

Rules for PeeWee League (PWL)

Softball

Maquoketa Area Family YMCA

1	General	All games will be played according to the 2007 Iowa Girls High School Athletic Union (IGHSAU) Rules Book, except as amended herein. In case of conflict these amendments will be followed.
2	Grades	Recreational & Instructional League for girls in grades 1 st , 2 nd , and 3 rd
3	Ball Size	11"
4	Pitching Distance	35' from the back of home plate
5	Who Pitches	Coach
6	Number of Players	Required To Start Game: 8 Maximum # On Field: 10 Automatic Out w/ 8 Players: 1 automatic out in line-up Automatic Out w/ 9 Players: No automatic outs
7	Base Stealing	When Ball Leaves Pitcher's Hand: No Allowed to Steal Home Plate: No
8	Sliding	Any Base: Yes (excludes 1st base) Home Plate: Required if being played on *Umpire will call automatic out for failure to slide if being played on
9	Bunting	No
10	Infield Fly Rule	No
11	Uniform Requirements	Players must have shirts tucked in pants or shorts Must wear a batting helmet Rubber cleats allowed No jewelry
12	Diamond	North Diamond, Girls Softball Complex
13	Game Nights	Monday, Wednesday & Friday (subject to change pending on numbers)
14	Game Start Times	5:45pm & 7:00PM in Maquoketa and 6:00PM in Delmar
15	Game Length	1 Hour or 6 innings (time from first pitch)
16	Number of Umpires	2 umpires, 1 home plate umpire provided by the YMCA, one volunteer base umpire provided by the home team
17	Sportsmanship	Use positive coaching methods to make the experience enjoyable, increase self-esteem & foster an appreciation for the sport. Encourage players to think and play as a team, to do their best & continually improve. Discourage selfishness & put less emphasis on the final outcome of the game.
18	Coaching Staff	The coaching staff can consist of one head coach and two assistant coaches. Only this coaching staff is allowed in the dugout during a game. Coaches are responsible for the equipment furnished by the Maquoketa Girls Softball League Sponsorship. (1 coach used for draft purposes)
19	Player Equipment	Catchers must wear full protective gear (helmet/mask with, chest protector) during practice and games while a batter is in the batter's box or while warming up the pitcher at any time. This does not apply to coaches warming up pitchers. Any player on the offensive team who is outside of the dugout on the playing field must wear a batting helmet with ear protectors.
20	Players in the Game	Each player on the roster for a game Must Play a minimum of one full inning in the field No player can re-enter until after 3 consecutive outs, unless due to injury Field by the 3 rd inning Players Positions: Pitcher – 1 foot in the circle Infield – Play at traditionally recognized positions. Outfield - must start on the grass.

21	Weather	Umpire may call the game due to adverse weather or ground conditions. Game is complete after 3 innings. If rainout, a new game will be rescheduled by coaches, starting with inning one. Rescheduled games must be decided between the 2 coaches and then reported to the YMCA so an umpire can be provided.
22	Batting Procedure	Each batter will receive 5 pitches. Catchers will stand 5' behind home plate. If the ball hits the adult pitcher or he/she catches the ball, it is a dead ball. Adult pitchers must attempt to get out of the way. Adult pitcher can talk to batter & runners, but CAN'T when swinging. A ball NOT hit out of a semi-circle 10 feet in front of home plate will be considered a foul ball.
23	Ending A Play	To end play, the fielder must throw the ball to the youth pitcher, who must be standing in the pitching circle. Youth pitcher should make sure all runners have stopped on a base before throwing ball to adult pitcher. If a runner is between bases when youth pitcher has the ball in the circle, the runner must return to the closest base.
24	Cancellations	Listen to KMAQ Radio for announcements. Coaches will reschedule game for an agreed date and time. The home team coach will contact the office for field reservation. Must be 48 hours in advance to reschedule, in preparation of field & staff. If game time decision by coach, please call KMAQ Radio with cancellation announcement.
25	Mercy Rule	If after 3 ½ innings the home team is 10 or more runs ahead, the game shall be called. If after 4 innings the visiting team is 10 or more runs ahead, the game shall be called.
26	Run Limits	There is a limit of 4 runs per inning for each team
27	Out of Play	Runners get one base on an overthrow if the ball is in out-of-play territory, the ball is dead.
28	Tie Games International Tie Breaker	If at the end of the 6 th inning, or at the end of the last inning after time has expired, and the game is tied, the International Tie Breaker will be utilized. Only one additional inning will be played. Each team will start the extra inning with one out and a runner at second base. The runner will be the last out from the previous inning. A game that ends in tie will count as ½ win and ½ loss.
29	Warm-Up Pitches	2 -3 for adult pitcher
30	Batting Lineups	Bat-around (all players in attendance are in the batting order whether or not they are playing one of the ten defensive positions) will be used in all leagues. If a player arrives anytime within the first 30 minutes of the start of the game, their name shall be added to the bottom of the batting order. The coach must notify the opposing team and the umpire upon the players' arrival. If the player arrives after the first 30 minutes of the game, they are not eligible to play in that game.
31	Bat Throwing	No bat throwing is allowed. On the first occasion, the coach & umpire should warn the player and instruct them on how to properly drop the bat after hitting. On subsequent occasions, the player will be called out and base runners will return to their base in preparation of the next batter up.

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		Only one warning per team will be given.
32	Dropped Third Strike	Rule is not valid for this league.
33	On Base Rule	Base runners must start with one foot touching the base, may not run until the makes contact with the bat. A player may advance only one base per overthrown ball, at any base, whether the ball is still in play or not.
34	Rounding First Base	Base runners turning left towards 2 nd base may result in an out
35	Vulgarity	Vulgarity by a coach or player will result in an automatic ejection from that game, followed by a one game suspension.
36	Coaches Ejection	If a coach or assistant is ejected from the game, he/she must leave the Maquoketa Softball Complex. Any violation of this will result in the forfeiture of this game, as well as being suspended form the next played game.
37	Coach Interference	Base coaches may not touch players when the ball is in play. Coach Interference results in the runner being called out. No defensive coaches may be on the field of play when the ball is in play.
38	Defensive Interference	Defensive players without the ball must yield right of way to base runners
39	Verify Scores	Recommendation to verify scores with the opposing team after each inning
40	Game Results	Winning team please call the Maquoketa Area Family YMCA with game scores, 652-6566.
41	Protest Umpire's Authority	The umpire shall permit no protest on judgment decisions. Other matters shall be submitted in writing to the YMCA Sports Director. Umpires have the power to issue a player or coach a warning when they judge that the player or coach has acted in an unsportsmanlike manner. A second such warning in a single game will result in the expulsion of the offending player or coach.
42	Courtesy Runner	When there are 2 outs and the catcher is a base runner, the last person out may be used as a courtesy runner. This is to allow the catcher to be ready for the next inning.