



PETITES DIVISION RULES – 3rd-5th Graders - UGSA

2024

Pitching distance: 32 Feet - Distance between bases: 60 Feet - Ball: 11" Hard

No new inning to start after 80 Minutes

1. GENERAL RULES

- A. **HEAT RULE – No new inning is to start after 70 minutes. However, if heat rules are in effect, a HARD STOP time may be issued. If a HARD STOP time is issued, the game will end at a certain time (at the discretion of the umpire) and the score will revert back to the previous inning unless the home team is batting and has the lead.**
- B. All games will be played at the fields designated by UGSA Board
- C. Players and coaches must wear athletic or tennis shoes. No metal cleats, flip flops, open toe or open back shoes are allowed. Players are not allowed to wear jewelry.
- D. All players must wear protective headgear with chin strap and face guard while batting and running the bases. If a girl takes off her helmet while on the field, she will first be warned and any player on the team shall be called out thereafter.
- E. Catchers must wear a catcher's helmet, mask, and a chest protector in all games/practices.
- F. Rainouts – After 3 completed innings, the game will be ended. If not, the game will be rescheduled and resume exactly where the original game stopped. The same batting order will be used with any new players added to the bottom of the original lineup. Teams will not be required to take an out for any missing players from the original game. The batting order is condensed, omitting missing players. Managers and umpires must reconcile the starting point prior to leaving the field. Weather conditions will stop a game a minimum of 15 minutes before the game is called.
- G. Games can end in a tie. If standings are affected, head-to-head, runs head-to-head, and season runs will apply in that order.
- H. Each team may play 10 players, but can start and play a game with 7 players, 6 of which MUST be from your own team. If at any time a team has less than 7 players for any reason other than an injury or illness which occurred during the game, a forfeit will be awarded.
- I. A team will not have to take an out if a girl leaves the game due to injury or illness and the team is left with less than 7 players.
- J. Managers may use up to 4 substitute players from the same division or from the immediate lower division to make a 10 player team. Subs MUST be current players of UGSA – No exceptions. Subs must only play the outfield and bat last.
- K. If a player arrives late for whom a substitute is being used, the substitute will complete the inning in progress, after which the late player will assume her position in the batting order. Any player arriving after the first pitch of the 3rd inning will not be allowed to play in the game.
- L. **PACE OF GAME RULES**
 - a. There is a 2 minute time limit between innings for the girls to take the field. The umpires will be aware of this time limit and will enforce it within reason. Umpire will give a warning to speed things up. After warning, umpire may begin issuing called balls/strikes to the batter.
 - b. *The girl pitcher will pitch until the batter gets 4 balls in the count. At that time, the batters Coach will come in and pitch. The Coach will be allowed 5 pitches (unless the last pitch is fouled off, then the at bat will continue). After the additional 5 Coach Pitches, the batter will be declared out.*
 - c. *The Pitching Coach should stand between the pitching circle and 2B while the girl is pitching for a quicker transition to coach pitch.*
 - d. Pitchers brought in once an inning has started will get 5 warmup pitches

2. PITCHING – GIRL/COACH PITCH

- A. Pitcher must wear a pitchers/fielders mask while pitching.
- B. Girls will pitch to the opposing team from a distance of 32 feet. Batter will start with 0 and 0 count. The girl pitcher will pitch to the batter until the batter either strikes out, the batter puts the ball in play, or the pitcher issues 4 balls. If the pitcher issues 4 balls, then the batters coach will come in to pitch, retaining the current number of strikes on the batter. **THE BATTER WILL NOT WALK.** The coach will be allowed to pitch up to five (5) pitches (unless the last pitch is a foul ball). The batter will either strike out, put the ball in play, or be declared out after five (5) coach pitches. Normal foul ball rules apply. There are no walks in this division.
- C. Pitching rules will reflect current MSHSAA regulations. Currently, pitchers must start with at least one foot on the pitching rubber and backward movement is allowed. Illegal pitches according to MSHSAA will be brought to the pitcher's and coach's attention, but will not be enforced at this level. Wind-ups are not required but provide good practice.



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- D. If a pitcher pitches 3 consecutive innings, said pitcher must not pitch for one consecutive inning. They may return to pitch after waiting one inning. A pitcher is considered to pitch in an inning if they throw one pitch.
- E. **At the home plate umpire's discretion**, if a pitcher hits 2 batters, she **may** be pulled out of the pitchers position for the remainder of the inning. She may return the next inning. The batter must make an attempt to avoid being hit by the ball. If the ball hits the ground first and hits the batter, it is still considered a hit batter. **The batter will be awarded first base if the girl is pitching. It is considered a dead ball if the coach is pitching and hits the batter.**
- F. Umpires will call balls, however no walks will be awarded. Umpires will call strikes even when the coach is pitching.
- G. A ball is in play until it is in the pitcher's possession within the pitcher's circle.
- H. If a ball hits the coach while he is pitching or is standing behind the girl pitching, it is considered a dead ball.

3. BATTING/RUNNING

- A. All players must bat in order according to the managers batting line-up. **Managers must bat entire roster.** Managers must exchange batting lineups before the game starts. Lineups must match the names and numbers on the player's shirt. Batting out of order will result in an out for the batter that was skipped. The current batter will continue with the play and current count followed by the next batter in line. One pitch constitutes an at bat.
- B. **RUN AND TIME LIMIT:** There will be a **5 Run Limit** per half inning. **No new inning to start after 70 Minutes.** If a team mathematically cannot come back and win, the game will still continue so the trailing team still has the opportunity to bat and practice.
- C. **MERCY RULE:** If after 5 completed innings one team is ahead by 10 runs or more, the game can be called with the **trailing team's discretion.**
- D. If the catcher is on base and there are 2 outs, a courtesy runner may be put on base for the catcher. The courtesy runner will be the player that made the last out.
- E. At the umpire's discretion, girls throwing the bat or helmet will be called out.
- F. Players are not required to slide into bases. However, it is recommended to begin teaching sliding as it is required in the next division (CHICS) on close plays. If the runner interferes with the play by making contact with the fielder, the umpire may call the runner out.
- G. The Infield Fly Rule is in effect and called by the umpire.
*An **Infield Fly** is a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an **infielder**, pitcher, or catcher with ordinary effort and when there are runners on **first and second** or **first, second, and third** and less than two outs. Batter is automatically out and runners advance at own risk.*
- H. A safety first base will be used. To avoid accidental contact, runners should generally use the base in foul territory and fielders should generally use the base in fair territory. However, either base will constitute safe or out. Runners should be coached to avoid interference by using the open base.
- I. A player may lead off after the ball leaves the pitchers hand. If the runner is called out for leaving the base too soon, the ball that had been pitched will be declared a dead ball. The team will receive a warning prior to this rule being enforced.
- J. A runner can steal 2nd and 3rd base only (not home) and only when the girl is pitching, not the coach. If there is a runner on 3rd and a runner on 1st and the runner on 1st steals 2nd base, and a play is made on this runner, the runner on 3rd may advance at their own risk.
- K. A ball that hits an umpire is still in play. A ball that hits the Pitching Coach is a dead ball.

4. FIELDING/DEFENSE

- A. It is recommended each girl play at least one half inning as an infielder and one half inning as an outfielder by the end of the 4th inning. The catcher is considered an infield position. If subs are used, managers should rotate as many different girls as possible into outfield.
- B. A maximum of 6 players will be allowed on the infield. Each player must play their own position in that inning. All outfielders must be a minimum of 10 feet behind the base line when the ball is pitched. Outfielders may not cover bases if another infielder is already covering the base. However, outfielders may back-up the play. If the umpire feels the runner's advancement is hindered due to too many fielders covering a base, the ball will be declared dead. Defensive interference will be called. The runner will be awarded that base plus one additional base.
- C. The catcher need not hold the ball on the third strike. The batter is out and may not advance.
- D. General defensive chatter to distract batters is not allowed, and the catcher cannot distract the batter with specific conversation.