**MJ LEAGUE PARK RULES GIRLS’**

**PEE WEE SOFTBALL**

**Time, Runs and General Game Play:**

1. Game length: 1:30 and cannot start another inning after 1:15.
	1. Batter gets 5 pitchers or 3 swinging strikes. At bat cannot end on a foul ball.
2. Game called due to time expiring:
	1. For time purposes, an inning starts when the 3rd out is recorded in the bottom of an inning. Not when home team is in its defensive positions, waiting for 1st pitch of the inning.
3. Run Rule: If either team is behind and cannot catch up or go ahead, the game shall be over immediately. The RUN RULE awards a win to a team that has:
	1. 12 runs lead after 3 completed innings or 2 1/2 innings if the home team is ahead
	2. 10 runs after 4 completed innings or 3 1/2 innings if the home team is ahead
	3. 8 runs lead after 5 completed innings or 4 1/2 innings if the home team is ahead.
4. Runs per Inning: A maximum of 6 runs can be scored each inning for each team.
5. Slinging bat: Any team that has a player sling a bat will receive one warning from an umpire. Each offense after warning has been given will be an automatic out and treated as a dead ball and runners may not advance.
6. Softball regular season schedule will consist of 12-14 games
7. Safety bases at 1B:
	1. Safety bases are to be installed on all softball fields. These safety bases are a double width base, one half is white, which is to be installed in fair territory, and the other half is orange or red, which is installed in foul territory.
	2. Batter/runner is to touch the orange portion, and the defensive player is to touch the white portion. Once batter/runner has safely reached 1B, runner then touches the white portion.
8. Stealing bases is NOT allowed in Pee Wee – runners can get a lead when ball crosses the plate.
9. Minimum playing time: All players will play defense every inning. Every player must play infield by the 3rd inning.
10. No Infield fly rule in PeeWee.
11. No metal cleats will be allowed in any league.
12. No Mandatory slide rule and NO head-first sliding while advancing a base.
13. Coach pitch all season and will be pitching from 35 feet – one foot must be on the pitching rubber.
14. Pitcher (parent/coach) must leave the playing field as soon as the pitch is hit into fair territory and cannot coach the base runners.
	1. Pitcher must not interfere with defensive player’s attempt to attain an out.
		1. 1st offense warning, 2nd offense and after, it is a dead ball and an out.
15. If pitcher (coach) is hit by batted ball, dead ball is to be declared, batter remains, and runners do not advance. Pitch count remains the same.
16. Play will be stopped when an infielder has possession of the ball inside the baseline.
	1. Runners halfway or closer to the next base will be awarded that base.
	2. Runners less than halfway between the bases will have to return to the previous base passed.
17. On a ball hit to the outfield, Outfielders may not tag a base or tag out a base runner.
	1. Hit ball must be thrown to the infielder to complete attempted out.
	2. If the ball is overthrown to a base and outfielder retrieves the ball an out on runner may be attempted by outfielder.
18. Outfielders must be positioned in the grass.
19. Base runners cannot be physically assisted by the coach. No Pushing, touching, etc.
	1. The first offense will result in a warning by the umpire. After that, the base runner will be declared out.
20. Overthrow Rule – Any ball hit in the infield and overthrown to any base will result in the batter/runner being allowed to advance up to one extra base at their own risk. Batter can get no further than 2B. Runner starting at 1B can go no further than 3B. Runner starting at 2B or 3B can score on overthrow.
21. Everyone playing infield must wear fielder’s mask.
22. Semi-circle line will be drawn in front of home plate for fair/foul balls. Any ball that does not make it to the line will be ruled foul.
23. Defensive team is allowed two coaches on the field. One in right field in the grass in foul territory. Other in left field in the grass in foul territory. Any other defensive coach must be in dugout.
24. Teams are allowed to play with 8 or more players without any penalty.

**Lineup & Players**

1. Batting lineup:
	1. All players must be in batting lineup and bat.
	2. All players play defense.
	3. Any player arriving after game has started, and their batting position has been skipped, MUST be inserted at the bottom of the batting lineup.
2. Injured or sick player:
	1. Players injured during game, or get sick during game, MAY be skipped in batting lineup, without an automatic out given.
		1. If player is skipped in lineup, without an out taken, that player may not re-enter game either on offense or defense.
		2. Coach can elect to take an out, to keep option of player re-entering game.
		3. The Coach’s decision must be announced to the opposing coaches, umpires, and scorekeepers.
3. Courtesy runner rule will be: Refer to NSA Rule Book 2019 – pg 24/25.
4. Requesting Player:
	1. If a team is going to short of enough to field a complete team, the coach will contact the league director. That league director will contact the league director of the next youngest league to find up to 4 a player to "play up".
	2. This must be "signed off" on by the Softball Director.
	3. Play up players must play outfield and hit last.

**DRAFT RULES:**

1. Players will be drafted in an open draft.
2. Softball director or a member of the softball committee will be present at all drafts, or drafts will not take place.
3. All trades will be completed before leaving the draft room with no exceptions.
4. If the coach or protected asst’s kid is NOT at tryouts, they will go round 1 and/or 2; unless ALL coaches agree on a different round and it aligns with prior evaluations.
5. 3 coaches MUST be able to rate the no-shows or the child will go into the blind draft, with rating cross checked from previous evaluations
6. Late additions will be added to teams based on a random team selection, by the park administrator
7. Protected Players – This will include the Head and Asst coach’s daughters (incl adopted/foster), but does not include extended family (nieces, etc).
8. Keeper Option- Teams in Pee Wee division have the option of keeping their entire team together. This has to be a team that was originally drafted in the PW division. If this option is chosen, you must keep all of your returning players. Example- If you have 8 returning players, your first 8 picks of the draft would be automatic. Then your first pick would be in the 9th round. Each time a coach moves up to a new division, a new team is drafted with head coach and 1 assistant coaches kids always being protected.

\*\*FOR ANY RULE NOT COVERED IN THE SECTIONS, PLEASE REFER TO THE OFFICIAL NSA RULE BOOK.