

Softball Rules (Grades 1st – 5th)

Stewartville Youth Athletic Association (SYAA)

Team Organization

- Each coach will use only players on the roster. If a team does not have enough players, it may borrow players from the other team to make teams even. No Forfeit.
- 3rd, 4th & 5th grade: Use 10 players when possible, with a minimum of 8 players needed to start a game.
 - Six (6) infielders — P, C, 1B, 2B, 3B, SS.
 - Four (4) outfielders — LF, LCF, RCF, RF.
- 1st & 2nd grade: Use 9 players when possible, with a minimum of 7 players needed to start a game.
 - Five (5) infielders — P, 1B, 2B, 3B, SS.
 - Four (4) outfielders — LF, LCF, RCF, RF.

Playing Conditions

- Ball size: 11 inch soft compression softball (1st & 2nd grades), regular 11 inch softball (3rd, 4th & 5th grades).
- The home team will furnish the game ball.
- 1st & 2nd grade will be “modified” coach pitched. A coach will pitch the ball to his/her own team and may stand where he/she wants as long as he/she is in line with second base. If the ball hits the pitching coach, it is considered a dead ball and will be replayed.
- 3rd, 4th & 5th grade will do standard coach pitched from the pitcher’s plate. If the ball hits the pitching coach, it is considered a dead ball and will be replayed.
- Players must play at least two full innings in the field. The entire roster will bat in order throughout the game.
- Rotate players in the field to be fair and consistent.
- 1st & 2nd grade: At the start of each play, the pitcher (child infielder) must be on the mound, the infielders may be in front of the base paths (due to shorter hits and long throws) and the outfielders should be approximately 15’ behind the infielders.
- 3rd, 4th & 5th grade: At the start of each play, the pitcher (child infielder) must be on the mound, the infielders on or behind the base paths and the outfielders at least 15’ behind base paths.
- Coaches serve as umpires. Defensive coach will serve as behind the plate ump.
- Offensively, a coach may be at the 1st & 3rd base coach’s box. Defensively, a coach may stay on the field for player guidance (1st & 2nd grade only). The coach may not touch the ball or players in the field.
- All players, except the batter and the on-deck batter, are required to remain on the bench at all times.
- Teams will be up to bat the same number of times.
- Games are 1 hour in length, or less, if a full inning cannot be completed within the hour timeframe.
- 6-runs or 3-outs per team at bat (whichever occurs first) (1st/2nd one time through line-up)
- Official score WILL NOT be kept.
- Home team is listed second on the schedule.

Action on Bases

- Leading off or stealing is NOT allowed.
- A ball thrown back to the pitcher from the catcher (even if overthrown) is considered a dead ball. Base runners cannot advance.

- 1st & 2nd grade only - Base runners may advance one base at a time. No extra base on an overthrow.
- 3rd, 4th & 5th grade only – Base runners may advance extra bases on a ball hit to the outfield, but only one extra base on an overthrow.
- Overthrows that go out of play entitle the runner to the base that she is going to, plus one more (3rd, 4th & 5th grade only).
- Time will be called when an infielder has control of the ball and raised over her head. All runners must stop at the base they were going to, providing they were more than halfway to the next base. If not, they will return to the base they just passed.
- In case of injury to a player, play is stopped and runners may not advance.
- No infield fly rule will be called.

Action at Bat

- 1st & 2nd Grade: a player is allowed 5 swings at the pitches from the coach. After the 5th swing, a tee will be placed to facilitate the player getting a hit and moving the game along.
- 1st & 2nd Grade: Ideally, the tee would only be used during the first half of the season and then during the second half of the season, 5 swinging strikes at hittable pitches = out.
- 3rd, 4th & 5th Grade: 4 swinging strikes at hittable pitches = out.
- No called balls or strikes. No walks. Only swinging strikes at hittable pitches will be called.
- A fouled ball is considered a swinging strike, except for final strike.
- Batters and base runners must wear protective headgear.
- Catcher must wear a facemask, chest protector, and shin guards (no catcher in 1st & 2nd grade).
- After one warning, throwing the bat will be an out. This is a coach/umpire call.
- The batter may not advance on a dropped final strike; batter is out.
- No bunting.

SYAA Miscellaneous

- Coaches are responsible for team's equipment. Any adjustments please contact a SYAA Board member.
- No metal spikes allowed.
- Any remarks or comments of a derogatory or abusive nature by a player, fan, or coach for unsportsmanlike conduct will be handled as follows: Umpire shall give the offender a warning. If offense is repeated, the umpire shall order the offender from the field. Failure to comply will result in game being forfeited.
- In the presence of lightning and/or thunder the game or practice will end immediately. In the event of rain or other weather related disturbances during the game, the coaches can call the game after consulting each other. If the weather is bad prior to the game, notifications will be sent out via text/email and announcements posted on www.syaamn.org and on our Facebook page.
- Hold at least one practice per week.
- Encourage good sportsmanship and FUN.
- All disputes will be settled quickly and quietly with the coaches having the final decision. If you have any further questions, please contact a SYAA Board member.

(Revised May 2017)