

Moorestown Youth Softball Association, Inc.
Youth League Rules
Kindergarten and First Grade

The rules are geared to the average player, not the most capable player. All coaches must see to it that both teams finish a game having had a positive experience. The league will strive to provide an equal number of players on each team. The teams are chosen by school affiliations/neighborhoods, not skill level.

1. The home team sets up the bases and lines the field and chooses which bench it wishes to occupy.
2. This is a coach pitch league. The main objective is instruction of the basic rules of softball, played in an atmosphere of enjoyment and positive reinforcement. Bases are set 50' apart. The ball is an 10" ball.
3. Coaches must emphasize proper throwing, catching, hitting and base running. Prior to a game, the teams must share the field 15 minutes each before start time of games.
4. The home team starts in the field and the away team bats. Up to ten players play on the field at the traditional positions: pitcher, catcher, 1B, 2B, 3B, SS, RF, LF, right center and left center field. The coach pitcher does not field the ball. If so, the play is dead and the batter takes 1B. Each girl bats even if she was not in the field prior to batting. There are no forfeits; teams may play with less than ten players, eliminating outfield positions as necessary.
5. Each batter gets 6 pitches. A foul tip on the 6th pitch allows another pitch.
6. The inning ends after three outs or scoring four runs, whichever occurs first.
7. Play stops when the fielding team makes a base play, the runner gets to first or the pitcher is in possession of the ball in the pitcher's circle. Players may advance one base on an overthrow; it is considered a dead ball.
8. Base runners cannot leave the base until the ball is hit. Play is stopped on a batted ball once any defensive player has control of the ball in the pitcher's circle. Players less than halfway to the next base will be required to return to the previous base. Once the ball is in the pitcher's circle, the play is considered dead, therefore no play is to be made on the runners. Batters/runners may attempt to get as many bases as possible on hits to the outfield/grass.
9. Players should be rotated such that no player should sit on the bench during two defensive innings until each other player has sat on the bench at least once during defensive innings. Each player must play in both infield and outfield positions during the game, and every effort should be made that this balance lean toward at least as many innings in infield positions (there are six of them) as outfield positions (there are only four of them). For purposes of this rule, pitcher and catcher will count as an infield positions. No player may play the same infield position for more than two innings nor play outfield more than three innings. The objective is to teach the girls basic infield and outfield play, not to solidify one player at one position.
10. Each game will be five innings or 1.5 hours, whichever occurs first.
11. Safety must be first. All batters must wear batting helmets with face masks while in the batter's box, on deck, and while in the hole. Bats should only be handled while batting or on deck. Proper warm up while holding a bat must be emphasized. Coaches/parents **must** supervise bat use at all times.
12. All catchers must wear catching equipment at all times while in the field. Fielders must be reminded to pay attention to the play.
13. Parent participation and involvement is essential. Parents are needed for the field team on each sideline to instruct the girls on the appropriate play. At the beginning of the game coaches may agree to also use two parents in the field to provide instruction. The team at bat needs parents to secure the lineup and to coach the base runners at first and third. Parents must also keep non-batting players on the bench and assure compliance with the safety regulations. Each team may use a scorekeeper.
14. The coaches will serve as "umpires". On any close plays, the fielders must be given the benefit of the doubt, because we want to encourage fielding skills. A tie goes to the runner.
15. Arguments by parents are prohibited. Any abusive or disruptive adult shall be asked to leave the field. If a persistent problem occurs, please call the League Coordinator or President. The girls should bring a water bottle.
16. After the game the coach is encouraged to explain game highlights and provide additional helpful instruction by providing positive examples. The team concept shall be emphasized.
17. If it is raining at start time coaches must discuss calling game by conferring on the weather. The games are not to be played in lightning or heavy rain, which could prove a safety hazard. Use common sense. To schedule make up games the home team must call the League Coordinator.
18. There are no standings or playoffs. Scores may be kept but are not required.
19. Relax and have fun. This must be a positive interactive experience for these girls adding to their self-confidence and teaching cooperation.