

PARK RIDGE ATHLETIC ASSOCIATION
SOFTBALL RULES
Approved 4/5/06

All games will be played in accordance with the PRAA Rules and Official *NFHS (National Federation of State High School Associations)* Softball Playing Rules. When these sets of regulations conflict, PRAA rules will prevail.

“Player borrowing and sharing”.

Level = All

Sharing – is when a team(s) is/are short players at the game and no substitutes from other teams have been previously arranged.

Borrowing – is when a coach is aware her/his team will be short players in advance and solicits players of equal ability from the respective PRAA softball league roster to avoid forfeiting a game.

Player eligibility - Players who are not registered in the PRAA softball program and are not on a current PRAA softball league roster are ineligible for borrowing or sharing. Coaches violating this policy may be subject to disciplinary action by the Board of Trustees.

Player Sharing – All Levels.

Player(s) may be shared at the coaches discretion when a team does not have enough players to avoid a forfeit and to provide the children with an opportunity to participate in an athletic activity. The team with enough players is automatically the Visiting team and will bat first. The team that is short players will be the Home team and the minimum quantity of fielders to be shared with the Home team will be the last batter(s) in the line up of the Visiting team at the beginning of the game. Each inning thereafter, the last batter(s) out in reverse order from the previous inning will be the shared player(s). In the event it becomes the shared players turn to bat, she will be removed from the field and be replaced in the field by the last batter out who will remain in the field until the sooner of (1) the inning being completed, or (2) her turn to bat again, at which time she will be replaced in the field by the last batted out.

Player Borrowing:

K-2nd = Player(s) may be borrowed from the respective League roster if a team is short of players. The borrowing of player(s) will be at the discretion of the Head Coach and must be agreed by both coaches with the coordinator having final decision if the coaches cannot reach an accord. It is recommend players be borrowed when the known quantity

of players attending a game falls below 6. The quantity of players borrowed should yield a team of no more than 8.

3rd-8th = Player(s) may be borrowed if a team is short of players. The borrowing of player(s) will be at the discretion of the Head Coach and must be agreed by both coaches with the coordinator having final decision if the coaches cannot reach an accord. It is recommend players be borrowed when the known quantity of players attending a game falls below 9. The quantity of players borrowed should yield a team of no more than 10. **Every effort should be made to find a player of similar ability be borrowed to replace players who are unable to attend a game. To the extent reasonable, roster players should take precedent in the batting order and field positions (including the opportunity to pitch).** When applicable and reasonable, the respective league Coordinator should be contacted to ensure the substitute player is similarly rated within the same tier as the missing player using the ratings from the most recent draft. The roster players on the team will take precedence in batting order and field position over the substitute player. “Stacking” a team with replacement players of significantly better ability shall be avoided and will not be tolerated.

A. SOFTBALL RULES FOR PEE WEE's - GRADES 3 & 4

1. Bases will be 55' a part
2. Eight (8) player minimum to play a game. There will be NO penalty for the 9th or 10th positions in the batting order being vacant. Additional players may be added to the batting order at the end of the 1/2 inning.
3. Twenty-four (24) hour notice is needed to cancel a game. The game must be rescheduled at the earliest possible date.
4. The short fielder must be positioned behind a 10' "arc" beyond second base at the time of the pitch.
5. There will be NO infield fly rule
6. Players must play at least 1/2 of the game in the field, or in accordance with PRAA General Rules.
7. Games will be six (6) innings in length.
8. No inning may start after 8:00 p.m. during April and May, and 8:15 p.m. during June.
9. No inning may start after 2 hours of playing time for games scheduled during the day.
10. Protests are to be lodged at the time the infraction occurs, prior to the next pitch being thrown. The manager filing the protest must sign the score book at that time. The commissioners of the towns not playing in the game will rule on the protest. A majority decision will rule.
11. If a team is losing by fifteen (15) runs after four (4) complete innings, the game is officially over. The game may continue unofficially, if both teams wish to play.
12. All games will be played using a 12" ball.
13. Uniforms shall consist of a shirt with no same numbers on a team. No shorts.
14. No jewelry, rings, earrings (small earrings must be taped) or gum.

PITCHING

1. The rubber will be 32.5' from home plate.
2. A pitcher may only pitch three (3) innings in any game, which does not go extra innings. Any pitcher may re-enter the game once. One pitch constitutes an inning. Extra innings count as a new game.
3. The pitcher must pitch from a pitching rubber if one is available and properly placed.
4. The pitcher must use a legal pitching wind-up and must start her wind-up with one foot on the rubber.
5. Managers or coaches will be permitted two (2) trips to the mound in any inning. If a third trip is made, the pitcher must be replaced. Trips to the mound due to injuries do not count.
6. If a pitcher hits two batters in one inning or three batters in a game, she must be removed as a pitcher.

BATTING

1. Bunting is not permitted.
2. Full roster batting is adhered to. Minimum of 10 or maximum of entire line-up determined by the team with the smaller roster in an inning.
3. The batter may not run if the catcher drops the third strike.
4. Throwing the bat is prohibited. The umpire will give a team warning to both teams after the first incident. Subsequent occurrences will result in the batter being declared out and all runners will be returned to their previous bases.
5. Batters will be encouraged to drop the bat after receiving a walk. They may not be tagged out by the catcher.
6. At the start of the season, a walk will occur when the batter receives six (6) balls. This may be amended to four (4) balls later in the season, if all town commissioners agree.

BASE RUNNING

1. No stealing will be permitted
2. Runners may leave the base when the ball crosses home plate.
3. If the catcher attempts to throw out a runner after a pitch, the runner is forced to return to the base. She does NOT have to be tagged out.
4. The ball is in play when the catcher throws the ball toward any base attempting to force a runner
5. The ball is NOT in play when the catcher throws it back to the pitcher.
6. The ball is dead, the play is over and the runners must return to the last occupied base (see rule 9 below) when the pitcher has control of the ball in the circle. The umpire will have final judgement to call a stoppage of play.
7. Sliding is permitted and encouraged. Deliberately running into or knocking down a fielder will result in the base runner being called out. Base runners must slide if there is a play at the base they are advancing to EXCEPT 1st base.
8. Fielders will be called for interference if they block a base.
9. If a runner is not more than 1/2 way to the next base when the pitcher has control of the ball, the runner must go back to the last occupied base (see rule 6 above).
10. Sacrifice fly rule will be allowed.
11. With two outs, a pinch runner is required if the catcher is on base. The runner used must be the last recorded out in the same inning.

B. SOFTBALL RULES FOR JUNIOR'S - GRADES 5 & 6 GENERAL RULES

1. Bases will be 60' feet apart
2. Eight (8) player minimum to play a game. There will be NO penalty for the 9' or 10 positions in the batting order being vacant. Additional players may be added to the batting order at the end of the 1/2 inning.
3. Twenty-four (24) hour notice is needed to cancel a game. The game must be rescheduled at the earliest possible date.
4. The short fielder must be positioned behind a 10' "arc" beyond second base at the time of the pitch.
5. There will be NO infield fly rule
6. Players must play at least 1/2 of the game in the field, or in accordance with PRAA General Rules
7. Games will be six (6) innings in length.
8. No inning may start after 8:00 p.m. during April and May, and 8:15 p.m. during June.
9. No liming may start after 2 hours and 15 minutes of playing time for games scheduled during the day.
10. Protests are to be lodged at the time the infraction occurs, prior to the next pitch being thrown. The manager filing the protest must sign the score book at that time. The commissioners of the towns not playing in the game will rule on the protest. A majority decision will rule.
11. If a team is losing by fifteen (15) runs after four (4) complete innings, the game is officially over. The game may continue unofficially, if both teams wish to play.
12. Uniforms shall consist of a shirt with no same numbers on a team.
13. No jewelry, rings, earrings (small earrings must be taped) or gum.

PITCHING

1. The rubber will be 35' from home plate for a permanent rubber, and 36ft for a temporary rubber
2. A pitcher may only pitch three (3) innings in any game, which does not go extra innings. Only the starting pitcher may re-enter the game once. One pitch constitutes an inning. Extra innings count as a new game.
3. The pitcher must pitch from a pitching rubber if one is available and properly placed.
4. The pitcher must use a legal pitching wind-up and must start her wind-up with one foot on the rubber.
5. Managers or coaches will be permitted two (2) trips to the mound in any inning. If a third trip is made, the pitcher must be replaced. Trips to the mound due to injuries do not count.
6. If a pitcher hits two batters in one inning or three batters in a game, she must be removed as a pitcher.

BATTING

1. Bunting is permitted.
2. Full roster batting is adhered to. Minimum of 10 or maximum of entire line-up determined by the team with the smaller roster in an inning.
3. The batter may not run if the catcher drops the third strike.
4. Throwing the bat is prohibited. The umpire will give a team warning to both teams after the first incident. Subsequent occurrences will result in the batter being declared out and all runners will be returned to their previous bases.
5. Batters will be encouraged to drop the bat after receiving a walk.

BASE RUNNING

1. Stealing is permitted, but is limited to two (2) successful bases per half 1/2 inning. If the catcher attempts to throw the runner out the ball is live and in play. All runners may then advance at their own risk. An overthrow by the catcher to 3rd base and advancement by the base runner safely achieving home plate counts as a 2nd steal.
2. Runners may leave the base when the ball leaves the pitcher's hand. There will be one warning before the runner is out for leaving too soon.
3. Catchers can attempt pickoff throw at any time. The runner can only advance on an overthrow if the 2 steals per inning have not been achieved. She does NOT have to be tagged out if returning to the base.
4. The ball is dead when the catcher throws the ball to the pitcher.
5. The ball is in play as long as runners are running. A play is NOT over just because the pitcher has the ball. The umpire will have final judgement to call a stoppage of play.
6. Sliding is permitted and encouraged. Deliberately running into or knocking down a fielder will result in the base runner being called out. Base runners must slide if there is a play at the base they are advancing to.
7. Fielders will be called for interference if they block a base or base path without the ball or being in position to catch the ball should a play be made at that base.
8. The umpire's judgement will prevail regarding items 5&6.
9. The ball is in play when the catcher attempts to throw the ball to any base attempting to force the runner.
10. Speed Up Rule — With two outs, a pinch runner is required for the catcher: The runner used must be the last recorded out in the same inning.
11. Sacrifice fly rule will be used.

C. SOFTBALL RULES FOR SENIORS - GRADES 7,8 & 9

1. High School rules published by the National Federation of State High School Associations will be abided to unless excepted below:
2. Helmets Must be worn by all batters and base runners. The helmet cannot be removed until the batter or base runner is back in the dugout or has left the playing field.
3. All players hit in a continuous batting order.
4. Ten (10) fielders playing in the field. The short fielder must play not less than 10' from second base.
5. Pitcher can pitch only four (4) innings per game. Starter may re-enter the game only once.
6. By the end of the fifth (5th) inning if one team is ahead by fifteen (15) runs, the game is over.
7. Seven (7) innings complete a game. Game is official after five (5) innings.
8. Pitching from 40'.
9. Stealing — ball is live at all times. Runners may leave the base when the ball leaves the pitcher's hand. Play stops when the ball is in possession of pitcher on the mound. Only 2 steals are allowed per team per inning.
10. Home plate should use a stealing slide. It is the base runners responsibility to avoid a collision.
11. Games must start within 15 minutes of start time. Starting time — 6:00pm. No innings after 8:00pm in April or 8:15pm in May or June.
12. Uniforms shall consist of a shirt with no same numbers on a team.
13. No jewelry, rings, earrings (small earrings must be taped) or gum.
14. Players must be in 7th, 8 , or 9th grade.
15. One carded umpire is required on the field.
16. Must have eight (8) players to start a game or forfeit. There will be NO penalty for the 9th or 10th positions in the batting order being vacant. Additional players may be added to the batting order at the end of the 1/2 inning.
17. Speed Up Rule — With two outs, a pinch runner is required for the catcher: The nmner used must be the last recorded out in the same inning.
18. If a pitcher hits two batters in one inning or three batters in a game, she must be removed as a pitcher.

D. SOFTBALL TRAINING LEAGUE –

1. Softball Training League shall consist of players in grades one and two or those that meet specific General Rule guidelines for age. Training 1 and 2 (1st & 2nd grade) leagues will be separate provided there are a minimum of 24 registrations at each level.
2. Training League is totally non-competitive. No score will be kept.
3. Children in Training League (1st Grade) will not be allowed to pitch. 2nd grade may begin to pitch a maximum of 3 batters per inning toward the end of the season.
 - a. Chronological first year players (1st graders) may use the batting tee for the first 2 games of the season or additional games if needed.
4. The position of the catcher will be handled by a coach. This coach must attempt to make the play at home.
5. All team members must play the entire game.
6. A child in training league cannot strike out. Should a player require extra help at bat, coaches are allowed to use their discretion in helping the girl make contact.
7. A batter cannot walk.
8. A player may not touch a bat unless she is wearing a batting helmet.
9. Throwing the bat will result in an automatic out.
10. There will be one base on an overthrow per batter.
11. Each game will consist of 6 innings or a maximum of 2 hours.
12. An inning consists of 3 outs or once through the batting order. Outs are achieved either by catching a fly ball or by getting a runner out.

E. PARK RIDGE KINDERGARTEN T-BALL SOFTBALL LEAGUE

Objective: To teach the children the very basic fundamentals of softball in a non-competitive environment.

Format

1. A minimum of 24 children.
2. 8 week season, once a week, with the first two weeks for practice and last two weeks coaches pitch underhand (max. 5 pitches, then T.) Practices may be extended to 3 weeks in the event of inclement weather/late spring.
3. Each team will bat its entire lineup each inning.
4. Each game will consist of 4 innings or a maximum of 2 hours.
5. Upon hitting the ball safely, the batter will run to first base and not advance further.
6. Base runners will advance one base at a time upon each safely hit ball.
7. Team in the field may record an out if the play is successfully completed, however the player will remain on base.
8. There is no scoring.

Equipment

T Balls (soft cover)

Bases

Wooden T Ball Bats or aluminum T Ball bats

Helmets

T Shirts and cap per player

Cleats not necessary