

RULES FOR LENAPE VALLEY SOFTBALL
BOBCAT DIVISION (6 & Under)

The following rules are specific to the Lenape Valley Peewee Division Intramural Softball Teams. These rules are intended to guide coaches and parents so that we ensure that the children enjoy playing softball in an atmosphere that promotes safety, friendship and sportsmanship.

WINNING IS NOT THE GOAL! We want to stress fundamentals and increase the player's knowledge of the game so that they are prepared for participation at the next level.

No rules are intended to supersede ASA Softball guidelines. Coaches and parents are to apply the rules in a sportsmanlike manner depending on the various situations. Give every player an opportunity to play every position (assuming there are no safety concerns).

Most importantly – HAVE FUN!! If you're not laughing and kidding around with your players and the opposing coaches, something is wrong. Praise players on either team when they do well.

1.0 UMPIRES

1.1 No official Umpires shall be required.

2.0 Playing Fields

- A. The playing field shall have 50-ft. baselines.
- B. Batters boxes are not required. Coaches should keep the players within a reasonable proximity of this area if not marked.
- C. Safety is everyone's responsibility! Coaches must inspect the playing field prior to each practice and game to ensure that it is safe for play. Chuckholes, divots and loose objects should be repaired or removed. Problems must be reported to the league.
- D. Teams are responsible for keeping the dugout areas clean. Please have the team police the area and remove all trash, after each practice or game.

3.0 Pitching

3.1 A coach from the team at bat will pitch to his/her own players.

4.0 Batting

- A. Every player that comes to a game is placed on the roster and bats in turn. All members of

the team will bat in the order established prior to the start of the game. Players, who arrive late, will be inserted at the end of the batting order. An injured player may skip their turn at bat, but must return to their original place in the order if they are able to return to the game.

- B. There shall be no walks and no strikeouts.
- C. After six (6) good pitches, the batting T shall be used. A foul ball does not count as a pitch.
- D. Batting continues until 3 outs are recorded, or until everyone bats, whichever comes first.
- E. Only official softball bats will be allowed.
- F. All batters and base runners must wear approved batting helmets.
- G. If any fielder catches a fly ball, the batter is out. We're trying to teach the proper rules of the game.

1. Fielding

- 1.1. Players should not play the same position more than twice per game.
- 1.2. No child shall play catcher. (Parents: Foul balls can hurt – stand back or wear protection!)
- 1.3. The fielder must have control of the ball – in their hand – to be considered a catch.
- 1.4. A tag must be made with the ball, either in the hand or in the glove or both. Holding the ball in one hand, while tagging a runner with an empty glove or the other hand does not constitute a legal tag.
- 1.5. Fielders must allow access to the base – especially when no play is being made at the base in question. (Rule is intended to avoid collisions.)
- 1.6. Infielders must start within ten feet (10') of the base line when the pitch is released. “Walling” is not permitted. Outfielders are permitted to make plays at the bases, however, infielders should be instructed to cover the proper position during play. We do not want to confuse the players by teaching outfielders to cover bases.
- 1.7. Every player present should play defense (nobody sits). One or two pitchers may be used (to the left and right of the mound), but must stand behind the adult pitcher. (Adult pitchers may “knock down” line drive hits.) An additional infielder may be placed just in front of 2nd base. Remaining fielders should be placed in the outfield.

6.0 Coaching

- 0.1. Two coaches will be permitted on the field (in left center, and right center) while their team is on defense. At no time will the coach interfere with a ball in play. Coaches may not touch fielders, only offer (soft and encouraging) verbal instructions.
- 0.2. Managers and Coaches should lead by example. Praise players even while correcting them.
- 0.3. The offensive team is only permitted to have one first and one third base coach. The base coaches will act as base umpires since they are closest to the play.

7.0 Base Running

- 0.1. No extra bases are allowed on overthrows.
- 0.2. No stealing, but sliding is encouraged.
- 0.3. Base coaches are not allowed to touch, push or pull a base runner other than to congratulate a runner after a hit.
- 0.4. Runners can only go one base unless the ball is hit cleanly into the outfield. Runners must stop once the ball crosses the base-path into the infield.

8.0 Games

- 0.1. Games and practices shall not last for more than one hour.
- 0.2. Lightning: At the first flash of lightning, games will be suspended immediately, and all players must leave the field for the safety of their cars. No game can resume until 30 minutes after the last flash of lightning is seen.
- 0.3. A game can be postponed for school and community activities only if a team is unable to field 5 players. Twenty-four hours notice must be given to the commissioner and opposing coach. The coach who cancels the game is responsible for re-scheduling.
- 0.4. There shall be no official “wins and losses”, and no official standings.

9.0 Game Time

- 0.1. Games begin at 6:00 PM on weeknights.

0.2. Time permitting; the home team will occupy the field until 20 minutes prior to the game time, at which time the visiting team will take the field for practice. Home team has the field from 5:25 until 5:40, and the visiting team has the field from 5:40 until 5:55. **PLAYERS ARE NOT ENTITLED TO TAKE BATTING PRACTICE!** It is the coach's responsibility to get all players warmed up during their 15 minutes on the field.

10.0 Safety

- 0.1. Each team shall have a designated team parent in charge of first aid. It is the responsibility of that parent to bring natural ice to games and practices.
- 0.2. On-deck batters are not permitted to take practice swings.
- 0.3. Players may wear sneakers or shoes with rubber cleats only – no metal cleats or spikes are permitted.
- 0.4. Instruct players to bring water bottles, and be sure they drink during practices and games.
- 0.5. Coaches should encourage the use of mouth-guards for all players, especially pitchers.
- 0.6. Only 10” Incrediball style soft training balls and approved softball bats will be permitted during games or practices.
- 0.7. Practices and games can **only be conducted on designated fields** that are covered by Lenape Valley Softball insurance. **NO PRACTICES MAY BEGIN UNTIL OFFICIAL APPROVAL OF THE LEAGUE COMMISSIONER.**

11.0 General

- 0.1. The home team shall sit behind the first base line and the visiting team shall sit behind the third base line. Home team designation shall be defined on the schedule.
- 0.2. Teams are not permitted to schedule additional practices without the express approval of the league commissioner. Intent of this rule is to prevent any team from gaining an unfair advantage by practicing more than an opponent. (Also see rule 10.9). Unlimited visits to area batting cages are permitted.
- 0.3. Remember coaches, how you treat the players, other coaches, umpires and spectators will be what is viewed as normal and acceptable behavior. This is also an opportunity for instructing parents on how to behave during games!!
- 0.4. This is an instructional league. During the course of a game, if there is an unusual call, or interesting situation, stop the game to explain what is going on to the players of both teams.
- 0.5. The Peewee Division is for players who are either 4, 5 or 6 (not yet 7) years old on January 1, prior to the start of the season. The league commissioner must approve any exceptions to the age restriction. Parents, who wish to have a 7-year-old stay in the Peewee Division, must notify the head coach of their team and the league commissioner prior to the end of the season so that the player can be evaluated.
- 0.6. HAVE FUN and remember it's only a game. Our goal is for 100% of the players to sign up again next year. If they have fun, we'll achieve our goal.