

PENN HILLS GIRLS SOFTBALL RULES MIGHTY MITE LEAGUE

- 1) This league age group (Birth dates as of August 1st.)
 - a) Mighty Mites - 6 / 7 / 8 year olds
- 2) Roster size – 12 to 15 players
- 3) NO DRAFT
 - a) Players are placed on teams by even distribution of ages by agreement of managers and commissioner, unless they are returning to the same team from the previous year.
- 4) All players must have a numbered shirt. This is required to identify players.
 - a) Shirts and visors will be provided to all players by PHGSA.
- 5) No earrings or jewelry may be worn by players during practice or games.
 - a) Studs must be covered with Band-Aids.
- 6) EQUIPMENT (These are required in order to play)
 - a) Batting helmets with cages and chin straps, catcher's mask and chest protector, pitcher heart guard. No metal spikes permitted
 - b) All bats must have the ASA approved logo visible
 - c) Batting gloves optional
 - d) Each team should have a First-aid kit with them.
 - e) Softy softballs are to be used
- 7) FIELD DIMENSIONS
 - a) Pitching:
 - i) Arc 3-4' (above the head of the batter) to 10 ft
 - ii) Distance 35 ft to pitchers rubber.
 - b) Bases - 55ft
- 8) FIELD SETUP
 - a) The team listed first on game schedule is the HOME team
 - b) HOME team is responsible for setting up the field (both teams should help)
 - i) Put bases in place, line batter's box and foul lines
 - ii) Place a line for pitcher and for coaches
 - iii) Be sure bases and other field equipment is put away and locked.
 - iv) Game ball will be provided; home team may keep it after the game
- 9) GAME SCHEDULE
 - a) Practices may start March 31st, although permits are not given out until April 15th.
 - b) Practice schedule is up to the team manager but it is strongly encouraged to practice at least twice per week.
 - c) Playing a preseason scrimmage game with another team in the league is recommended.
 - d) Games begin for everyone on PHGSA league opening day; Picture Day will be on the same day at Penn Hills Park.
 - e) The league will provide the practice and game schedule with field designations.
- 10) GENERAL RULES
 - a) Umpires and coaches are volunteers and they are to be shown respect.
 - b) A game consists of 6 innings.
 - c) 4 infielders, a pitcher, a catcher and the rest play outfield.
 - d) Games will be played on a time limit of 1 hour and 45 minutes.
 - e) Games at PHP have strict time limit – they have to begin at 6:00PM on the dot.
 - f) No Innings are to begin after 7:45PM at PHP if a game is scheduled behind you.
 - g) Players are to arrive at 5:30PM with the first half hour given to teams for warm-ups.
 - h) **All** team players should remain in the dugout area during the game.
 - i) **Only** coaches and score keeper should be in the dugout area during a game

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- j) Game will be stopped immediately when a player is injured.
- k) Mighty Mites play all their players all the time (if practical).
- l) Two coaches permitted in the outfield to help keep players positioned.

11) PITCHING/BATTING

- a) HOME team bats second
- b) Instructional batting – no strike outs or walks. Coach pitch.
- c) Maximum 6 pitches then the TEE will be used. **THIS IS TO BE STRICKLY FOLLOWED.**
- d) No Infield Fly rule.
- e) Continuous batting order and free substitution will be used.
- f) Coaches exchange line-ups prior to game start.
- g) Change of inning is 3 outs or 5 runs. When the 5th run scores, the inning is over, no other runs count.
- h) 10-run rule applies (if a team is up by 10 runs) at the bottom of the 5th inning. 6th inning is unlimited runs, time permitting.
- i) **WE DO NOT KEEP SCORE** and parents are encouraged not to either.
- j) Player hitting a ball into the outfield can continue to run until the ball is brought into the infield and under control by an infielder (outfielder may run or throw the ball in to the infield).
- k) Batter is automatically out if she throws the bat (after one team warning).

12) GAME PLAY

- a) Possession will be ruled when the ball is in control of an infielder in the infield. At this point, **ALL** runners must stop at the next base. In the event that there is more than one (1) runner on base, the leading runner will govern the placement of runners. A runner that runs through a base that they should have stopped at will be returned to that base. Time will be called at the conclusion of the play.
- b) A collision between a base runner and a fielder attempting to field the ball will result in the runner being called out. The runner must accept the tag and not attempt to avoid contact. A collision between the base runner and a fielder **NOT** attempting to field the ball will result in the runner being safe at the base they were attempting to go to. Once the runner reaches the base they are running at their own risk and may be put out.
- c) No courtesy step. One foot must remain on the base at all times. If a player steps off the base and the ball is not hit, the runner will be called out.
- d) Runners can advance only one base on any hit ball that does not leave the infield. A player may attempt to make it to the next base on an overthrow from the infield. The ball is then dead and the runner receives only the next base at the time of the overthrow. A player hitting a ball into the outfield can continue to run until the ball is brought into the infield and under control by an infielder.

13) MANAGERS are responsible for the actions of their coaches, fans and players.

Should a situation arise for which a manager cannot or will not control, he/she will place the team in jeopardy of a forfeit.

14) SCHOOL DISTRICT regulation: Fields are not to be used when they are under water.

- a) We are not permitted to fix the fields; you may play in the grass.

15) PARENTS & SPECTATORS

- a) **NO SMOKING, CHEWING TOBACCO, ALCOHOL, SWEARING ALLOWED** on the field or around the bench areas. **ANYONE** that is disorderly will be asked to leave immediately.
- b) This is a non-competitive league; it is recreational and instructional.
 - i) If you wish your child to play at a competitive level, you are encouraged to have your daughter try out for a tournament team.
- c) If there is a complaint, have them fill out a complaint form. Complaint forms **MUST** be handed to a Board member: No exceptions.