

# PRAIRIE VILLAGE BASEBALL/SOFTBALL



## SOFTBALL

**IN-HOUSE RULES - 2019** *(updated 03/31/2019)*

ALL RULES NOT COVERED IN THE FOLLOWING PAGES WILL BE GOVERNED BY  
CURRENT OFFICIAL BABE RUTH AND CAL RIPKEN RULE BOOK.



**LEAGUE OFFICIALS:**

PRESIDENT: 

VICE PRESIDENT: Bill Palmer

SOFTBALL COMMISSIONER: 

**All future rule changes will be discussed and voted on by League President, Vice President and Division Commissioner.**

**League Rules – All Divisions**

**Uniforms**

1. Players must be in Prairie Village issued uniforms pertaining to that particular year at the time of play and must comply with all uniform regulations concerning non-issue articles of clothing to be eligible to play. However, the umpire may authorize the wearing of non-issue clothing to protect against cold weather.
2. The head coach/manager is responsible for the uniforms issued by the league.
3. No metal spikes or cleats are allowed in any league except Senior Babe Ruth Baseball, 16-18 years old.
4. Pants may be solid or pin striped depending on team preference.

**Equipment**

1. All softball batters must wear a helmet with faceguard.
2. Facemasks are required for the infield positions of 1<sup>st</sup> base, 3<sup>rd</sup> base and pitcher.
3. When catching in softball, players must always wear a catcher's helmet.
4. All equipment owned by Prairie Village should be signed out and returned by designated date. There will be a \$150.00 check deposit required for equipment use. The check will be returned to you upon return of all equipment. Please return to division league Player Agent or Equipment Manager at end of the season.
5. Softball bats with the adjustable knob are allowed, provided the knob is permanently fastened by the manufacturer.

**General Rules**

1. No Tobacco, Pets or Bicycles allowed on the grounds.
2. The head coach/manager is responsible for finding out when rain-out games are rescheduled.
3. Rainouts will be made up on dates determined by a combination of the President/VP, Commissioner and/or Player Agent.
4. No practices or games before 12:00 on Sundays.
5. Prairie Village league teams have preference over "select" AAU teams concerning practicing on fields or in batting cages. This includes teams comprised of kids playing baseball or softball at Prairie Village.
6. All players will play in league defined by age designation. Players "playing up" are not eligible for All-Stars in any age group. "Playing up" is defined as a player playing one age year above their current age year in any age division. A player cannot advance two age years to a different division. For example: a seven-year-old may not play in the 9-10-year-old division.
7. There will be no warm ups on field if games are not on schedule.
8. The league will supply a scorekeeper and scorebook. If there is not a scorekeeper from the league, the home team must provide an official scorekeeper and will keep the official scorebook for the league. The visiting team is to provide someone to update scoreboard and announce games.
  - o Exception: No score or scorebook is kept in Wee-ball.
9. Home and visiting coaches must sign official scorebook at completion of game. Once the scorebook is signed by both coaches, the game is official.

10. Both teams are responsible for cleaning out their dugout after each game.
11. A team may start with eight (8) players and must finish with no less than seven (7).
  - Penalty: Forfeit of the game.
  - Note: (There is no grace period for a team to get 8<sup>th</sup> player needed to start game. If 8<sup>th</sup> player is not physically present on field/dugout at game time, game is a forfeit. At least one (1) umpire will stay on field to officiate the game, but it will be played as a forfeited game and the win will be awarded to team that had 8 or more players at game time and the loss will be awarded to team that did not have at least 8 players present at game time.)*
12. An optional courtesy runner for the catcher of the previous inning may be utilized. The runner must be the player who made the last out.
13. All teams will be required to provide help in the concession stand at their designated times.
14. No soft tossing of balls into fencing. Rubber pads on fencing may be used for this purpose.
15. Protests of games – Must be submitted to division commissioner, President or VP within 24 hours of the end of the game. (End of game is determined by the scheduled start time of your game with the time limit factored in and may not be the actual end of game time.) Coach must submit written protest and a \$50 check within the 24-hour period for the protest to be official. Protest fee will be refunded if the protest stands.
16. Pre-game warm-ups must be done behind the minor/major fields or in the church lot next to parking area. No exceptions!
17. Coaches are permitted to be Head Coach of only one (1) team in any given season. Assisting on one (1) additional team is allowed, regardless of division.
18. Coaches are asked to provide a team sponsor to help reduce the cost of uniforms.
19. If Game is tied after time limit, one (1) extra inning will be played. If game is still tied after the extra inning, game will remain a tie UNLESS it needs to be finished later to determine 1<sup>st</sup> or 2<sup>nd</sup> place standings or All-Star coach selection.
20. Head Coaches are responsible for the actions and behavior of their Assistant Coaches and fans. A reasonable attempt by the Head Coach must be made to control the behavior of the Assistant Coaches and fans. Any coach or fan that is ejected for unsportsmanlike behavior will not be allowed to coach or attend the next game. If ejected from a game, you must not only leave the playing field but either leave the facility or watch the game from inside the office above the concession stand if available. Failure to abide will result in a forfeit of the game and could include indefinite suspension or dismissal from Prairie Village Baseball/Softball.
21. Any coach that runs onto a field and argues an umpire's call in any way will immediately be thrown out of the game; no questions asked. If the coach refuses to stop the argument or refuses to leave the facility, the game will be considered a forfeit.
22. Any coach that physically touches an umpire or league official will be ejected from the game and not allowed to coach for the remainder of the season. If a second offense occurs in future games and/or seasons, coaching rights will be lost for life.
23. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

## Game Rules

1. No player can sit two (2) consecutive innings.
  - Penalty: the team will forfeit that game, the head coach/manager will be suspended for the next game, and the player or players that did not meet this requirement will play the entire next game.
  - Exception: If kid refuses to go out and play.
2. In all softball divisions, any pitcher shall be removed from the pitching position if three (3) batters are hit by a pitch in one (1) inning or five (5) batters in one (1) game.

3. All games have a time limit. Defined below per division.
  - Major Softball 1 hour 20 minutes or 6 innings
  - Minor Softball 1 hour 20 minutes or 6 innings
  - Rookie Softball 1 hour 10 minutes or 6 innings
4. All games will finish the inning in progress if needed. If the home team is batting and ahead in score, the game will end at expiration of time. Time limits are in effect when the previous inning is completed.
5. FREE RE-ENTRY RULE: All players, starters and subs can re-enter the game, except for pitchers. (See pitching rules).
6. All batters and runners must wear helmets when outside the dugout. Player must always keep helmet on while on the playing field whenever play is live.
  - Penalty: player and head coach/manager will be warned. The next occurrence will result in an OUT.
  - Exception: unless time has been called or a dead ball situation.
7. All players must bat in proper order. If a player is removed for injury or sickness, they may return in same batting position.
  - Exception: If an injured or sick player is removed and misses his turn at bat, the player is removed from the game. The missed at bat for an injured player is NOT an OUT.
8. Any player leaving a game for any reason other than injury or illness will result in an OUT when it is that player's turn at bat.
9. The only players eligible to substitute as a base coach are eligible team players. The player must wear a helmet when coaching a base.
10. The Head Coach/Manager or Assistant Coach shall submit a line-up, including name, uniform number and a list of non-starters present at that time, to the official scorekeeper prior to the scheduled start of the game. Once turned in, it is official. A player that is late to a game, must be placed in the last batting position. If the player's turn at bat comes up, and the player is still not present, that player is ineligible for the remainder of the game. That batting position is removed from the lineup. If changes are made illegally, the umpire shall make corrections in the batting order.
11. Coaches cannot aid any base runner by touching or holding them.
  - Penalty: runner is OUT.
12. Two (2) coaches only are allowed outside dugout at any given time. Two (2) buckets may be outside the dugout as well for sitting. (Rookie Ball can have three (3) coaches)
13. Coaches cannot go or be past the dugout poles during games unless time is called and time is given to coach by umpire.
  - Penalty: OFFENSE - (1<sup>st</sup> offense) Warning to coach.
  - (2<sup>nd</sup> offense) The batter at the plate will be called out.
  - (3<sup>rd</sup> offense) Coach will be ejected from game.

*Note: (Base coach on offense may go beyond dugout poles if needed to coach base but must stay within the dugout poles of opposing team's dugout poles).*

  - Penalty: DEFENSE – (1<sup>st</sup> offense) Warning to coach.
  - (2<sup>nd</sup> offense) The batter at the plate will be given the option to walk or continue the at-bat.
  - (3<sup>rd</sup> offense) Coach will be ejected from game.

# ROOKIE SOFTBALL

1. All players bat.
2. Free defensive substitution.
3. No infield fly rule.
4. Six (6) run rule for first three (3) innings. Unlimited scoring for the remainder of the game.
5. Ten (10) run rule after four (4) complete innings or 3½ if home team is ahead or goes ahead by ten (10) runs.
6. Four (4) pitches or three (3) strikes per batter. No walks! Umpire has discretion to not count pitches due to machine error. No foul outs on last pitch.
7. Pitcher must start even with or behind pitching machine.
8. All outfielders must start on the outfield grass and can move in on the release of the pitch.
9. Any batted ball hitting the machine will be declared a dead ball. The batter will be awarded first base and all runners will advance one (1) base.
10. Play is over when in the umpire's judgment, there is no play to be made or advancement of runners has stopped. At this point, the umpire shall call time.
11. The machine speed will be 35 mph or the closest setting for new machine. The machine will be set at 35 feet.
12. Base stealing is NOT allowed in Rookie Softball.
13. Bunting is NOT allowed in Rookie Softball. A batter may NOT fake bunt (show bunt then swings during the same pitch).
  - Penalty: Batter called OUT and dead ball being called.
14. No runner can leave a base early.
  - Penalty: (1<sup>st</sup> offense) Dead ball is called and team warning. Runners must return to base.
  - (2<sup>nd</sup> offense) Player is called OUT.
15. After every game, each team is responsible for cleaning out their dugout.

## Pitching Machine Coaches

1. The pitching machine coach is not allowed to coach any base runners when the ball is in play.
  - Penalty: (1<sup>st</sup> offense) Warning to the coach.
  - (Further offenses) Base runner will be called OUT.
2. The coach must not interfere with a play. He must attempt to get DOWN and out of the way during a play.
  - Penalty: Base runner will be called OUT.

# MINOR SOFTBALL

1. All players bat.
2. Free substitution defensively, except pitcher.
3. Pitcher's plate will be 36 feet and bases will be 60 feet.
4. Six (6) run rule for first three (3) innings. Unlimited scoring for the remainder of the game.
5. Ten (10) run rule after four (4) complete innings or 3½ if home team is ahead or goes ahead by ten (10) runs.
6. The starting pitcher may be removed from the game and re-enter the game as a pitcher one time if he was not removed in a second (2<sup>nd</sup>) trip to the mound in an inning. A substitute pitcher once removed may not re-enter as a pitcher.
7. If a player takes the position of pitcher and throws a warm up pitch, the player must throw a pitch to one (1) batter.
8. Defense requires three (3) outfielders but can play four (4) depending on game roster and how many girls on bench per inning and team size. This only applies to Minor Softball.
9. Base stealing is allowed in Minor Softball once the ball is released from the pitcher's hand.
10. Bunting is allowed BUT a batter may NOT fake bunt (show bunt then swings during the same pitch).
  - Penalty: Batter being called OUT and dead ball being called.
11. Any runner leaving a base early, a dead ball will be called.
  - Penalty: (1<sup>st</sup> offense) Team warning. Runners must return to base.
  - (2<sup>nd</sup> offense) Player is called OUT.
12. After every game, each team is responsible for cleaning out their dugout.

## **Pitching limitations for all Babe Ruth Minor Softball**

1. Maximum of six (6) innings each week.
2. The week is Monday through Sunday.
3. Any pitcher that hits three (3) batters in a game will be removed from pitching for the remainder of the game.
4. One (1) pitch in an inning constitutes an inning.

# MAJOR SOFTBALL

1. All players bat.
2. Free substitution defensively, except pitcher.
3. Pitcher's plate will be 40 feet and bases will be 60 feet.
4. Six (6) run rule for first three (3) innings. Unlimited scoring for the remainder of the game.
5. Ten (10) run rule after four (4) complete innings or 3½ if home team is ahead or goes ahead by ten (10) runs.
6. Players cannot leave the base early.
  - o Penalty: (1<sup>st</sup> offense) Team warning. Runners must return to base.
  - (2<sup>nd</sup> offense) Player is called OUT.
7. Bunting is allowed BUT a batter may NOT fake bunt (show bunt then swings during the same pitch).
  - o Penalty: Batter being called out and dead ball being called.
8. The starting pitcher may be removed from the game and re-enter the game as a pitcher one (1) time if she was not removed in a second (2<sup>nd</sup>) trip to the circle in an inning. A substitute pitcher once removed may not re-enter as a pitcher.
9. Illegal pitches can be called on pitchers by umpire.
10. If a player takes the position of pitcher, and throws a warm up pitch, the player must throw a pitch to one batter.
11. After every game, each team will be responsible for cleaning out their dugout at the end of the night.

## **Pitching limitations for all Babe Ruth Major Softball**

1. Maximum of six (6) innings each week.
2. The week is Monday through Sunday.
3. Any pitcher that hits three (3) batters in a game will be removed from pitching for the remainder of the game.
4. One (1) pitch in an inning constitutes an inning.

# COACHING SENIORITY POINT SYSTEM

Coaches will be awarded teams based on seniority. Assistant coaches are not guaranteed a team. The assistant coach **MUST** be an active assistant coach and be listed as the first assistant on the roster. If we, the Board, feel this was done just to give that assistant coach priority over other coaches moving up, then that assistant coach may not get asked to coach that team the following season. Any open teams from that point will start with the seniority coaches first and go down the list of advancing head coaches.

## **Expansion Team Rules**

Expansion teams will get to pick order in draft and then will follow all other draft rules with other teams. If more than one expansion team, they will draw to see who gets what pick and so on.

## **Snake Draft Policy**

1. All divisions will utilize a snake draft except T-ball. T-ball players will be placed by Commissioner, Player agent(s), Vice President and President. T-ball must have an equal number of ages on teams.
2. Head coach will announce draft lock if one is available to be taken and if so, this will be that team's lock for two (2) years. Teams will draw #s for draft order. Coaches may trade draft #'s before draft starts. Teams will draft in reverse order (snake draft) throughout all rounds. (Ex. 1-8, two picks for team 8 and reverse order to team 7, etc... team #1 will get two (2) picks as draft reaches starting point throughout draft.) Teams may trade draft slots before draft begins.
3. The total number of each age in each division will be divided by number of teams to determine maximum number of each age group on any team; including T-ball.
  - o *Explanation:* If there are 50 eligible 7-year-old players in the draft and ten (10) teams. Each team must have five (5) 7-year-old players. If a team has six (6) returning 8-year-old players, they will only be able to pick 7-year-olds if the team total is going to be 11.
4. Each team's returning players will count from the 3rd round on until all players are accounted for. Head coach and siblings go as returning players as well.
5. Expansion teams will select which draft order they want and fall within all other rules.
6. The head coach's son or daughter will be utilized as a returning player.
  - o *Exception:* He or she was a lock prior year then he or she must be the lock for that team.
7. Siblings will be counted as a returning player.

8. Each head coach may designate one (1) player as his or her 2<sup>nd</sup> round Lock if available to do so. Pick must be verified through parent of player.
9. A player may NOT be “locked in” if that player, by age, pushes the balance of certain ages required on each team or if the player has gone back in draft from the previous year.
  - Explanation: If a team has seven (7) returning 8-year-olds on a twelve (12) player roster, the coach cannot lock in another 8-year-old player if the maximum number of 8-year-olds allowed is seven (7).
10. A player can only be “locked in” one (1) time during their tenure in any age division.
  - Explanation: If a 7-year-old player is “locked in” with one (1) team this year, they must re-enter the open draft in order to switch teams the following year. They are a lock for two (2) years to that team. If that locked player decides not to play the following year or go back into draft, that coach may lock another player for his second (2<sup>nd</sup>) round pick. If the coach decides not to, he or she will just get a first (1<sup>st</sup>) and second (2<sup>nd</sup>) round pick.
11. Any player re-entering draft after one year in any league may NOT be designated as the frozen (lock) second round pick. If the player chooses to leave a certain team, he or she will go into the open draft and the team that player left for whatever reason opens that locked position again for that season if Head coach wishes to use it or he or she will get an additional pick instead in draft.
12. All other requests for team designation such as cousins, friends, neighbors etc., will not be guaranteed by Prairie Village Baseball/Softball.

### **All-Star Tournaments and Selection Process**

1. The league will pay for one (1) approved invitational tournament, up to \$400. This applies to one (1) team per age group and expires at the end of July.
2. Each player will be required to buy/sell raffle tickets upon selection and acceptance to their respective all-star team. This fee will assist league in covering expenses of hats, shirts, pants, belts, socks and entry fees for all-star tournaments.

### **Selection Process for All-Star Players**

1. Players must have an all-star contract turned in prior to all-star vote.
2. Coaches will submit nominations to league player agent or commissioner prior to May 30<sup>th</sup>.
3. A coach may nominate any number of players from his or her team.
4. Players must be nominated in order to be selected as additional 11<sup>th</sup> or 12<sup>th</sup> player.
5. Each coach will be given time to positively discuss their nominees with other coaches.
6. The top 10 players receiving the most votes will be placed on the team. In case of a tie between two (2) players, both will be placed on the team. A three-way tie for the 10<sup>th</sup> position will result in a vote by the coaches to determine the 10<sup>th</sup> player.
7. The all-star coach will select two (2) additional players to fill out roster of 12 (1 additional player if 2 have tied for 10<sup>th</sup> position).
8. The all-star coach can select up to three (3) alternates for the team. These players will practice with team and receive all-star uniform.
9. Alternate players are not eligible to play in tournament games unless needed due to vacations, illness or voted players leaving team. Alternate players’ eligibility must be approved by league player agent or Commissioner before playing in tournament games.
10. If no alternates are selected and the coach needs additional players due to illness, players quitting or other circumstances, the next eligible player by votes received will be added to the team. This process must be coordinated through the league player agent or Commissioner.
11. Any failure to adhere to the rules of all-star playing eligibility may result in suspension or regular and/or all-star coaching opportunities.

12. No player who is playing up will be eligible to be part of any all-star team.
13. Players must play on in their respective age all-star team.
  - o *Explanation:* A 9-year-old must play on the 9-year-old all-star team and is not eligible to play on the 10-year-old all-star team; even though both ages are in the same division.
14. Any player quitting all-stars in one (1) year will not be eligible for all-stars the following year.

### **Selection Process for All-Star Coaches**

1. Coaching for each all-star team will be determined by regular season standings at completion of season. The head coach of the first-place team will be offered choice of all-star team according to age if required.
2. In case of tie in league standings, playoff will determine first (1<sup>st</sup>) or second (2<sup>nd</sup>) place teams.
3. If first place coach declines all-star coaching opportunity, the head coach of succeeding teams will be offered same opportunity. Assistant coaches will be considered after all head coaches have been offered.
4. All head coaches and assistant coaches must be from that league they are coaching in.
5. The league reserves the right to remove/replace a coach if conduct or actions while representing Prairie Village Baseball/Softball are deemed inappropriate by a collective of the league officials and/or Board of Directors.

You may not be a head coach if you have been convicted of a felony. Exceptions may be considered if requested and reviewed by the league review board. We will use our recommendations from Babe Ruth and our local law enforcements for all background checks.

**I have read and understand all rules and guidelines set forth by Prairie Village  
Baseball/Softball for 2019.**

**Head Coach's Name:** \_\_\_\_\_

**Head Coach's Signature:** \_\_\_\_\_

**Division / Team:** \_\_\_\_\_ / \_\_\_\_\_

**Date:** \_\_\_\_\_