



Grade 2/3 Softball

A. Post-Practice/Game Clean-Up

1. SCVAA is a community organization and thus a sense of pride and responsibility should be taken for the facilities used.
2. It is the responsibility of both teams to pick up the trash and garbage around the field at the end of a practice or game. Teams with the final game of the evening have ultimate responsibility for the condition of their side of the playing field, including trash and garbage around the field, in the dugouts, and the bleachers.
3. Each Coach is responsible for their bench area and ensuring their players clean up after themselves. Coaches are encouraged to bring a trash bag and together with the players and parents, leave the field and surrounding areas cleaner than it was found.

B. Eligibility

1. Players must be registered with SCVAA to participate in a softball game.
2. Players must play at their own grade level.

C. Home Team Duties

1. Provide a new game ball.
2. Place the bases at 50 feet.
3. Make a ten (10) foot mark from home plate on the field.
4. Provide an adult to call the plays in the field.
5. Cancel games due to weather one (1) hour before game time.
6. Reschedule canceled games. Games to be played at either team's scheduled practice field.

D. Coaches

1. All head coaches shall complete the Trusted Coaches training prior to receiving equipment, practice field and team roster. At no cost to the coach, their training will include First Aid, Concussion, Positive Coaching and also include a background check.
2. Any coach must have an assistant coach or team parent present at every practice and game for safety reasons.
3. Three (3) coaches are allowed on the field:
 - a. One (1) coach from the batting team behind the catcher to help field passed balls.
 - b. Two (2) coaches from the fielding team to assist in the outfield.
4. Coaches on the bench shall remain out of play and behind the fence/bench during the game.

E. Base Coaches

1. All base coaches under 18 years of age must wear a helmet when base coaching.
2. Base coaches shall not touch the base runner in an attempt to advance/prevent the player to the next base or prevent the player from advancing to the next base.

F. Umpires

1. The home team shall provide an adult to call the plays in the field.

G. Injury

1. All play will stop immediately for any injury.



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2. Any injured player having an opened wound, will receive first aid immediately and may be substituted until the injury is covered. They shall return to their field position and normal batting position if or when they are able to return.
 - a. If the batter makes contact with the ball and the catcher catches it, the batter is out.

H. Time Limit

1. No new inning shall start after 55 minutes of play.

I. Playing Time

1. Playing time shall be distributed equally amongst players.
2. Players shall rotate positions each inning and should rotate from infield and outfield positions. Catcher will be considered an outfield position.
3. Coaches shall have player positions ready before the game, to maximize playing time for all and to keep the game moving.

J. Equipment/Uniforms

1. All extra equipment (buckets, bats, balls, helmets, etc.) shall be kept out of play and behind the fence/bench during the game.
2. A new 11-inch soft-core ball shall be used as the game ball.
3. Official softball bats must be used. No baseball bats.
4. Helmets must be worn by all base runners, on-deck batter, current batter and base coaches under 18 years of age.
5. All catchers must wear a face mask to protect against injuries.
6. Pitching masks are required for pitchers (no exception).
7. All players must wear tennis shoes or rubber cleats, no bare feet or sandals. No metal cleats or shoes with removable spikes are allowed.
8. No "short" shorts allowed. T-shirt/jersey will be supplied by SCVAA.

K. Field Layout

1. The baseline distance is 50 feet between bases. No bases will be distributed as equipment, and will be fixed on the field at the start of the season.
2. Pitching distance is a minimum of 25, with a maximum distance of 30 feet.

L. Pitching

1. No extra equipment/buckets shall be on the field during the game.
2. Coaches shall pitch from a minimum of 25 feet.
3. If any coach is hit by the ball, all players will return to their original position and the at bat will resume with the same pitch count.
4. No windmill pitch will be allowed.

M. Batting

2. Each batter is allowed five (5) pitches. If the ball isn't hit after five (5) pitches, the batter will return to the bench. No out will be awarded.
3. The ball must travel ten (10) feet from home plate to be considered a hit.
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4. Throwing the bat after hitting the ball is not allowed, as it is dangerous for the catcher and coach behind the plate. Please teach your girls this.

N. Running

1. No leading off or stealing of bases. Runners may leave the base only after the ball is hit.
2. Runners may advance extra bases when a hit ball enters the outfield. The runner must stop once the ball reaches the infield.
3. No advancing on overthrows.
4. A runner hit by a batted ball will be considered an out.

O. Fielding

1. 10 fielders shall be used, 4 in the outfield and 6 on the infield.
2. No infield fly rule shall be used.
3. Please teach your first baseman to stand on the inside corner of the base, giving room for the runner to touch the outside of the base. This will help to avoid tripping the runners.
4. Fielders may not block any base path.

P. Innings

1. An inning shall consist of three (3) outs or batting the entire lineup. When batting the entire lineup, the pitching coach must announce "last batter". Once the "last batter" hits the ball, she will run all the bases with the intention of getting a homerun. The fielding team will get the ball to the catcher to stop all advancing runners at home plate.

2. Breaking a Tie

A game that is tied shall be continued by playing additional innings until one team has scored more than the other. This shall be done by:

- Placing the last batter of the previous inning at second base at the start of each team's at bat.