

Ken-Rock Community Center Softball Rules: Pee Wee League 11 & Under Year old Boys and Girls

1. The official diamond shall have the following fences, base lines and pitching distances:

<u>Base Line</u>	<u>Pitching Distance</u>
50 ft.	36 ft.
2. Team Roster:
 - a. A team must maintain a minimum of eleven (11) players and not more than Fourteen (14).
 - b. Teams not at full strength will have players placed on the team if available.
 - c. Any player failing to attend at least 50% of the team's practice sessions may forfeit his/her eligibility. The manager will be responsible to contact parents to find out why and try to work out a solution before dropping the player from the roster.
3. Equipment:
 - a. Only "Official Softball" bats, playground bats, or bats approved by the center's athletic director that are 2 ¼ diameter will be used in league play. **No multi walled bats are allowed.**
4. All game balls (11" leather) shall be supplied by the Ken-Rock Athletic Department
5. A shoe shall be considered official if it is made either with smooth rubber or with soft or hard rubber cleats. **Shoes with metal spikes are illegal.**
6. Pitchers & Catcher mask must be worn by all pitchers/catchers.
7. All players will be furnished with an official uniform by Ken-Rock Community Center. Each player must wear the issued uniform to be eligible to play. **Nothing should be added to the uniforms as to change the appearance from the original issue.**
8. Playing Requirements: **Ten (10) players are used in the field. Only (4) players on the infield (1B, 2B, SS, 3B), not including the pitcher, and catcher.
There must be 4 outfielders (LF, LCF, RCF, RF) establishing a start point with both feet in the grass.
No 5-man infields. , Outfielders can progress into infield AFTER bat/ball contact. A team may start or continue a game with eight (8) players who must be on the field (no automatic out will be assessed)
9. All players, upon First entry into the game, must play at least two (2) consecutive innings on defense (6 outs). The batting line-up shall consist of all eligible players who are present at the game time; no changes in the batting line-up shall be allowed during the game except for illness, injury or disciplinary action.
 - a. CAUTION: To insure that the player's minimum playing time is met managers must have all players entered into the game by the beginning of the 3rd inning, or by ½ the time limit, whichever occurs first.
 - b. EFFECT: If any player officially in the game does not receive this opportunity to play during a regulation game of , seven (7) innings, the game may be ruled a forfeit.
10. The Game: A 60 minute time limit will be in effect. If eight players from each team are present at game time, the game must start on time.
 - a. UNLESS game is tied at which time the game will continue to determine winner.
11. A game called by the umpire because of rain shall be designated a regulation game if 4 innings, (3 ½ innings if home team is ahead), have been completed. No team shall leave the immediate vicinity of the

playing area until the game has been officially declared a rain-out by the umpire-in-chief games will rescheduled at earliest convenience.

12. 10 Run Rule: The game shall be called and a win shall be awarded to the team that has scored 10 or more runs ahead of their opponent after 5 or more completed innings of play.
13. No team shall be allowed to score more than five (5) runs per inning during the first four (4) innings of the game. Effect: If the offensive team scores five (5) runs prior to the defensive team making three (3) outs the side will retire. After the (4th) inning teams may score until 3 outs are made.
14. Batting: 3 balls consist of a walk; 2 strikes will consist of a strikeout, **an additional strike will be awarded if the second strike is a foul.** Effect: On the additional strike and a foul occurs, the batter will be declared out.
15. No bunting or chopping the ball will be allowed.
16. **The infield fly rule will be in effect.** An infield fly, is runners on first and second, or on first, second and third bases with less than two outs. The umpire shall immediately call the batter out and ball is dead and runners may not advance.
17. If a batter unintentionally throws the bat, he/she will be warned on the first offense but will be called out on any future occurrences. Any batter who, in the opinion of the umpire, intentionally throws the bat or batting helmet in anger, will be out on the first offense; on the next offense, the batter will be called out and will be ejected from the game.
18. Intentional Walks: one (1) walk per team per game.
19. Batters Strike Zone: The strike zone is only that part or any part of the area over home plate is lower than the top of the batters highest shoulder or higher than the bottom of the front knee. **A mat will be in place behind home plate. If the ball hits anywhere within the plate and or mat, with the proper arc pitched, the pitch will be declared a strike.**
20. Base Running: Base runners may leave their bases when a pitched ball is hit or passes over home plate but must return to that base immediately after each pitch not hit by the batter.
21. Dead Ball: The ball is dead and not in play after each strike or ball.
22. Over Throws- On a batted ball and the plays at first, only one base on an overthrow. Note: This does not apply to overthrows at second, third and home. **Result: The Base you are going to, plus one.**
23. Pitching: The pivot foot is the foot which when placed on the pitchers plate by the pitcher, must maintain – constant contact with the pitchers plate until the pitched ball is released.
 - a. The ball must be pitched underhanded at a slow speed.
 - b. The pitched ball must arc at least three feet after leaving the pitchers hand and before it passes any part of home plate.
 - c. The pitched ball shall not rise higher than ten feet above the ground.
 - d. Pitcher's must wear a protective mask (Ken-Rock Program will provide).
24. Protest: Protests will be handled immediately following the play. Only rule interpretations can be protested – a judgment call may not be protested.

25. Awards: Individual trophies will be awarded to each participant. If teams are tied at the end of the season 1st & 2nd place will be determined by head to head competition.

26. Playing Rule Violations: Violations of any of the Ken-Rock league playing rules may result in forfeiture, as determined by the Ken-Rock Community Center Administration.

27. Any coach or player ejected from a game may result in suspension for one or more games. Effect: Any coach or player removed from a contest will need to leave the park immediately. Flagrant violations may result in more severe penalties as determined by Ken-Rock Community Center Administration. Any person who physically attacks an official shall be disbarred from the center Premises and or center activities for a minimum of one (1) year. Physical attacks will be reported to the police.

“ZERO” Tolerance Parent Policy

This program is designed to organize, teach, develop and promote youth softball. Ken-Rock Softball strives to be a character building organization that recognizes the importance of emphasizing good sportsmanship. With this in mind, we have developed a parent/spectator/coach policy to help explain and clarify some of our team and league expectations, rules, and guidelines directly related to parent conduct and playing time. This policy will support, but does not override our team or Ken-Rock rules or regulations. We feel this policy will help inform everyone, in advance, what is expected. This should make the season go much smoother and be more rewarding for everyone involved.

**Please read the following guidelines and expectations of the “Zero” Tolerance Parent Policy

1. Profanity of any type will not be tolerated at any time.
2. Verbal threats or physical confrontations of any kind between parents, players, coaches, officials, or fans (including the opposing coaches, fans, and players) will not be tolerated at any time or any place
3. The use of alcohol is prohibited at all Ken-Rock Softball Events

Violations and Penalties: Profanity, abusive language, or creating a distance by a manager, coach, spectator, or player, before, during, or after a game will result in prompt removal of the offender from the game and grounds.

- a. The umpire shall have the authority to order any manager, coach, player or spectator to leave the game and grounds if their judgment such action is warranted. Effect: Offenders will have one minute to comply with the umpire’s ruling. Failure to do so will warrant a forfeiture of the game.

The umpire will report all such violations to the Ken-Rock Community Center’s staff and the following will go into effect:

- a. First Offense: Non-flagrant violations will prohibited from attending the next game of either team. Flagrant violations may result in more severe penalties as determined by Ken-Rock Community Center Administration.
- b. Second Offense: Non-flagrant violations may draw a suspension of a minimum of one year. Flagrant violations may result in more severe penalties as determined by Ken-Rock Community Center Administration. Any person who physically attacks an official shall be disbarred from the center Premises and or center activities for a minimum of one (1) year. Physical attacks will be reported to the police.

Team managers shall be responsible for notifying their team’s players and/or spectators of this rule and the rule’s effect.