



CGAA SOFTBALL PEE WEE LEAGUE RULES

1. Game will start between 6:15 and 6:30 at both coaches discretion but no later than 6:30 pm. No new inning shall start in May after 8:00pm. In June, no new inning shall start after 8:15pm unless **both** coaches agree **AND there is no danger to the players as a result of darkness. Then no new inning shall start after 8:30pm.**
2. The infield fly rule is omitted.
3. There will be no stealing. Runners must stay on base until the pitched ball crosses home plate or it is hit and must return to the base when the catcher returns the ball to the pitcher. A runner will be allowed to run if played on, but only if the ball is actually thrown to a base. **ONLY THE RUNNER PLAYED ON CAN ADVANCE.** Runners cannot advance 1st base on a walk.
4. All teams must bat all players on the team in order [round robin]. There shall be no changing on the batting rotation during the game.
5. The pitching rubber shall be placed 35 feet from home plate.
6. Each team must have a minimum of three pitchers that may only pitch one inning at a time in an order with the other pitchers. The pitcher due to pitch the next inning may not play defense in the present inning. She must be on the side warming up/pitching with a coach or parent when her team is on the field **unless she has already sat out a prior inning to practice pitching.**
***No pitcher may pitch back-to-back innings.**
7. A pitcher does not have to perform the full windup, however, they must start with both feet touching the pitchers mound in some fashion and their arm extended behind them above their shoulder. **Note: this style of pitch is only allowable for the regular season. NOT THE TOURNAMENT.**
8. A three strike rule is in effect. There are no walks. After a pitcher has pitched 5 pitches to a batter, with no strike out or hit: The coach will throw a maximum of two soft toss pitches to the batter from 10ft away, opposite side of the batters box being occupied. If the batter does not hit the ball in fair territory on either soft toss pitch, the batter will be declared out.

***Exception: If the pitcher pitches 5 pitches and the count is full (3balls, 2 strikes), the pitcher gets one (1) more pitch in order to try to strike the batter out. If the pitcher fails to strike out the batter, the batter is allowed 2 soft-tossed pitches from her coach. If the batter fouls off that pitch, the pitcher pitches another ball. If the batter fouls off again-the pitcher pitches another pitch. If batter fouls off that pitch, the batter is out.**

****When the coach pitches the second soft-toss and the batter fouls off, the batter gets an additional pitch. If the batter fouls off that pitch, the batter receives one more pitch. If the batter fouls off that pitch, the batter is out.**

9. The game will be called at the end of the fourth inning or any completed inning thereafter, if one team is ahead by 15 runs or more.
10. No intentional bunting is allowed. An intentional bunt will be called an out. A batter must take her natural swing at the ball.
11. When fielding a ball, the player must throw to the base involved instead of intentionally rolling the ball. If the ball is rolled, the batter or runner will automatically be safe.
12. Games will be six innings. International tie breaker rule is in affect to break a tie. The player that is last to hit in that inning is placed on second base with no outs.
13. For the 1st, 2nd and 3rd innings: each team may score a maximum of 5 runs per inning or until 3 outs are made which ever comes first. However the team that is behind may score as many runs needed to tie or until 3 outs are made whichever comes first. **Example:** If the losing team is behind by 5-15 runs, that team can ONLY come back and tie. If the losing team is behind by 3 runs, that team can come back to tie **And** go up by 2 runs (maximum of 5 runs). In the 4th inning and after: the team behind can score enough runs to tie plus 5 additional runs. **Example:** If the losing team is behind by 5-15 runs, that team can come back and tie **AND** go ahead by 5 runs. If the losing team is behind by 3 runs, that team can come back to tie **And** go up by 5 runs (no maximum of runs, maximum 5 run lead).
14. Teams with ten players present must play ten players on defense, four of which must play outfield, which is 15 feet behind the bases.
15. 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.
16. The distance between bases is 55 feet.
17. If a pitcher hits a batter or batters four times in an inning or seven times in a game, the pitcher shall be removed from the mound. The batter must make a reasonable attempt to get out of the way of the pitch to take the free base. If an umpire believes a pitcher has become a danger to the other players, she may be removed at any time. It is the umpire's call.
18. The pitcher must wait until the batter is set in the box before delivering the ball.
19. Pitchers may throw 7 warm-up balls before beginning to pitch. Catchers should be ready to take the field with the rest of the team unless on the base path when the third out is made.
20. Each team shall provide an umpire for every game [one for the 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 the home team does not have an umpire, the other team may supply one.

These rules are subject to change by the League Director 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 rule change by a coach or parent can only be addressed by them at the August Rule Committee meeting. Any rules not covered here or in the General rules shall be covered by the "Official Softball Fast Pitch Rule Book"