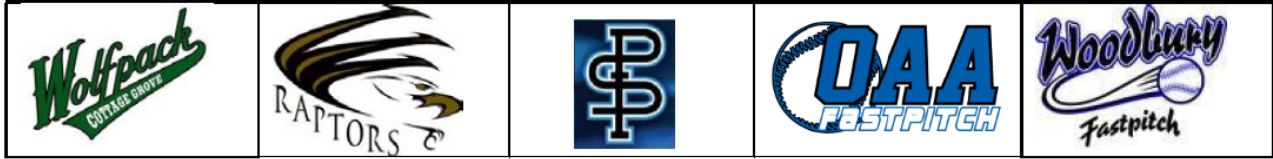


## South East Metro Rec Softball



# Pitchball 1<sup>st</sup>/2<sup>nd</sup> Grade

This Pitchball (1<sup>st</sup> and 2<sup>nd</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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:

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 – Pitchball 1<sup>st</sup> and 2<sup>nd</sup> 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. Any time a batter either throws or drags the bat so that it completely comes to rest outside of the 10' radius around home plate, both teams will be warned. The next occurrence by any player will result in an immediate 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**

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*

Clinic style practices will start between 6:15 p.m. and 6:30 p.m. at BOTH coach's discretions but no later than 6:30 p.m. and will last until the clinic style lesson is completed. All drills within the lesson plan will be no longer than 3 minutes in length.

Game start time shall be 5 minutes after clinic style practices have been completed, **NO LATER** than 7:00 p.m. and shall last 45 minutes to 1 hour. 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 1<sup>st</sup> 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
2. The coach will pitch 5 pitches from the slingshot machine per batter. If the batter hasn't put the ball in play they are declared out
3. Pitches must be from either 30 or 35 feet distance; as pre-determined settings and distance will be set prior to start of season with the slingshot machine
4. On the 5<sup>th</sup> pitch or successive pitch, if a batter fouled off, that batter will receive an additional pitch in order to put the ball into play. There is no limit to the number of foul balls
  - a. The coach pitcher may only use one ball on the field
5. If the coach pitcher interferes intentionally with the fielder after the ball is hit, the batter is out and the base runners cannot advance
6. If the batted ball touches the adult pitcher, the ball will be ruled a dead ball and the base runners cannot advance
7. If the batted ball touches the pitching machine, the ball will be ruled a dead ball and the base runners cannot advance
8. An arc of a circle of a 10' radius is drawn in front of home plate, with its center in the back point of the plate. A ball that is hit and comes to rest inside that circle is a strike AND a dead ball

### *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. Batters must stand in an area designated as the batter's box when at bat.
4. The infield fly rule is omitted
5. No intentional bunting is allowed. An intentional bunt will be called an out. A batter must take

a natural swing

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. Base runners will not be allowed to lead off the base and must stay in contact with the base until the ball is put in play by the batter
2. There will be no advancement on overthrows
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. 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
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

### ***Fielding***

1. The player playing pitcher must not stand directly behind the coach and or the pitching machine because they will have very little time to react to a ball put in play
2. The catcher shall be confined outside of a 10' radius circle as measured from the back point of home plate until the ball is put in play
3. Overthrows – a runner cannot advance beyond the base they are going to on an overthrow. 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 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.