

EAST DES MOINES GIRLS SOFTBALL ASSOCIATION RULES FOR PETITE DIVISION

ADOPTED MARCH 2010

GENERAL PHILOSOPHY

All coaches, parents and spectators are requested to be constantly aware that the players in the Petite Division are very young. They are beginners in the task of learning and developing softball skills. They are also beginners in the process of developing their attitudes and approach to the game and to their opponents.

THE PLAYING FIELD AND EQUIPMENT

1. Pitching distance will be 35 feet. Bases will be 60 feet. Petite pitcher must stand in the pitching circle and can move defensively **ONLY** after the ball has been released. An 18 foot diameter circle will be chalked.
2. 11 inch ball will be used.
3. Any bat used will follow the ASA rules and be marked **SOFTBALL**. Exception: **Only** Petites may use the T-ball bats.
4. When chalking the field, there **MUST** be chalk lines in the following areas:
 - a. Line **must** be chalked halfway between 1st and 2nd.
 - b. Line **must** be chalked halfway between 2nd and 3rd.
 - c. Line **must** be chalked halfway between 3rd and home.

PLAYERS, SUBSTITUTES AND ADULT PITCHERS

1. All players must be listed on the batting lineup and remain in the same order throughout the game.
2. No player or coach from the opposing team may yell "**SWING**".
3. Each team will have an adult pitcher who will pitch to his/her team.
4. **Base umpire must be furnished if requested by the plate umpire. First option—home team. Second option—Visitors. COACHES INVOLVED WITH EITHER TEAM CANNOT FULFILL THIS OBLIGATION. The base umpire must be at least 18 years of age.** If the plate umpire requires base umpires, they must be available at game time. Game time starts if they are on the field or not.

UMPIRES

Head coaches or designated substitutes of the Junior, Intermediate and Senior teams will be assigned to umpire at **LEAST** 3 petite games during the season. Times and dates will be assigned by the Board. The schedule will be given out at least one week prior to the start of the season. The schedule is deemed notification. If a coach or designated person fails to show up at his/her scheduled time, this will result in a **FORFEIT OF THE NEXT GAME FOR HIS/HER TEAM. NO EXCEPTIONS!!!**

THE GAME

1. Petite division will not keep score during regular league play. **NOTE:** scorebooks will still be used to keep track of playing time and positions during regular league play.
2. Game time is 1 hour and 15 minutes. No new inning may start after that time. If innings start before that, both teams will bat (unless agreed upon by both coaches. Games delayed by darkness or weather may be rescheduled for the

remaining time left unless 1 inning has been completed or 1 hour and 15 minutes have passed.

- a. A team must have 7 players to play a game.
- b. All players on a team will bat each inning, except when two teams have an unequal number of players. In that situation each team will bat the number of the players on the largest team. The remaining players on the smallest team will bat first in the order the next inning. (EXAMPLE: Team A has 12 players and Team B has 10. Team B will bat 12 players with #1 and #2 batting twice in the first inning. Following rotation— When Team B bats in the 2nd inning, they will start with batter #3 and bat a total of 12 players.)
- c. Last Batter: If the last batter gets a hit and reaches 2nd or 3rd base safely (they must be ON THE BASE), she starts the next inning on 1st base. **The last batter must be rotated. In other words, a coach cannot select the same player as the last batter in every game.**
- d. Balls and Strikes: No balls will be called by the umpire. The umpire will only call strikes when the batter swings and misses or on a foul ball as in the standard rules. There will be no called pitch strikes, meaning the umpire will not call a strike if the batter does not swing. After each strike called, the umpire will let the batter know how many strikes they have.
- e. After May 15th, each batter will be limited to 8 decent pitches.
- f. The players turn at bat cannot end with a foul ball, UNLESS it is caught.
- g. Base Running—With any ball hit in the infield (inside baselines), the batter/runner may advance as far as 2nd base regardless of any overthrows. The batter/runner may advance to 2nd base at the risk of being put out. There will be no base stealing. This does not apply to the last batter. (Example: The batter/runner hits an infield ground ball, the defensive player makes a play at 1st base where an overthrow occurs. The coach sends the runner to 2nd base and the defense makes an attempt to put out the runner at 2nd base where the ball goes into the outfield. The runner **CANNOT** advance to 3rd base.) If other runners occupy bases at the time of the hit, they may advance at will but risk being put out any time by the defense. On any outfield hit (the ball must reach the grass) the batter/runner may advance as far as possible. Once an attempt to get the ball to the pitcher is made, all runners must stop at the base they are going to if they have passed the halfway mark. If they have NOT passed the halfway mark, they must return to the last base they passed.
- h. Players will receive one warning for throwing the bat. After that, the player will be called out.

DEFENSE

1. A team shall consist of all defensive players whose positions shall be designated as follows: pitcher, catcher, 1st baseman, 2nd baseman, 3rd basemen, shortstop and the rest will be outfielders. **Every girl will be rotated to play each position at least 3 innings during the season.** The

exception to this is the pitcher, catcher and 1st baseman. These need to be rotated with at least 4 different players throughout the season.

- a. No defensive player can play in front of the adult pitcher until after the ball is hit.
2. One defensive coach is allowed on the field during play. Their job is to position players prior to the pitch and must not interfere with play. This defensive coach can give no directions while the play is in progress. They must be out of the infield area at all times. If a coach interferes with a play or gives instructions from the field, he/she will be asked to leave the field after a first warning is given. All effort should be made to keep the game progressing at its normal speed.
3. Offensive pitcher will stand near the pitching mound. Each team will use an adult pitcher who will pitch the ball to the batters from a position in front of the mound but inside the circle. The adult pitcher will not participate in any way other than to pitch the ball to the batters. **ANY BALL THAT HITS THE DEFENSIVE COACH/ADULT PITCHER IS IMMEDIATELY DEAD.** Play will resume with all circumstances as they were prior to the pitch, which the batter hit.
 - a. Any ball touched by a coach or adult is dead.
 - b. A throw to or an attempted throw to the pitcher in the circle ends the play. (See 4g for rule on base runners.) This is a judgment rule by the umpire and cannot be appealed.
 - c. The player/pitcher will perform all of the defensive tasks except pitching the ball to the batter. Other defensive players will return the ball to the player/pitcher, who will hand the ball to the adult pitcher.

COACHES

There may be up to 4 coaches for the Petites. One will be Head Coach and the other 3 will be assistants. Suggested responsibilities: One coach will pitch, one coach will remain in the dugout while the other two coaches act as the base coaches.

ADULT PITCHERS

Any adult pitcher may wear a glove on the field only to protect themselves from the ball if hit at them. They must try their best to move out of the way of the ball.