

Rules – 2008 Park Ridge Pee Wee Softball Tournament

General:

1. Bases will be 60 feet apart.
2. All games will be played using a 12 inch ball.
3. 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. A team may continue to play a game with less than eight (8) players if due to player illness or injury.
4. Forfeits will be enforced for teams unable to field a team. There will be no rescheduling. Games will be forfeited after 20 minutes if a team does not have a coach or minimum amount (8) of players. There is no grace period for warm ups. If a coach/player arrives 10 minutes late, the game starts immediately upon their arrival. They do not receive an “extra” 10 minutes to warm up.
5. The Short Fielder must be positioned not less than 10 feet behind 2nd base at the time of each pitch. An arc will be painted on the field to denote the 10ft mark. All other outfielders must be positioned on the grass in the outfield, until the pitcher releases the ball.
6. There will be No infield fly rule.
7. Each player must play at least ½ of the game in the field for a 6 inning game.
8. Games will be 6 innings in length. Extra innings are allowed if game is tied after 6 innings.
9. With the exception of an extra inning game, no inning may start after 1hr 50 mins of playing time. A new inning may start at 1hr 50 mins and will continue to completion, even if the inning extends beyond the 2hr limit. Games suspended due to rain or darkness will be resumed from the point where play was halted except if 3 ½ or 4 complete innings have been played. (3 ½ if home team is winning, 4 if visitors are winning).
10. If a girl arrives late to a game already in progress, she will be inserted into the last position in the lineup. If her team is in the field she will take the field on the next dead ball.
11. If a girl leaves the game early, her spot in the lineup will simply be skipped. It will not count as an out.
12. Free substitution for all positions (except pitcher) at the start of each inning, excluding injuries. Refer to pitching rule #2 below.
13. The “mercy” rule is in effect. Any team leading by fifteen (15) or more runs at the end of 3 ½ or 4 complete innings is declared the winner. (3 ½ innings if home team is leading, 4 if visitors are leading).

14. Protests are to be lodged at the time of the infraction, 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.
15. There will be no arguing with umpires. One team warning will be issued; the 2nd offense will cause the Coach to be ejected. The 3rd offense will cause the team to be ejected and forfeit the game.
16. No jewelry may be worn. Small earrings for recently pierced ears must be taped.
17. No chewing of gum, sunflower seeds, water bottles, etc while on the field. Use is limited to the dugout.
18. Home/Visitors will be determined by a coin flip. Winner of the coin flip has the choice of being either the Home or Visiting team and will advise the Umpire and opposing coach.

Pitching:

1. The pitching rubber will be 32.5 feet from home plate.
2. A pitcher may only pitch three (3) innings per game. Only the starting pitcher may re-enter the game, and can reenter only one time. One pitch constitutes an inning. Extra innings count as new game.
3. The pitcher must use a legal pitching wind-up and must start her wind-up with one foot on the rubber. Release must also be made with one foot on the rubber.
4. Managers or Coaches will be permitted (2) trips to the mound in any inning. If a third trip is made the pitcher must be replaced (removed from pitching position). Trips made to the mound due to injury are excluded.
5. A batter will receive a walk after six (6) balls are thrown in her plate appearance (not 4).
6. Each umpire will establish the strike zone; however, a liberal strike zone will be encouraged.
7. A pitcher will be replaced (removed from pitching position) after hitting 3 batters in one game, and cannot return to pitch during the game. Extra innings count as a new game. If the ball bounces prior to hitting the batter it will be the umpire's discretion whether to award first base. If the batter made an attempt to avoid the ball it will count as a hit batter. If the batter did not make an attempt to avoid the ball it will count as a ball but first base will not be awarded.

Batting:

1. Bunting is not permitted.
2. Three (3) outs or once through the roster per inning. In the event of a different roster size for each team, the roster size for the team with the smaller roster will be used to determine the maximum per inning. This rule does NOT apply in the last inning.

3. The batter may not run if the catcher drops the third strike.
4. Throwing the bat is prohibited. The umpire will issue a 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. Cinderella batting must be used.
6. There will be NO intentional walks.

Base Running:

1. No stealing will be permitted.
2. Runners may leave the base when the ball leaves the pitchers hand. The umpire will issue a warning to both teams after the first infraction. Subsequent occurrences will result in the runner being declared out and all runners will be returned to their previous bases.
3. If the catcher attempts to throw out the runner after a pitch, the runner is forced back to the base. She does not have to be tagged out. The runner MAY NOT advance if the catcher overthrows the base in which she is attempting to force back the runner.
4. The ball is NOT in play when the catcher throws it back to the pitcher after a pitch, even if overthrown.
5. Pitched balls thrown over the backstop are ruled as a "ball". Base runners cannot advance on pitched balls thrown over the backstop.
6. When any player (not just the pitcher) has control of the ball within the pitching circle, the ball is dead and the play is over. The umpire will stop play and decide what positions the runners have on the field and award them the proper base. The ball can not be put back in play.
7. The runner will advance to the next base if she has passed the halfway line on the base path prior to the pitcher having possession within the circle for 2nd & 3rd base only. If she has not passed the halfway line, she must return to the previously occupied base. A two-thirds rule applies for between 3rd & Home. In other words, if the Pitcher has control of the ball prior to the base runner reaching two-thirds the way between 3rd and Home, she must return to 3rd.
8. Sliding is permitted and encouraged. Deliberately running into or knocking down a fielder will result in the base runner being called out. Runners must either slide or avoid contact. If the runner makes contact she will be called out and any other runners will return to the base they occupied prior to the play. Players may only slide into first on a return to the bag.
9. Fielders will be called for obstruction if they block a base or base path without the ball or being in a position to catch the ball should a play be made at that base.
10. The umpire's judgment will prevail regardless of rules (6), (7) and (8) above.

11. The speed up rule is in effect. With two outs, a pinch runner is required if the catcher is on base. The runner used must be the last batted out in the same inning.

12. Sacrifice fly rule will be allowed.

In the event a situation occurs which has not been specifically addressed above, NFHS (National Federation of High School) rules will govern.