



Grades 4/5 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, and will be fixed on the field at the start of the season.
3. Provide an umpire if the scheduled umpire does not show for the game.
4. Cancel games due to weather one (1) hour before game time and contact the umpire coordinator. Umpire coordinator contact information can be found at scvaa.org. If there is a cancelation after one (1) hour, it is the responsibility of the umpire.

D. Rescheduling Games

1. Rescheduled games shall be played using either team's scheduled practice field.
2. Home coach shall contact the umpire coordinator at least four (4) days prior to the rescheduled game. Umpire coordinator contact information can be found at scvaa.org.

E. 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. Two (2) coaches are allowed on the field:
 - a. One (1) coach from the batting team as the pitcher.
 - b. One (1) coach from the fielding team to assist in the field.
 - c. Teams may elect to put a coach behind the ump to assist the catcher in returning the ball to the pitcher.
4. Coaches on the bench shall remain out of play and behind the fence/bench during the game.

F. Base Coaches

1. All base coaches under 18 years of age must wear a helmet when base coaching.
2. Coaches may not touch the base runner while play is alive. Runner will be called out if this occurs.



Grades 4/5 Softball

G. Umpires

1. Must wear a mask.
2. Will be arranged and provided through SCVAA.
3. Shall meet with the coaches prior to the game to answer any questions and to establish the out of play area.

H. Injury

1. All play will stop immediately for any injury.
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.

I. Time Limit

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

J. Playing Time

1. Playing time shall be distributed equally amongst players.
2. Players can play a maximum of two (2) innings at any one position (including pitcher) and should rotate from infield and outfield positions. Catcher will be considered an outfield position.
3. Players shall rotate through the positions throughout the season.
4. Coaches shall have player positions ready before the game, to maximize playing time for all and to keep the game moving.

K. 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.

L. Field Layout

1. Baseline distance is 50 feet.
2. Pitching distance is a minimum 35 feet.

M. Pitching

1. Coaches and girls shall pitch from a minimum 35 feet.
2. Three (3) strikes will be considered an out. A strike is either from swinging or a pitch the umpire calls a strike. The STRIKE ZONE is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the



Grades 4/5 Softball

batter assumes her natural batting stance adjacent to home plate. Any part of the pitched ball that passes through this zone is a strike. No walks allowed.

3. Every girl doesn't need to pitch, but you should try to have a few girls that can pitch.
4. The first five (5) games of the season, the coach will pitch the first two (2) innings. In the start of the third inning, the player will pitch three (3) pitches. If the batter doesn't get a hit, the coach will pitch three (3) additional. If the batter hits a foul on the 6th pitch, the coach will pitch one (1) courtesy. If the batter doesn't get a hit or strike out, the batter will sit down and an out will be recorded.
5. No windmill pitch will be allowed.
6. No extra equipment/buckets shall be on the field during the game.

N. Batting

1. Each batter will receive six (6) opportunities to hit the ball, plus one (1) courtesy foul.
 - a. If the batter hits a foul on the 6th pitch, the coach will pitch one (1) courtesy. If the batter doesn't get a hit or strike out, the batter will sit down and an out will be recorded.
 - b. If the batter makes contact with the ball and the catcher catches it, the batter is out.
2. Throwing the bat after hitting the ball is not allowed, as it is dangerous for the catcher and ump behind the plate. Please teach your girls this.
3. No bunting or chopping the ball is permitted.
4. If the umpire hears a coach telling the batter to avoid swinging, the coach will get a warning. If it happens again, the umpire will issue a strike to the batter.

O. 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. Runners cannot advance on an overthrow to first base, but may advance one (1) base on an overthrow to any other base at their own risk.
4. A runner hit by a batted ball will be considered an out.

P. 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.

Q. Innings

1. An inning shall consist of three (3) outs or five (5) runs, whichever comes first. Once the 5th run crosses home plate, the coach will announce this to the opposing coach, therefore ending the inning.

R. End of Year Tournament

All rules as described above shall be followed except the following:



Grades 4/5 Softball

1. Losses

Occur if:

1. A team fails to appear at the game site by the game start time.
2. An unregistered player is used.
3. A player of the **same age group**, registered to another team in the SCVAA team is used.
4. A player from an **older** age group is used.
5. A team has less than eight (8) players.

2. 5 Run Rule

1. There is no 5 run rule in the end of year tournament.

3. Innings

1. An inning shall consist of three (3) outs for each team.

4. Winning the game

The game is done when any of the following has occurred:

- a. Either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings.
- b. 7 innings have been played and one team has more points.
- c. Maximum game time has expired and one team has more points.

5. 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.