**Pearl Youth Softball League Rules**

*The City of Pearl Youth Softball league will abide by USSSA rules with the following exceptions and modifications:*

**3-5 Year Old Tee Ball**

1. Each game will begin on time.
2. Each game will consist of 3 innings in length or a 45 minute time limit, whichever comes first.
3. There will be NO scorekeeping or umpires.
4. This is a teaching league and coaches/parents are expected to instruct throughout the game. Each parent is encouraged to assist in any way possible (i.e. scheduling of snacks, dugout control, coaching).
5. All coaches will stay inside the coach’s area during all play of games. Areas are home plate, 1st and 3rd base, coach’s boxes and the dugouts. Two defensive coaches will be allowed in the outfield.
6. Rain outs will be determined by the Pearl Parks & Recreation office. All rain outs will be rescheduled if possible by the league commissioner and shall have priority over practice times if applicable. Coaches are responsible for contacting parents about changes in the practice or game schedule.

**Offense**

1. Teams will bat through the batting order giving every player a turn at bat. Late players will be added as the last batter position. Upon the start of the next inning, the order should be reversed, allowing the last batter from the previous inning to now bat first.
2. Each batter will get 6 swings at the ball. He or she may take as many as 3 practice swings as long as the ball is not on the tee. If the ball is tipped and does not go into fair territory, it is considered a foul ball and the batter gets another swing. When the ball is hit into fair territory, play should proceed as usual.
3. If a batter slings a bat, the batter will be warned by the coach; however no infraction will be called on the batter.
4. Each batter/runner may advance only one base for any ball hit. On the last batter only, all runners may continue to advance bases until the last batter crosses home plate.
5. All offensive players must wear a batting helmet with chinstrap and facemask attached when entering any playing field area. This includes the on-deck batter’s area.
6. An arc will be marked 10 feet from the back point of home plate, foul line to foul line, in front of home plate. If the ball comes to a rest in this area after being struck by a bat, it will be considered a foul ball and the batter gets another swing.

**Defense**

1. All players will play every inning in the fieldand should rotate positions to allow everyone a chance at playing the different positions. To start the game the coach will place the ball on the tee and calls “play ball”. The batter will remain on deck until the coach calls him/her.
2. To stop play the coach(es) will call “DEAD BALL” when in his/her judgment:
   1. The pitcher gains control of the ball and he/she comes to a complete STOP inside the pitcher’s circle.
   2. The pitcher gains control of the ball and he/she attempts to make a throw.
3. When the play is called DEAD, the ball will be returned to a coach closest to home plate. The coach located at the tee will immediately prepare for the next batter.
4. On an overthrow the runner will not advance to the next base.