

2019 PTSA SOFTBALL RULES

Divisions:

3rd and 4th grades

- Will use an 11 inch ball. It is recommended that game balls be new or in excellent condition.
- Pitchers will pitch from 40 feet.
- Sixty foot base paths.

5th and 6th grades

- Pitchers will pitch from 40 feet.
- Sixty foot base paths.
- Will use an 11 or 12 inch ball. It is recommended that game balls be new or is excellent condition.

Uniforms:

Numbers on all uniforms are required. They must be at least 3 inches in height and clearly visible. Metal spikes are not allowed.

Safety:

- The catcher must wear a mask and protective helmet. It is strongly recommended to wear a chest protector.
- The batter and on deck batter must wear a protective helmet.
- Batters will use specified softball bats, not baseball bats. Bats with any dents or flat spots will not be allowed.
- The pitcher must wear a protective fielder's mask.
- In case of lightening in the area, games will be ended for player safety.
- Home teams need to have access to their school building and have a basic first aid kit at the field.
- All Coaches and assistant coaches need to be cleared with the Highline School District to volunteer.

Line Ups:

- All players will be active in the batting line up, even if they are not actively in the defensive line up. Teams will bat through the entire line up in the order determined prior to the game, regardless of defensive substitutions.
- This is a development league and it is strongly suggested that players do not sit out defensively more than one inning in a row if possible.

Game Rules:

- General Slow Pitch Softball rules apply, other than the specific league rules noted in this document:
- The strike zone consists of the area above the plate between the batter's knees and shoulders. A ball landing on the plate is NOT an automatic strike.
- The batter is awarded first base when four balls are called by the umpire.
- The batter is out if she has three strikes.
- The home team is responsible to provide the umpire with a balls and strike counting tool to use while umpiring the game.
- There is no stealing of bases. Base runners must remain on their base until the pitcher releases the ball. No leading off.
- This is a slow pitch league. Pitchers must arc the ball at least as high as the batter's head.
- Sportsmanship according to the player code of conduct and parent code of conduct need to be enforced and coaches can call time out to check in with the umpire and other team's coaches to confer on how best to proceed if the conduct codes are in violation. Please familiarize your umpire with the codes of conduct prior to the game.
- Ten players make up a full defensive squad with four outfielders. Games may start with fewer than ten players on a side. With the few amount of games scheduled each season, it is in everyone's best interest to not forfeit. You may "loan" the other team players if you wish to fill out their squad so that a game can occur.

Time Limit: Games will start at 5:00PM and plan to finish up by 7:00PM. It is recommended that teams arrive at least a half hour early to warm up and new innings will not be started after 7:00PM. All play must stop by 7:30PM. If it is close to 7PM and both coaches agree that starting a new inning will likely go beyond 7PM, they can agree to end the game. The umpire will make the decision if a coach's consensus cannot be reached. Remember this is a friendly PTSA development league, so please put all students' best interest first.

The Run Rule: A win is awarded to a team that has a 15 run lead after 3 completed innings, or 12 runs after 4 completed innings. The coaches can use their best judgement for the benefit of their players as to continue playing or not. If they both agree, they can continue the game. It is

suggested to stop keeping score visually after the run rule has been achieved. The win is recorded, and both teams can continue a friendly practice game.

A complete game consists of 7 innings or as many innings (fewer than 7) as time allows, per our time limit rules.

Rainouts: It is the home team's responsibility to contact the opponent during the day, via email and/or phone to alert them that their field is not in condition to play. Contact the School's Softball Chairperson and their Coach/Coaches so that they can alert their players' families of the after school scheduling change for their children. It is the home team's responsibility to alert the PTSA District Softball Chairperson to let them know a rainout has been called, so that they can reschedule the match if at all possible. Rescheduled games are not guaranteed to be able to happen, but we will try our best.

Umpires:

Assigning an umpire will be the responsibility of the home team, though it is strongly encouraged for both teams to work together and communicate prior to the game to assure an umpire is scheduled. The home team needs to provide the umpire access to these rules prior to and during the game. The umpire needs to understand the strike zone as defined in our PTSA Softball League Rules.

Scorekeeping:

Each team will provide their complete batting order, with player number, to the other team's score keeper prior to the beginning of the game. Each team will have a volunteer keeping accurate score in their own score book. If there is no visual score being posted, it is recommended that the scorekeepers check in with each other at the top of each inning to check for score differences.

Sportsmanship:

Remember good sportsmanship is important. Coaches set the tone. Please start and end each game with the players greeting each other or a cheer. We want to foster confidence in our young athletes, build skills, provide challenges, and help them fall in love with the fun sport of softball, so that they can play it for a lifetime.