

# Bridge City Little League

## PeeWee Girls SOFTBALL Ground Rules

### FUNCTIONAL PURPOSE OF THE SOFTBALL LEAGUE PROGRAM

The Little League PeeWee Softball League is for girls to continue their development in Softball. They continue to develop their skills appropriate to their ages. The game is structured to develop an understanding of softball, and the strategies of the game.

### MANAGERS/COACHES

The Manager/Coach must approach these leagues with the attitude of helping girls through the learning process of Softball. They should not be concerned only with the winning and losing of the game. Skill development is the key ingredient of this league.

Managers and coaches, should stress good attitudes to the parents, and will be the responsible for the behavior of the assistants on the team.

### RULES AND REGULATIONS

1. Early games will begin at 5:30. No inning will start after one (1) hour and forty five (45) minutes. Once the one (1) hour and forty five (45) minutes has been reached, the inning that was started must be finished. The second game will begin at 7:45. No inning will start after one (1) hour and forty five (45) minutes, and the game will end when you finish the inning that you are in. **Little League PeeWee League is as follows: No inning will start after 10:00 p.m.**
2. All rainouts will be played the **first available date** after the rainout. **There will be no exceptions to the rescheduling of rainout games.**
3. The **visiting team** will occupy the **first base dugout**, and will be responsible for operating the **scoreboard** for the game. The **home team** will occupy the **third base dugout**, and will be responsible for the **official scorebook** and for **marking the field** before any game. All managers playing on the field that day are responsible for field preparation after rain or rainouts. **Scorekeepers are to sit between the dug outs. Scorekeepers sitting in the stands will not be permitted. Scorekeepers are not to point out any scorekeeping infractions, and should not initiate any conversations with either manager.**
4. PeeWee Softball games will be six (6) innings. Three (3) innings constitutes an official game, 2½ if the home team is ahead.
5. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in more than six (6) innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning
6. After the season begins, a team may have five (5) active days per week, with a minimum of three (3) active days.
7. PeeWee pitchers will pitch from 35'. They are allowed two (2) base coaches.
8. All players must play their mandatory time for all games according to the Little League rule book. A PeeWee League team may start with eight (8) players. If a team starts with 8 players, the ninth slot in the batting order is an automatic out. **No exceptions.** A PeeWee team must have 8 players to continue a game. If, during a PeeWee game, a team does not have eight (8) players to continue, the game will stop immediately. The game will be forfeited unless for player injuries. Scheduling the game will be the responsibility of the Baseball Vice President and/or the Player Agent.

9. A pitcher can warm up inside the playing field, but must use a player guardian. Catcher must wear mask to warm up the pitcher between innings and outside playing area. **Managers / Coaches are not allowed to warm up the pitchers at any time.**
10. **Managers** will not be permitted to leave the dug outs without the permission of the umpire.
11. Other than judgment calls, the Manager, not the Assistants, may question the call by calling time and asking for another opinion from the umpire not involved in the play, if given permission by the umpire involved.
12. A Manager, whose team is ahead **by 10 runs or more**, and whose team is batting, **may** send his team to the field with less than 3 outs, if he chooses. The opposing Manager does not have to agree with this action.
13. The official league uniform will be issued jersey. A player that is not in official league uniform will not be allowed to participate. No jewelry will be permitted. **(The exception will be Medical Information).**
14. Shirts will be worn tucked inside pants at all times.
15. It is recommended that both managers check the scorebook after the game, in case of possible pitching record errors. If the scorebooks needed in a protest are unreadable, the protest will be voided.
16. In order to speed up the game, a one (1) minute or five (5) pitches limit between innings will be observed.
17. After two (2) consecutive batters are walked (4 called balls each and/or hit batsman), the coach will pitch to the second (2<sup>nd</sup>) walked batter. After the second (2<sup>nd</sup>) walked batter has completed her at bat (5 pitches, struck out, or reaches base on hit) the sequence will start over. The two (2) walks must be consecutive in the same inning (back-to-back). Any child hit by a coach pitch **will not** advance to first. The pitch will be called a ball and will be a dead ball. Runners **cannot** steal during coach pitch. The coach must pitch from the rubber. EXCEPTION: FOUL BALL ON 3RD STRIKE, BATTER WILL BAT UNTIL HITTING THE BALL FAIR OR STRIKING OUT.
18. Peewee girls divisions may use two (2) adult base coaches while on offense; however, there must be an adult coach or manager in the dugout at all times. **NO EXCEPTIONS.** One (1) extra adult coach may pitch to the batter when needed. On defense, all coaches **MUST** remain behind the dugout fence.
19. All games will be played according to the schedules. Any exceptions will have to be with the approval of the Softball Vice President and/or the Player Agent.
20. **Any Manager/Coach ejected from a game will be suspended for a minimum of two (2) games, and will be brought before the Board to explain his/her actions. The manager/coach ejected will not be allowed to be on Little League property for the two suspended games. A second offense will be reviewed with possible removal from the team.**
21. **Managers/Coaches are responsible for the actions of their fans.**
22. ALL MANAGERS AND TEAMS ARE RESPONSIBLE FOR CLEANING UP THE TRASH IN THEIR DUGOUT AFTER THEIR GAME.
23. Each team should be prepared to leave the dug outs immediately after the game. Hold your team meeting at a different location.
24. Jumping a defensive player waiting to make a tag will be illegal.

25. Safety bases – The Orange base is for the runners going from home to first only. Once reaching first, the Orange base is no longer in play. It is never in play for the defense.
26. A request to reschedule a game because of school functions must be accompanied with a list of students involved in the function. If a team can field eight (8) players, the request will be denied.
27. If a manager/coach is ejected from the last game of the season, the suspension will be enforced on the first two games of the following season.
28. PW Girls will have a five (5) run limit, per inning, for the first 5 innings. There will be no run limits in the sixth (6) inning only.
29. PW Girls will be permitted to play with eight (8), nine (9) or ten (10) players on defense. The catching positioning must be filled. The 10th player must be a rover in the outfield.
30. PW League – If a team is leading by 10 runs or more, they cannot steal home on a passed ball.
31. **PLAYOFF FORMAT: THE PLAYOFFS WILL BE A SINGLE ELIMINATION TOURNAMENT.** All games in the Tournament will be played in the same week. In leagues with 4 teams, all teams will play in playoffs: 1 vs 4, 2 vs 3. In leagues with 5 or 6 teams, the team with the best regular season record will advance to the Championship game, while the 2nd and 3rd regular season teams will play each other with the winner advancing to the Championship game. In Leagues with 7 or more teams, the top four teams will advance to the Tournament. The top rated team will play the fourth seeded team, with the second and third place teams will play. The winners of these two games will advance to the Championship game. All teams will receive trophies. The 1st round of play of games will play a time limit. The Championship game will not have a time limit.
32. If two or more teams are tied for a playoff position, the tiebreaker will be as follows:
  - I. Head to head records (if only 2 teams)
  - II. Record against other playoff teams  
(Start with the highest seeded team not involved in the tie and work down.)
  - III. one game playoff (if time permits)
  - IV. Coin flip

**THERE WILL BE NO SOFT TOSS INTO ANY FENCING AT BCLL!**