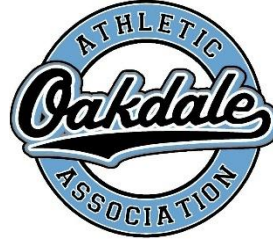


South East Metro League



Pitchball 1 – K / 1st Grade

This Pitchball 1 (K/1st grade) division is a part of the South East Metro League and is a joint venture of CGAA, ERAA, OAA, Como and WAA to promote the ideals of sportsmanship and spirit of competition across

the four sporting communities.

The league will be governed by officials from all Associations.

Pitchball 1 will be comprised of players in Kindergarten and 1st grade. Prior Tball experience (or higher) is required for Kindergarten players.

The league has been created to provide girls playing Rec/In-House softball a positive and fun, yet competitive environment. The teams from the Associations are created in that spirit.

Teams will be created by the following means:

CGAA, ERAA, OAA, Como and WAA teams will be formed by their respective league director.

Softball Rules – Pitchball

Official USA Softball rules governs all play except as noted in these South East Metro SOFTBALL RULES.

Safety

Injuries

Safe play is the most important consideration. If a player is injured, the play in progress shall be completed and time-out called immediately. Bleeding wounds must be bandaged before the player may re-enter the game. Report serious injuries to the league's commissioner.

Shoes

Players must wear tennis shoes or rubber cleats. No sandals or metal cleats.

Helmets

Batters, all base runners, and the on-deck batter must wear helmets. Teams may need to share helmets during games. All helmets must have a proper fit with a face mask attached. It is highly encouraged that the helmets also have a chin strap and are used by the players.

Fielders Masks

It is **REQUIRED** that all players that play "in the dirt" wear fielders' masks for all Associations under SEML. It is also highly recommended for outfielders but is not required.

Catchers Equipment

Catchers must wear all protective equipment provided.

Thrown Bats

Throwing bats is not allowed. Any time a batter either throws or drags the bat so that it completely comes to rest outside of the 10' radius around home plate, both teams will be warned. The next occurrence by any player will result in an immediate out.

Lightning

If lightning is observed by a coach or umpire, the game will be halted for at least 30 minutes from the last observed flash before resuming play.

Umpires

The coaches will select a parent from each team (one for in the field and one for behind the plate). The home team shall provide the home plate umpire. Every attempt shall be made to find an umpire. If one team does not have an umpire, the other team may supply both or proceed with only one.

Coaches

Up to two (2) Coaches are allowed in the field with the defensive players to instruct and shift players as needed. Defensive coaches should do everything possible to get out of the way of the play.

Season Rules

Rescheduling Games

Coaches are responsible for coordinating with the league commissioner to reschedule games called for weather or any other reason. All games must be attempted to be rescheduled.

Game Times and Time Limit

Teams shall be at the fields at least 15 minutes before game start time for umpire and coaches to meet.

Game shall start at 6:00 p.m. with no new inning after one (1) hour of game play. In the event of a later start, no new inning shall start after 8:00 p.m. in May or 8:15 p.m. in June/July; **AND there is no danger to players as a result of darkness.**

Games will be a maximum of six (6) innings or until the time limit constraints have been exceeded.

Home Team

The home team is determined by the schedule for all regular season games. Each team shall be responsible for providing a game ball. If both coaches agree prior to start, a bucket of balls may be used to keep the game moving at a faster rate, in which case an empty bucket shall be placed by the backstop for the catcher to place non-batted balls in.

It is the responsibility of the coaches to know who is home and away. The schedule on the SEML website will be the source of truth. If the coaches are still not able to agree, the decision will be made at the discretion of the umpire.

During the end of season tournament, the home team will be established via coin flip.

Substitution

Free defensive substitution and all players bat. Late arriving players must be inserted at the end on the batting order.

Playing Time

During the course of the season coaches must move players throughout the field, both infield and outfield to provide an opportunity to play as many positions as possible. *With the exception of Catcher (two (2) inning max), players are not allowed to play the same position twice in the same game.* No players are allowed to sit on the bench for consecutive innings unless in the case of injury or illness. No player should sit on the bench twice in a game prior to all players sitting on the bench once.

Minimum Players

Teams will be allowed to begin a game with six (6) players. A team with less than six (6) players forfeits.

If a game must be forfeited, the teams may scrimmage sharing players as necessary.

Maximum Players

Ten (10) Players in the field

Teams with ten (10) players present must play ten (10) players, four (4) of which must play the outfield. No infielder can play closer to the batter than 6' in front of the baseline, outfielders must start each play on the grass. No player can play on the base line.

Out of Play

The field of play includes foul territory up to an imaginary line drawn parallel to the foul line from the edge of the backstop. Balls beyond this imaginary line are out of play.

Ball

An 11-inch ball will be used.

Base Distances

The base distance is 60 feet.

Winning and Losing

Each game score needs to be entered on the league NGIN website by either team within two days of the completed game. Tournament seeding is set based upon the regular season record.

Sportsmanship

No protests are allowed. There should be no arguments between coaches. Coaches should meet before the game starts to review the rules and agree on gray areas. No taunting of the opposition either from the field of play or from the bench, including hurtful cheers. No taunting includes coaches and spectators. Umpires may eject coaches, players, or spectators for any unsportsmanlike conduct. Anyone ejected must completely leave the field area or their team will be required to forfeit.

Game Rules

Pitching

1. The pitching rubber shall be placed 35 feet from home plate.
2. Coaches should agree on machine settings prior to the game as the settings can vary from machine to machine based on age and wear/tear. If an agreement cannot be made, use the settings provided by the league.
3. The coach will pitch five (5) pitches from the slingshot machine per batter. If the batter doesn't put the ball in play they are declared out. There is no 3-strike rule, only five (5) pitches.
 - a. **The first three (3) pitches** must come from the **slingshot machine**, but the coach may choose to manually pitch up to **two (2) of the five (5) pitches**. (*Pitchball 1 only rule*)
 - i. Coach should manually pitch from just in front of the slingshot machine.
4. Slingshot machine's pegs will be placed behind the pitching rubber as pre-determined settings and distance will be set prior to start of season with the slingshot machine.
5. On the 5th pitch or successive pitch, if a batter fouled off, that batter will receive an additional pitch to put the ball into play. There is no limit to the number of foul balls.
 - a. Unless the bucket method is agreed upon, the coach pitcher will alternate with the two game balls. Note that the non-played ball should be loaded into the machine while waiting for the other ball to be returned to the coach pitcher to keep the speed of game moving.
6. If the coach pitcher interferes intentionally with the fielder after the ball is hit, the batter is out, and the base runners cannot advance.
7. If the batted ball touches the coach pitcher, the ball will be ruled a dead ball, and the base runners cannot advance. Coach pitchers should do everything possible to get out of the way of the play.
8. If the batted ball touches the pitching machine, play will continue as normal.

Hitting

1. All teams must bat all players on the team in order (round robin). There shall be no change in the batting rotation during the game.
2. The batter has the responsibility of being ready for a pitch unless they indicate they are not. Batters will not be awarded a base if they are struck by a pitch.
3. Batters must stand in an area designated as the batter's box when at bat.
4. The infield fly rule is omitted.
5. No intentional bunting is allowed. An intentional bunt will be called an out. A batter must take a natural swing.
6. If a pitched ball bounces before the plate the ball may be swung at and hit, fouled off or missed. The ball is still live.
7. If a player must leave before the end of a game their batting spot is skipped and no out is called.

Base Running

1. Base runners will not be allowed to lead off the base and must stay in contact with the base until the ball is put in play by the batter.
2. There will be no advancement on overthrows.
3. Any batter or runner that intentionally loses her helmet shall be declared out. The ball will become dead, and all runners shall go back to the last legally held base.
4. Runners may not advance to or be awarded home on a non-batted ball play (steal, wild, pitch, or passed ball), even if the ball goes out of play with the exception of bases awarded due to defensive infractions. There will be no stealing on a coach pitched ball.
5. **A ball hit to the outfield:** If no outfielder has control of the ball, the runners may continue to advance. Once a batted ball hit to the outfield is thrown towards the infield, runners can only finish advancing to the base they have started moving toward before the attempted throw, whether the ball makes it to the infield or not. It's important to note that a fielder does not have to be in control of the ball for runners to attempt this advancement. Runners may not advance more than one base if the ball is not hit into the grass.

Fielding

1. The player playing pitcher must not stand directly behind the coach and or the pitching machine because they will have very little time to react to a ball put in play.
2. The catcher shall be confined outside of a 10' radius circle as measured from the back point of home plate until the ball is put in play.
3. Overthrows – a runner cannot advance beyond the base they are going to on an overthrow. The goal is to encourage the girls to make the proper throw and defensive play without the penalty of an overthrow.

Scoring

1. Each team must keep a scorebook for the number of runs scored per inning
2. Each team may score a **maximum of five (5) runs** per inning or until three (3) outs are made, whichever comes first. Games may end in a tie during the season but not during tournament play.

Conduct

1. Any player, parent or coach that is belligerent towards any child, coach or umpire will be warned first by their coach or umpire. If actions continue, the game will be called and the offending team will forfeit the game.
 - a. Refer to the Parent/Coaches Code of Conduct that was signed at registration for belligerent acts.

These rules are subject to change by the League Directors only to create clarification and/or to preserve the integrity of the game. Changes will only be made with proper communication to all coaches.

Any proposed rule changes by a coach or parent can only be addressed by them at the Rule Committee meeting. Any rule not covered here or in the general rules shall be covered by the Official USA Softball Fastpitch Rule Book.