

Bridgewater Baseball & Softball (BBSI)



Pee Wee Softball **Rulebook**

2025 Season
(v.1.1)



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Contacts

League	Name	Email / tel #
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Softball Commissioner	Katie Franklin	kifranklin65@gmail.com
VP, BBSI	Dan Pan	dppan@comcast.net
President, BBSI	Mike Brewster	mikebrewster80@gmail.com



Important

- Please make sure to follow all COVID-19 protocols (check our website for the latest information at www.bridgewaterbsi.com)
- Please remind your parents that the Medical Release forms and Code of Conduct forms were completed during the online registration and they should be updated as necessary
- Managers should also carry a complete contact list of players, parents, all managers, and Pony / Senior League commissioners.
- Make sure that you have a first aid kit with you at all times. Always make sure you have ice packs.
- Please keep a record of injuries by submitting an accident report to the commissioner of the league.

Please be patient with players and parents.

Please teach the kids how to play correctly.

Please encourage good sportsmanship

THANK YOU for volunteering your time to be a volunteer coach!



Welcome

Welcome to Bridgewater Softball! We are extremely thankful to you for volunteering your time to support the league and the players. It should be a rewarding experience for coaches, players and parents.

The Bridgewater **Pee Wee Softball League** is **non-competitive**. Standings are not kept and little emphasis is placed on the final score.

The number one goal is to have fun and teach the fundamentals of softball (running, throwing, catching, batting and becoming a teammate). This season will set the foundation for a fun and exciting future in Bridgewater Softball. With this in mind, we have set some goals for the season.

- Each player will learn to properly throw and catch a softball.
- Each Player will be able to hit a ball pitched by the coach in the beginning and hit a ball pitched by an opposing pitcher by the end of the season.
- Each player will understand the basics of base running and know every position.
- Each player will begin to learn the vocabulary of the game.
- Each player will learn the proper conduct both on and off the field. This includes staying on the bench while your team is at bat, being a good sport, and learning about being a teammate.



Managers and Coaches

REQUIREMENTS

Each team will have a Manager and Assistant Coaches must have the following:

- Rutgers S.A.F.E.T.Y. certification
 - Rutgers certification is good for life
 - Certification requirement also applies to all parents wishing to help out (i.e. inside the dugout, on the field, etc.)
- Background check
 - Must be checked every 2 years
 - Please visit our website at <http://www.bridgewaterbsi.com> and click on the BBSI tab, then "BACKGROUND CHECKS" for more information
 - Please DO NOT submit your background check application until you have been approved to be a manager/coach by your league commissioner

RESPONSIBILITIES

- To Request a practice field
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Email must contain: Division (i.e. Farm AA), Team Name, Date, Time and Field, Requestor's name and cell number
- Rescheduling a Game
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Coaches from both teams are responsible for identifying an available field by looking at the calendar
 - Email must contain: Division (i.e. Farm AA), Team Name, OLD GAME info (date, time, field #), NEW GAME info (date, time, field #), Requestor's name and cell number



Schedule

1. The league commissioner begins to form the teams in February/March.
2. The Pee Wee softball is played at the North Bridge Softball and Prince Rogers Baseball Complex.
3. The Pee Wee Softball League schedule will be posted on the Bridgewater Baseball/Softball website the week prior to the start of the season.
4. Player uniforms (pants, shirt, and hat) will be distributed prior to "Opening Day" celebration. Please remember that only shirts and hats are given for the fall ball.
5. A manager or coach (preferably both) should be at the field at 15 minutes prior to scheduled games/practices to greet their players and get organized for the evening. Parents should be instructed to have their children at the field approximately 5-10 minutes before the scheduled time. They should be instructed not to leave the field during the practice/game.
6. **Note:** Please instruct parents that any player who cannot make a practice or game should contact the team manager.



Season Format – First 6 games

1. The coach will pitch to his or her own team.
2. A player from the defensive team will be filed the pitcher's position.
3. The catcher will be a player from the defensive team in full catcher's gear.
4. The catcher will be backed up by a coach from the team that is hitting who will also assist the batter with proper positioning and technique.
5. Each batter will receive up to five swinging strikes. After the third swinging strike, the coach that is pitching will have the opportunity to either continue pitching to the batter or to soft toss to the batter for the remaining swings.
6. If the batter does not put the ball in play within five swinging strike, the batter will run to first base. If the coaches agree before the game, the coach who is backing up the catcher will toss a grounder to the infield in order to allow the defensive team to practice fielding the ball while the batter runs to first base.
7. There are no outs or strikeouts during the first six games
8. Each girl will advance one base at a time.
9. No advances on over throws to 1st and 3rd bases.
10. After the last batter in each inning hits, all the base runners will run home.



Season Format – Starting with the 7th game

1. The teams will start playing real games once each team in a game has played at least six games under the above rules.
2. Each team will have three outs per inning.
3. The 3 out / 5 run rule is in effect per inning, meaning that after 3 outs or 5 runs, the inning will be over.
4. The coaches will continue to pitch to all batters.
5. After five swinging strikes, the batter will be out. There will be no walks or called strike-outs. After the third swinging strike, each batter will be asked if she wants to receive a soft toss or be pitched to.
6. Hard hits through the infield or on a fly into the outfield can be converted into doubles at the hitter's risk. Base runners can also advance two bases.
7. Players can advance one base on an overthrow, but not on a throwback from the catcher to pitcher.



Instructions-Starting with the 11th game

1. After three swinging strikes, the batter will be out.
2. Players will be permitted to pitch to other players once each team in a game has played at least ten games under the above rules.
3. In order to keep the game moving, players will only pitch to every other batter, alternating with the batting team's coach.
4. Coaches should identify which players have the ability and desire to pitch. Please only use those pitchers that can reach the plate and throw strikes. Please don't let a player embarrass herself while pitching. If they can't pitch yet, don't allow them to do so. It is imperative managers use common sense. **Keep the game moving!!**
5. Softball pitching is done with an underhand fastball. All other pitches are prohibited.
6. Pitchers should be positioned in front of the rubber (approx. 30ft. from home plate). If a player is having trouble reaching home plate, just move them up a little closer.
7. A pitcher should only be throwing three to four pitches to a batter. If the pitcher proves they can throw strikes let them continue for that at bat. If they throw three balls have the batting team's coach take over for them for that at bat. Pitch 6-8 balls per batter ONLY. This is intended to keep the game moving and fun.
8. Do not let one pitcher throw more than two innings. Preferably just one inning.
9. Pitchers must be warmed up before they enter a game. A team may only have one pitcher per inning (i.e., no relief pitchers).
10. If there are not any players on a team that can pitch, the offensive team's manager should pitch.



General Rules

**** IMPORTANT NOTE ****

Parents **MUST** be **RUTGERS S.A.F.E.T.Y.** certified to be on the field or in the dugout.

1. Except as otherwise noted, we will follow the most current Cal Ripken rules and regulations. All managers and coaches should be familiar with these rules.
2. Only players registered in the recreation program may play in the games. No substitute players are allowed at any time - this includes brothers or sisters of players. There are no exceptions to this rule at any time during the season.
3. Players must wear their full official team uniform during games.
4. Standings will NOT be kept during the season.
5. There should be no more than 4 coaching staff in the dugout during games.
6. Each game should consist of **3-4 innings** (keep in mind that players at this age start to lose interest towards the end of a long game so use your best judgement).
7. All games are 2 hours long. Please check our website for your actual game/practice time.
8. No new innings after 1 hour 45 minutes into the game
9. All players are to be included at all times.
10. Parents should be instructed to have their children at the field approximately 5-10 minutes before the scheduled time. They should be instructed not to leave the field during the practice/game.



11. The first 15 minutes of each game will be used by each team to warm-up and teach skills.
12. All players must remain on the bench at all times unless they are in the field or up to bat. No sitting with parents.
13. No one other than players and coaches should be in the bench area.
14. **Only (1) on-deck batter at a time. On-deck batter must wear a helmet.** The only player that should have a bat in their hands is the batter, for obvious safety reasons. No one on the bench should be holding a bat. Only the batter has a bat in hand at the plate.
15. There is no eating during a practice or game. Drinks are okay. Snacks and drinks can be consumed at the end of the evening.
16. A coach or parent must be assigned to the bench at all times.



Rules of Conduct

1. All managers, coaches, and other volunteers must read, and abide with the Bridgewater Softball Code of Conduct for managers and coaches at all times.
2. It is the responsibility of the manager to maintain proper decorum and behavior among the parents of the players as well as the players and coaches on his team.
3. Any abuse directed at a player by anyone involved with the team is ultimately the responsibility of the manager.
4. Instances of unacceptable behavior should be addressed by the manager immediately and reported to the commissioner for follow-up.
5. Coaches or any other team assistants not coaching first base or third base must stay in the bench area.
6. The use of alcohol, tobacco, or foul language on or around the playing field is not allowed and will not be tolerated.

***** Manager/Coaches – Important *****

This is a game for the kids. We are volunteers here to support the kids. Let's be patient. Mistakes will be made. Let's set a good example for the kids on how we handle them. Encourage good sportsmanship and be positive.

Report any incidents to your commissioner immediately. They will be recorded and reviewed by the Board to see if necessary action needs to be taken during the season.

Any major incidents will be taken into consideration upon applying to manage or coach for the following season.



Roster Rules

1. If there are more than 10 players, the players should be on the bench or being instructed with coaches on the side.
2. In the event a team is short on players, players from the other team can be shared as needed to allow the game to proceed.

FAIR PLAYING TIME RULE

No player may sit two innings until every player has sat one complete inning.

- a. The intent of this rule is to prevent players from playing the whole game while other players sit 2-3 innings a game.
- b. Except for injury, no player sits two consecutive innings.
- c. No player may sit more than two innings in any game including ones which go beyond the standard 6 innings.
- d. After eight innings a player may sit a third inning provided every player has sat at least two (2) innings already.
- e. If there is an exception, the manager will be expected to justify it.



Batting

1. The full roster should be used in the batting order (i.e. all players will bat each inning).
2. Runs are not counted.
3. Scores are not kept.
4. Wins and losses are not recorded.
5. Walks, stealing, tagging up and bunting are prohibited.
6. The Manager will set the lineup for the game and the players should sit on the bench in the correct batting order.
7. The manager will change the order each game to allow all players to "lead off" and to have the opportunity to clear the bases (last batter).
8. All players remain on the bench when their team is up.
9. A player batting or running the bases must wear a league certified helmet.



Pitching

Pitching rubber: should measure 30 feet from the back of home plate.



Fielding

- **Field Size:** Base paths should measure **45 feet**.
- Maximum of 10 players on the field for defense
 - **Infield Positions:** 1B, 2B, 3B, SS, C & P
 - **Outfield Positions:** LF, LC, RC, RF. (Outfielders are to be placed on or beyond 15 feet from the bases. Don't position players to appear to have 2 sets of infielders)
- **Important:** Unless there is a safety issue, players should be rotated to different positions in the field so they can learn all positions and should be rotated between outfield and infield every inning as much as possible.
- A player should not play the same position for more than two innings. Playing different positions will broaden the players understanding of the game. Use your best judgment.
- If more than 10 players, have them on the bench or instruct them with coaches on the side.
- In addition to any coaches necessary for pitching and catching, the batting team may also have first and third base coaches to instruct runners.
- For the first six weeks of the season, up to three defensive coaches are allowed on the field to provide instruction. Coaches may be positioned between first and second base, between second and third base and in the outfield.
- After the first six weeks of the season, no defensive coaches will be permitted in the field.
- Players should be permitted to make all fielding plays. Coaches should not interfere with any ball that is in play.



Equipment

1. Only equipment approved for use by the Bridgewater Softball Leagues shall be used in practices, clinics or games.
2. All helmets must have a fielding mask/cage. Helmets without a cage cannot be used.
3. Players **should** wear their full uniforms (pants, shirt, socks, and hat) during games. Shorts are not acceptable.
4. Players **must bring their own glove** and are welcomed to bring a bat.
5. We strongly urge parents to write the players name and phone number on all equipment.
6. If players bring their own bats, parents & coaches should refer to the "Hey Coach" (Stuff for Everyone) page on the BBSI website or the Babe Ruth website at <http://www.baberuthleague.org/bat-rules.aspx>.
7. Only ASA approved bats may be used.
8. Players should wear plastic spikes. Sneakers and soccer spikes are fine. Opened-toed foot apparel is not permitted. **No metal cleats.**
9. Players should dress appropriately based on weather conditions, cold, heat, rain, etc.
10. Players should bring their own water on hot days.
11. All pitchers or players fielding the pitching position **must wear a fielding mask.**



Instructions for Pee Wee Clinics (practices)

Home Team - Station and Drill #1

Home Team begins on the field. Coaches should place players at the designated Tee-Ball positions. Set up the tee at home plate and let the batter hit the ball 5 times. On the 5th hit, have the player run it out ("Play it live"). The coach should demonstrate the correct way to run the bases. Coaches in the field should instruct the fielders where to throw the ball. Once a player crosses home plate, send that player to a particular position in the field and replace that batter with another fielder until everyone has had a chance to hit and run the bases. Please make sure that you teach the runners to run through first base. This drill should be run for 40 minutes.

Away Team - Station and Drill #2

The Away Team should split into two groups. Group "A" should practice hitting off the Tee. The other players should field the balls and throw them back to the coach to be placed on the tee. Each player should take approximately 10 hits and then switch to fielding the balls. Set this drill up in Left Field hitting towards Center Field. This drill should be run for 20 minutes.

Away Team - Station and Drill #3

The Away Team Group "B" should be split off. They will learn the basics of (a) catching and throwing, and (b) positioning for fielding of ground balls, by rolling the balls back and forth to each other. Set this drill up in Right Field. This drill should be run for 20 minutes.



2nd 40 Minutes of Practice Clinic

After the first 40 minutes of practice, the Away Team should take the field and run Drill #1. The Home Team should move to the outfield, split up into 2 groups (A & B) and run Drills #1 and #2.

Remember, Pee Wee Softball is an instructional league with children who are experiencing softball for the first time. This program is primarily instructional and emphasizes softball fundamentals, basic game rules, and teamwork. Let's try to make it fun!



Recommended Pee Wee Skills Training

Keep it Simple and Make it Fun! - Skills should be taught all season long. Be creative, have contests, goals, etc.

Running

1. Run straight to each base.
2. Touch each Base.
3. Run through first base. Don't slide into first base.

Drill: Run through First Base. Run from First to Second. Run from Second to Home.

Fielding

1. Good stance – wide stance and knees bent.
2. Glove and hand out in front.
3. Use both hands to catch the ball.

Drill: Have the players field gently rolled ground balls without a glove and throw back. Repeat with glove.

Hitting

1. Good stance – Shoulder width and feet square to the plate.
2. Hands up by ear and stay balanced.
3. Push the hands back and small step straight towards the pitcher.
4. Keep the head steady and watch the ball as you swing.

Drill: Soft toss hitting practice with wiffle balls into the fence.



Throwing

1. Eyes on target.
 2. Get the ball back up high and behind the head.
 3. Point your glove and step towards the target.
- Drill:** Soft toss back forth with one knee on the ground.

Pitching

- None

Outfield

1. Glove up for fly balls.
 2. In front of the ball for grounders.
 3. Throw to second base.
 4. Do not hold or run with the ball.
- Drill:** Have a coach toss short fly balls (6 feet away) to catch. Throw to second. Repeat with grounders.



Rain Outs & Lightning Policy

1. In order to determine if a game is cancelled due to weather, please check <http://www.bridgewaterbaseball.com> under the Field Conditions tab or call the recreation department hotline at 908-526-7107, after 4:00pm.
2. The web site will say "Open" or "Closed". If closed, please contact the other manager to confirm the cancellation and then contact your parents. Email communication is the recommended way and probably the most efficient way to communicate
 - a. If games have not been canceled, the two managers should show up at the field or contact each other to make a determination as to whether the game could be played.
3. It is not required to make-up rain out games in Farm A. If both managers want to, they can work with the league commissioner to try to find a date and field to reschedule the game.
4. In case of **LIGHTNING**, a thirty (30) minute postponement applies to all current games at a specific location. All people must seek shelter (in vehicles). If after thirty (30) minutes, lightning is still sighted, a Board Member, Commissioner, or a Senior Umpire can decide to cancel the game(s).
5. If lightning returns after play has resumed, the thirty (30) minute postponement starts over. The time limit for the game will remain in force during the lightning delay - no extra time will be granted for the delay for recreation games. The game(s) will automatically be cancelled upon the start of a second (30) minute lightning delay.
6. The cancellation of an earlier game, due to lightning, does not necessarily cancel all later games.



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