



A department of **MPS**

**Milwaukee Recreation**  
YOUTH SPORTS  
5225 W. Vliet St. Rm. 163  
Milwaukee, WI 53208  
P: 414.475.8410  
**mkerec.net**

## **Coed Elementary Slow Pitch Softball Rules**

Milwaukee Recreation Youth Sports reserves the right to change rules at any time.

Last Updated: 3/17/22

### **SECTION 1 – GENERAL LEAGUE RULES**

**SPORTSMANSHIP** – Unsportsmanlike conduct may result in ejection from the contest. Officials, coaches, parents, players, and fans should always display leadership and sportsmanship qualities. Any players or coaches ejected from the game by officials/staff for unsportsmanlike conduct will be suspended until their case is reviewed by Milwaukee Recreation. The final disposition of the case will then be made. Sports Coordinators are required to check with the Youth Sports Office before allowing the player or coach in question to continue participation in Youth Sports Activities.

**SPECTATORS** – Spectators are to be seated behind the backstop or the player's bench at least 6 feet from the fence. All spectators are asked to show good sportsmanship and character and offer only positive reinforcement.

**COACHES** - Only coaches and players listed on the TEAM ROSTER FORM are allowed in the team bench area. A maximum of three (3) coaches are allowed on the team bench. A coach must be present before a game may start.

**FACILITY REMINDERS** - Dogs, alcohol, smoking (including E-cigarettes), weapons, and grilling are prohibited during Milwaukee Recreation Youth Sports activities.

**JEWELRY** – Head decorations and jewelry cannot be worn during competitions. This means that rings, wristwatches, hair curlers, combs, beads, earrings, or barrettes cannot be worn while participating in Youth Sports Leagues.

**GAME RE-SCHEDULING/CANCELLATIONS** – All school sport coordinator, coaches, or applicable staff will be notified of any reschedule games or game cancellations via email. Revised schedules will be posted on the Milwaukee Recreation Website: [www.mkerec.net/YouthSports](http://www.mkerec.net/YouthSports).

**WEATHER HOTLINE** – For inclement weather updates, contact the Weather Hotline at 414-475-8068. The hotline is updated on league play days by 8AM on Saturdays and 1PM on weekdays when inclement weather is expected. The hotline is available in English and Spanish. Coaches are responsible for informing players and their families of the weather hotline number.



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**ROSTERS** – A copy of the team’s roster must be submitted to the Youth Sports Office one (1) week prior to the team’s first scheduled game. Roster additions are not allowed after a team’s 2<sup>ND</sup> scheduled game. All rosters **MUST BE TYPED**. There is no roster limit.

**ONE TEAM, PER SPORT, PER SEASON** – Athletes are permitted to play multiple sports per season by cannot play on more than one team in the same sports during the same season.

Exception: Athletes are only permitted to play on one (1) basketball team per academic year.

**COED LEAGUE RULES** - The term “COED” refers to the fact that both boys and girls are eligible to play on the same team. It is possible that teams will have varying numbers of boys or girls, but no special “coed rules” will apply. Teams made of one gender are allowed in the COED league.

**FORFEITS** – If a team does not have at least 7 players available at the scheduled game time a 5-minute grace period will be given before a forfeit is declared. The Youth Sports Office must be notified in advance of all forfeit contests. Notification must be delivered to [youthsports@mkerec.net](mailto:youthsports@mkerec.net) at least 36-hours prior to scheduled game start time. Teams that forfeit will be charges a \$25.00 fee per occurrence. See the Youth Sports Opportunity Handbook for a list of forfeit situations.

**PROTEST** – Judgement calls made by the game umpire is not eligible for protest and/or appeal. Protest on rule enforcement must be filed in writing with the Youth Sports Office with 48-hours following the incident. Protest on athlete eligibility may be filed any time during the regular season. Submit rules enforcement and athlete eligibility protest via email to [youthsports@mkerec.net](mailto:youthsports@mkerec.net).

**TIE-BREAKER PROCEDURES (TROPHY SPORTS ONLY)** – The Youth Sports Office will have full discretion determining the position and placement of all teams. Tie-break procedures are available online at [www.mkerec.net/YouthSports](http://www.mkerec.net/YouthSports).

**LEAGUE CHAMPIONS (TROPHY SPORTS ONLY)** - League Champions can be determined one of three ways.

- A. **Tournament** - A season ending tournament in which a championship game is played. The winner of the tournament will receive the league trophies regardless of their regular season record.
- B. **Position Day** - the number 1 and number 2 teams in the league standings will compete in a single game at the end of the season to determine the league champion. League record will not prevail as the determining factor, the single match up will.
- C. **Season Record** - Best overall season record in league play will determine the league champion.

**YOUTH SPORTS OPPORTUNITY HANDBOOK** – The current version of the Youth Sports Opportunity Handbook is available at [www.mkerec.net/YouthSports](http://www.mkerec.net/YouthSports). All sports coaches and sports coordinators are



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responsible for familiarizing yourself with the rules, regulations, procedures, and policies governing the Milwaukee Recreation Youth Sports Programs.

## **SECTION 1 – BEFORE THE GAME**

### **ARTICLE 1 – RULES:**

Rules are adapted from the Amateur Softball Association Rule book and may be changed by the Youth Sports Office as any time to improve the safety and understanding of the game.

### **ARTICLE 2 – ELIGIBILITY:**

#### **A. Age/Grade Limits**

Students may not exceed the age/grade limits as listed below. Age is determined as of September 1 of the current school year.

- 11 years old and under / 5<sup>th</sup> grade maximum (*Born September 1, 2010*)
- 10 years old and under / 4<sup>th</sup> grade maximum (*Born September 1, 2011*)

#### **B. School Suspensions**

Any student suspended from school must be reinstated prior to the close of school on the Friday before their next scheduled game to be eligible.

### **ARTICLE 3 – EQUIPMENT:**

#### **A. Game Ball**

All game balls will be provided by Recreation Youth Sports. The game balls will be *De Beer Official Clincher Softballs (12 inch)*.

#### **B. Catcher's Equipment**

It is mandatory that all catchers wear a catcher's mask. All other safety equipment (helmets, shin guards, etc.) may be used at the discretion of each individual team.



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C. Players Equipment

Only legal aluminum/wood softball bats may be used in leagues. NO THROWING OF BATS PLEASE. Bat throwing will be an automatic out after one warning is given. Only official softball bats and gloves may be worn or used in league play. Any questions regarding bats and gloves should be posed to the umpire prior to the game. Teams are responsible for providing their own jerseys. All jerseys should be numbered.

**ARTICLE 4 – PLAYER LINE-UPS:**

A. Official Line-Up

A full team consists of ten (10) players. No team shall be permitted to start or continue a game with less than seven (7) players. A team starting with less than ten (10) players may add additional players at any time to bring their line-up to ten (10) players, provided that those players are added to the end of the batting order. A line-up card must be presented to the officials and opposing coach prior to the start of the game. To facilitate this, all players must wear shirts with numbers.

B. Batting Order (Line-Up Card):

All players present will bat and be included in batting order. A batting order must be set at the start of play and remains the same throughout the game regardless of whether a player is in the field or not. Late arriving players will be placed at the bottom of the batting order.

C. Playing Time:

Each player must play a minimum of 2 innings in the field in a 6-7 inning games. If a game lasts less than 6 innings then 1 inning of play will satisfy the requirement

**ARTICLE 5 – OFFICIALS:**

- A. All games will be officiated by a home plate umpire.
- B. The umpire's decision on point of fact connected with the game shall be final.
- C. All rule infractions shall be briefly explained to the offending player.



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## **ARTICLE 6 – COACHES:**

- A. A coach or other responsible adult must be present before a game may start.
- B. On offense, coaches must remain behind the dead ball line established by the umpire before the game.
- C. Only one coach or player may occupy the coach’s box at each base.
- D. On defense, coaches must remain in the designated team bench area.

## **SECTION 3 – THE GAME:**

### **ARTICLE 1 – GROUND RULES/ RULE EXPLANATIONS:**

Specific ground rules at each location should be discussed prior to the beginning of each game with the umpire, coaches, and team captains present.

- A. Appeal Play. All appeals must be made before the next pitch is thrown. All that is needed for an appeal is for the coach to ask for time and then verbally state the nature of the appeal. (Example: I would like to appeal that player #7 missed second base on the previous play.) No balls need to be thrown to any bases or other actions. The umpire will then rule on the appeal. No appeals of judgement calls are permitted.
- B. Infield Fly Rule – On a fair fly ball that can be routinely caught in the infield if there are less than 2 outs and runners are at first and second or the bases are loaded, the umpire will call “INFIELD FLY. BATTER IS OUT”. The batter is automatically out whether the ball is caught or not and runners may advance at their own risk. However, if the ball is caught runners must still tag up to advance as on a regular fly ball.

### **ARTICLE 2 – BASELINE AND PITCHING DISTANCE:**

- A. A 60-foot baseline diamond will be used for all league games.
- B. The pitching distance will be 35 feet.



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### **ARTICLE 3 – TIMING:**

- A. Teams must be ready to play within five (5) minutes after scheduled time for the first game. If, a team is not ready to play within this time limit, a forfeit will be declared.
- B. All games will be 7 innings or 50 minutes whichever comes first.
- C. Either 3 outs or 7 runs scored by a team (whichever comes first) will determine each half inning. If no team has reached the 7-run limit in a previous inning then an unlimited number of runs may be scored in the final inning. The umpire will notify the teams
- D. No new inning would be started once the time limit has been reached unless the score is tied. If the score is tied. If the score is tied at the completion of the time limit, one additional inning will be played. If the score remains tied, the game will be declared a tie.
- E. A game shall be considered complete if called because of the time limit regardless of the number of innings played.
- F. In the event of a game called because of inclement weather, three complete innings will be considered an official game.
- G. The only stoppage of clock occurs when there is an injury that requires the Umpire’s attention.
- H. Base runners DO NOT have to stop running simply because the fielding team calls time out. Time out is only granted by the umpire when the fielding team has possession of the ball in the infield and has stopped all runners from advancing. Always keep playing until the umpire grants time out.

### **ARTICLE 4 – GAME PLAY**

#### **A. *Ins and Outs***

The team listed first on the schedule shall be designated as the visiting team and will occupy the first base bench and bat first. The team listed second will be the home team and will occupy the third base bench and play in the field first.



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*B. Balls & Strikes*

3 called balls shall be a walk. Any combination of 2 called strikes, swinging strikes or foul balls shall be an out. A foul ball caught before touching the ground shall be an out and any runners may advance at their own risk.

*C. Strike Zone Mat*

A strike is called by the umpire for each legally pitched ball (Proper Arch) hitting the strike zone mat and the batter does not swing. This includes pitches the umpire has already declared "NO PITCH."

*D. Pitching*

The pitcher must have one foot in contact with the pitching rubber until the ball leaves his/her hand. The pitch must be an underhand pitch at a moderate speed with a perceptible arc and speed. The speed and height of pitches are left to the judgement of the umpire. An automatic ball will be called on each illegal pitch. If a batter swings at an illegal pitch, the resulting play will be legal.

*E. Base Runners*

Baserunners shall be declared out if they fail to keep contact with the base they occupy until the ball is hit by a batter. **There is no base stealing in slow pitch softball.**

*F. Field Players*

Except for the pitcher and catcher only 5 infielders are allowed, none of whom may be in front of the pitching rubber. Outfielders must start out on the outfield grass.

*G. Overthrows*

On balls that are overthrown, go into a bench area or are touched by a person not involved in play the ball is declared dead and each runner shall be awarded 2 bases from the last base touched at the time the throw was made.

*H. Substitutions*

Coaches may use free substitution during the game and may switch positions in the field at any time.

## **ARTICLE 5 – FOULS AND MISCONDUCT**

*A. Thrown Bat Rule*

Each athlete will receive one (1) warning after a thrown bat. A second warning will result in an out.