



YOUTH FASTPITCH SOFTBALL

GIRLS 3-4

GIRLS 5-7

PHILOSOPHY

The philosophy of the Parks, Recreation & Cultural Services Department's youth sports program is to emphasize fun, fundamentals and sportsmanship. Our goal is to build confidence in the youth, teach sportsmanship, teamwork, and skill development. Any Child who is not registered is NOT allowed to participate in any practice or competition for reasons of liability, both for you and the Novi Parks Department. Parks programs are strictly recreational; therefore players are not required to attend practices to receive equal playing time. However, it is strongly recommended that participants attend practices.

PURPOSE

- Fastpitch softball will teach players the basic instruction and fundamentals of softball.
- Coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

UNIFORMS

- Uniforms will be provided (includes shirt and cap).
- Names or other alterations are not allowed to be made to the uniforms
- Shoes are not allowed to have metal spikes.
- Jewelry is not allowed
- Batters must wear batting helmets

COACHES

- Coaches are required to be registered through Novi Parks and complete a background consent form.
- Unsportsmanlike conduct by coaches, players, or spectators will not be tolerated at any time.

GAME FORMAT

- Games may include as many innings as time allows, but once the game

has hit the 1-hour mark a new inning will not be started.

- Each half inning will consist of 3 outs or 7 batters, whichever one comes first.
- Scores and standings will **not** be kept
- Away team bats first and with their bench on the 1st base side
- Home team bats second and with their bench on the 3rd base side
- Coaches will act as umpires for Girls 3-4. Girls 5-7 will have an umpire, but if the umpire does not show the teams are welcome to start with coaches as umpires.
- Girls 3-4 uses 11-inch softballs
- Girls 5-7 uses 12-inch softballs
- Due to limited amount of players, a game can start with 7 players on the field to be umpired. If there are less than 7, the game will not be umpired but the teams can still scrimmage.

BATTING

- Players who arrive to the game late will be added to the end of the batting order.
- No bunting.
- Batters must wear batting helmets.

PITCHING

- Pitch from anywhere inside circle.
- No walks by balls or hit by pitch.
- **Girls 3/4**
 - First 2 innings of game:
 - Players will pitch. Pitchers will throw a maximum of 5 pitches. If the batter does not put the ball in play or strikeout in those 5 pitches, the count will reset and the coach will throw 3 pitches. (If the batter fouls off the last pitch from the coach, the batter will get an additional pitch.)
 - If the ball isn't put into play in those 3 pitches, the batter is out.
 - Half innings will last until there are 3 outs or 7 batters.
 - Rest of game:
 - Coaches will throw 5 pitches. (If the batter fouls off the last pitch from the coach, the batter will get an additional pitch.)
 - Half innings will last until there are 3 outs or 7 batters.
- **Girls 5-7**
 - First 3 innings of game:
 - Players will pitch. Pitchers will throw a maximum of 5 pitches. If the batter doesn't put the ball in play or strikeout in those 5 pitches, the count will reset and the coach will throw 3 pitches. If the ball isn't put into play in those 3 pitches, the

- batter is out.
- Half innings will last until there are 3 outs or 7 batters.
- Rest of game:
 - Coaches will pitch (3 pitches) and everybody bats each inning.

DEFENSE/FIELDING

- All players play in the field when team is pitching.
- A player on the defense stands next to the pitching coach and plays the pitcher's defensive position as a fielder.
- Catchers should begin to put on catcher's equipment before the half inning to be ready when it's their time to take the field. This will help keep the game speed up.

BASE RUNNING

- No stealing, leadoffs, or advancing on wild pitches and passed balls
- Cannot leave base until batter makes contact.
- Tie between the defense and runner goes to the runner.
- If a ball is hit into the outfield, the runner can advance until the ball is returned to the infield.
- Baserunner must wear batting helmets.