



## Town of Parker Youth Coach Pitch Softball: PeeWee - Ages 6 to 8

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment.

**The field staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decisions are final.**

### **Philosophy:**

1. To allow the participants to have fun.
2. To allow all youth an opportunity to participate.
3. To teach proper skills and fundamentals of youth softball.
4. To provide an environment of sportsmanship & camaraderie.

### **Field Supervisor:**

The field supervisor will have complete authority, and his/her decision will be final.

### **Umpires/Safety Monitor:**

Both teams must provide one umpire/safety monitor: one at home plate and one on the bases.

Their duties include:

1. Supervising batter's and catcher's area.
2. Calling batters to the plate at a safe time.
3. Keeping catcher at a safe distance from the plate.
4. Declaring the ball dead or alive, and positioning runners as necessary.
5. Contacting field supervisor when there are any discrepancies.
6. Determine if defensive players are in proper positions.
7. Declaring runners out or safe at bases.
8. Administering all rules of the game.

### **Coaches**

1. Fielding team can provide 1-2 coaches in outfield – assign 1 to be stationed in the infield area by the baseline and act as the field umpire.
2. Batting team can provide 1 coach as the pitcher, a 1<sup>st</sup> and 3<sup>rd</sup> base coach. The 3<sup>rd</sup> base coach can help batter with set up if needed, but needs to step away from batting area after.
3. Coaches are not allowed to interfere with any player or the ball while the ball is in play. If this should happen, the ball will be considered dead, and each runner will advance one base, with the batter receiving first base.
4. Coaches will pitch to their own team – see the “Defense Section” for specific information.



**Field Size:**

1. Bases will be 50 feet apart
2. Pitching distance will be 35 feet

**Rosters:**

1. Only players on your official team roster may practice or play in games. No participants can change teams.
2. Teams will be limited to 14 to 15 players

**Uniform and Equipment:**

1. Each participant must wear the softball shirts provided by Recreation Department.
2. Cleats are recommended but not required. Cleats must be rubber-soled and cannot have removable or metal “spikes”.
3. Each player must provide their own baseball glove and wear it at all times while in the field.
4. Catcher must wear mask, shin guards and chest protector provided by the Field Supervisor or coach.
5. Every batter must wear a batting helmet at bat and when running bases. Helmets will be provided by the Field Supervisor or coach.
6. Jewelry is *not* allowed.
7. Softballs provided by the recreation department are the only authorized balls that may be used in this program.
8. Softballs will be an 11” Soft Touch ball
9. Each coach will be issued the following equipment that must be returned at the end of the season:
  - a. 1-2 bats, size appropriate for each division
  - b. Box of softballs (do not need returned at end of season)
  - c. Set of bases
  - d. Baseball Tee
  - e. Batting Mat
10. A batting tee will be placed at home plate for those unable to hit a pitch from the coach.

**Duration of Games:**

1. Games will consist of 6 full innings or 60 minutes, whichever comes first.
  - a. When 6 innings are not reached, all games will use a drop-dead time frame. Games will end at 60 minutes regardless of how many outs and regardless of which team is at bat.
2. Each team shall bat through the lineup during their at-bat. Each team bats through order regardless of outs or number of runs scored.
  - a. Batters or runners called out shall return to the dugout.
3. In case of inclement weather, a game will be considered complete after 45 minutes of play or 3 ½ to 4 innings.



### Participation:

1. The defense will consist of 10 players. All players on the roster will bat, regardless if they sat the bench for defense.
2. Players coming late to a game may be placed at the end of the batting order.
3. No player may sit on the bench more than one consecutive inning when their team takes the defensive position.
4. Free substitutions on defense will be allowed between innings only, unless an injury occurs; a player may act as a substitute for an injured player during the inning.
5. Coaches are asked to rotate players at positions in which they show an interest in playing.

### Start of Play:

1. A coin toss shall determine the home team.
2. Line-ups: All players registered on the team and present at the game shall be listed on the batting order. No player may bat twice in one inning.
3. Teams must have 6 players present at game time to begin a game of the game will be declared a forfeit. In the event that a team has only 6 or 7 players, teams may supplement one another with players for the outfield if needed and wanted.

### General Game Play:

1. There will be no official game scores or league standings maintained.
2. Ball is considered dead when *any player* has the ball in her possession and not attempting to make a new play. The goal is to teach the kids not to “chase the runner.”
3. Ball will also be considered dead if a thrown ball goes into foul territory. The field monitor shall declare the ball “dead” and position all players at the base they were at or the base they were running to.
4. To encourage fielders not to “chase the runner”, one base will be awarded on an overthrow, regardless of whether the ball goes out of bounds or not.
5. There is no infield fly rule.
6. Coaches are strongly encouraged to teach base running fundamentals, not the “keep running” technique.

### Defense:

1. Defensive positions will consist of a pitcher, catcher, first base, 2nd base, 3rd base, shortstop, and no more than **four** outfielders. Each outfielder must be positioned no closer than ten feet behind the baseline.
  - a. While the coach will pitch to the batting team, the defensive player will stand near the pitching mound to field the ball.
2. Coach-Pitcher must stay on the pitching rubber until the ball is hit.
  - a. The Participant pitcher must stand to the side or behind the pitching rubber until ball is hit, depending upon the location of the Coach-pitcher.
3. Coach-pitcher must pitch with an underhand motion and should try to deliver a flat pitch.
4. Catcher must stay in catcher’s box until ball is hit.



5. Infielders may be no closer than 20 feet from home plate prior to the ball being hit.
6. Defensive players must be located in standard positions with no extreme oversights. Players may not play directly on a base.
7. Defense must make a play on the last batter.

#### **Batting:**

1. Each player will bat each inning. Batting teams will only hit *once* through their line-up
2. A batter that throws her bat will be called out.
3. Bunts are *not* allowed.
4. Each batter will be given 5 pitches. If the ball is not hit in fair territory after the 5 pitches, the batter will be given up to 2 swings at the Tee.
5. Balls and strikes will not be called by an umpire; no walks or strike-outs will be awarded.
6. A hit batter will *not* be awarded first base
7. Coaches should encourage all kids to hit from the live pitch but may use discretion with those players who cannot hit without the Tee.
8. **Coaches are encouraged to pitch from the mound (35 feet), but may move closer to the plate as long as they are within the pitching circle.**

#### **Base Runners:**

1. Base runners leaving the base path in order to avoid a tag will be declared out.
2. Base runners cannot steal bases. The runner will be declared out if they attempt to steal.
3. A runner who intentionally runs into a defensive player will be declared out.
4. Sliding will be allowed.
5. Runners caught between bases when ball is in possession of a player not attempting to make a play (dead ball) must return to the last base touched, unless they were halfway to the next base.
6. Base runners must tag on all fly balls.

#### **ELASTIC POWER:**

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.