Evergreen Park Girls Softball League   
Petite Rules  
Acknowledgement of Understanding

By applying and accepting a volunteer position with the EPGSL you are acknowledging that you have read and understand of the Volunteer Code of Conduct, Player Bill of Rights, Parent Code of Conduct and all league rules and regulations.

You must also understand that your position is conditional upon the league receiving no inappropriate information on your background.  
You hereby release and agree to hold harmless from liability the EPGSL, Little League Baseball, Incorporated, the officers, employees and volunteers thereof, or any other person or organization that may provide such information. You must also understand that, regardless of previous appointments, the EPGSL is not obligated to appoint you to a volunteer position. If appointed, you must understand that, prior to the expiration of your term; you are subject to suspension by the President or Officer on Duty and removal by the Board of Directors for violation of EPGSL or Little League policies or principles.

There is no excuse for not following league rules or policies, particularly when players and player safety is involved.

**“You have to learn the rules of the game.   
And then you have to play better than anyone else.”**

-Albert Einstein

**NOTE: The EPGSL and Little League Baseball, Incorporated will not discriminate against any person on the basis of race, creed, color, national origin, marital status, gender, sexual orientation or disability.**

**WE THANK YOU FOR VOLUNTEERING AND LOOK FORWARD TO A GREAT SEASON! PLEASE DON’T HESITATE TO ASK QUESTIONS!**

2023 Petite Rules

**While some of the rules listed below are duplicated from the Little League rulebook, listed below are the only exceptions and clarifications to the rulebook.**

1. **Petite.**

**Innings:** 6.

**Mound:** 35 feet.

**Bases:** 60 feet.

**Stealing:** No, BUT runners can leave the base once the ball is released by the pitcher, BUT if the ball is not hit the runners have to immediately return to the base. Note: This is to condition players to get used to getting a jump off the base and to prepare for all-stars when there will be stealing in tournaments. THERE IS NO PICKOFF ATTEMPS ON RUNNERS.

**Bunting:** Yes

**Infield fly rule:** No.

**Head-first slide:** No

**Drop third strike:** No.

**2. TEN PLAYERS WILL BE FIELDED**; provided both teams can field 10 players otherwise 8 players are required during the game. Teams must play ten players even if the other team can only field 8 or 9. When used the tenth player must be played as a fourth outfielder and must be positioned beyond the infielders or outfield grass area without staggering depth wise. The fourth outfielder shall not be positioned between any infielder.

Clarification: The rule's meaning is exactly how it is written. When used the tenth player must be played as a fourth outfielder and must be positioned beyond the infielders or outfield grass area without staggering depth wise. The fourth outfielder shall not be positioned between any infielder. That means all your outfielders have to be positioned at a similar depth, and shouldn't be lined up like a short center.  No we're not going to measure each fielder exactly, but it should pass the eyeball test. **Once the ball is hit, the outfielders are free to go wherever the play or coaches want them to go.**So technically yes, you could use an outfielder to run in and cover a base, they can run in a catch a fly ball or whatever. We still hope you teach your teams a true technique in the infield. i.e. the shortstop covers second when there’s a man on first and

a grounder to second, stuff like that. **But there is no prohibition on what happens after the ball is hit.**

**3. RUN LIMIT**. Each inning shall consist of 3 outs or a maximum or 5 runs.   
Note**:** In the sixth inning the 5-run rule doesn’t apply.   
***Clarification:****We want to clarify that it is only the ACTUAL 6th inning and extra innings that a team is allowed to score more than 5.  So, even if a game has passed the 1:35 mark (where you can't start a new inning) you still can't score more than 5.*

**4. PITCHER WITH BALL IN CIRCLE**. The play will be considered DEAD when the PITCHER has control of the ball and is in the pitcher’s circle. Runner(s) that have not reached the halfway point between bases, when the pitcher gets the ball in the circle, will have to return to the previous base. THIS IS THE UMPIRE’S JUDGMENT.

Note**:** An outfielder cannot run the ball into the infield and hand it to the pitcher.

Note 2: The play is dead when the PITCHER enters the circle with the ball, even if the infielder throws the ball after entering the circle.

**5. CONTINUOUS BATTING ORDER:** There will be a Continuous batting order. Note: If a player is not at the game site at the start of a game, but comes during the game, they must be placed last in the batting order.

A: Because of the continuous batting order managers do not need to exchange positions during the game, because all players are already in the lineup. Managers only need to exchange batting orders before the game. Each manager also has to declare a starting pitcher before the game.

B: When the continuous batting order is in effect managers must bat everybody in their lineup, even if the other team has more players show up.

C: If a player is unable to complete her at-bat once a pitch is thrown, the PLAYER IS OUT.

D: If a player fails to bat in her spot during the game SHE IS NOT OUT.

F: Teams must bat at least 9. If a team does not have 9 there will be an out assessed every time the 9th position comes up. If a team becomes short during the course of a game, then the out will count when that player’s spot comes up in the batting order.

**6. USING OTHER PLAYERS:** When a team is short a player, a Petite manager may use any player in Jr. Petite as a replacement. If no Jr. Petite players are available a petite player may be used. (***Must have at least 8 combined players of your own team or Jr. Petite players in order for the game to count in the standings***). Playoffs: No Replacements.

Note: A replacement player(s) must play outfield and bat last.

Note 2: Once a regular player has arrived to the game, the manager should insert her regular player for the replacement player after the third out is made in the half-inning that the regular player has arrived. Example:Regular player arrives during the top of the 2nd inning. After the third out is made in the top of the 2nd inning, the replacement player is done and the regular player is inserted. This applies to all scenarios when a regular player arrives late to a game. Managers should inform the other team.

Note 3**:** A manager is not considered short because of the Continuous batting order.

Note 4:A manager is not considered short if the player is kicked out of the game or the manager or some league official sends the player home for disciplinary reasons. The team then will have to play short and take an out if that's the case. (All suspensions from a manager should be cleared with the board).

**7. PITCHING RULES**: 35 feet**.** A pitcher may pitch a maximum of (3) innings per game, if the pitcher throws one (1) pitch in an inning, it will count as a full inning pitched. Fast pitch is to be utilized with windmill pitching encouraged.

Note 1: A pitcher who hits three players in an game must be removed ***and cannot return to the mound that game.***

Note 2: There is no rest period.

Note 3:A pitcher once removed can return to the mound at any point in the game, BUT NOT in the same inning. ***(with the exception of Note 1).***

Note 4: PLAYOFFS: The quarterfinals, semifinals and championship are the same rules as the regular season; a pitcher can pitch NO MORE than 3 innings a game.

Note 5: Violation of pitching rules shall result in a forfeit. This applies even if the violation was found days later.The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. League officials are urged to take precautions to prevent protests.

When a protest situation is imminent, the potential offender should be notified immediately.

**8.** ***WARM UP PITCHES****.* ***A new pitcher is allowed 7 warm up pitches. A returning pitcher is allowed 3 warm up pitches. The umpire can reduce the warm up pitch count if, in the umpire's discretion, the player is delaying the start of the inning.***

**9. RUNNING FOR THE CATCHER:** A manager may pitch run for the catcher provided there are two outs and that player was catcher the inning before**.** The player who made the last out at-bat is the designated runner for the catcher.

**10. PLAYING REQUIREMENTS:** Players do not have to play in consecutive innings to fulfill their 3 inning playing requirement. A manager may choose to play a player in whatever 3 innings he desires, but he still must meet the 3 inning playing requirement for his player. Note: Although there is free substitution during the game a manager will not make changes in the field during the middle of an inning unless there is a pitching change, injury or illness. In those cases a change can be made in the field.

Note 2: The way a manager aligns his defense isn’t considered a substitution i.e. a manager can still move defensive players anywhere in the field, you just can’t substitute off the bench unless there’s a pitching change or injury or illness. NOTE: If a half-inning ends because of the imposition of the five-run limit in and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

**11. SLAUGHTER RULE AND PLAYING REQUIREMENTS:** Regular slaughter rule applies.15 after 3, 10 after 4. Note:If you do not get a player her 3 innings requirement in the field and an at-bat because of the slaughter rule or for whatever reason, that player MUSTstart in the next game in the field and play 3 consecutive innings at the start of the next game. Note: If a manager more than one time or consistently does not meet her player(s) playing requirement they will be subject to discipline from the board.

**12. COACHES/KIDS IN DUGOUT:** Only 4 coaches will be allowed in the dugout. That means only 4 individuals other then the players. Also, no children in dugouts. Penalty: First Penalty will be a warning, second time a suspension.

**13. DUG OUT RULES / TIME LIMITS**. The team designated as the “Home” team will sit along the third base side, and the “Visitors” along the first base side. Games will be six (6) innings in duration, and have a 1 Hour 45 minute time limit, daylight permitting. No new inning can start after 1 Hour 30 minutes. (***A new inning begins immediately once the 3rd out is made at the bottom of the prior inning***). After 1:45 the game is ended on the spot. The score will revert to the previous inning unless the home team has taken the lead or tied the game. Note: Umpires will have the official timer. The timer starts when the ump yells PLAY BALL. If the umpire is 5 minutes late the coaches MUST start the game and ump the games themselves or until an umpire arrives. Note: Time limit doesn’t apply to playoffs.

***14. PLAY OFF & ALL STAR ELIGIBILITY. Players must play in 60% of regular season games to qualify for play offs and All stars. An exception will be made for injury or illness. Extenuating circumstances will be reviewed by the board.***

***15. SCORE BOOKS. All teams must keep an official score book for both teams scores.***

**16. INTERNATIONAL TIE BREAKER**: If the game is tied after regulation. Starting with the top of the ***7***th inning the last person to make on out will start on second base. The same goes with the bottom of the ***7***th. This will continue each inning until there is a winner or time limit is reached.Note: International tiebreaker DOES NOT APPLY IN THE PLAYOFFS.

**17.** **UNIFORMS/EQUIPMENT:**

UNIFORMS**:** Players must wear the uniforms the league supplies them. Note:Players must wear their equipment and uniforms in a fashion that is accordance with the rules. Note 2:Players may use their own equipment as long as it meets the standard set in the rulebook. Note 3:Players may not alter their uniforms in any way. Note 4:Players may not advertise or promote products or other softball associations on their self. That includes and is not limited to logos on helmets, shirts, pants and hats. Note 5: All players are required to wear a softball face mask - no matter what position they are playing.

Rule 1.11:Casts may not be worn during the game. NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

BATS:The bats must meets Little League specifications and standards as noted in this rule.   
Check the Rule Book. NOTE 2:The traditional batting donut is not permissible.

**18. COACHING CONDUCT:** Any manager, coach or player thrown out of a game will be automatically suspended the next game. Note: The league’s board of directors will review all infractions. Depending on the seriousness or frequency, the league may add additional disciplinary action up to and including expulsion from the league.

**PROCEDURE AND/OR FIELD RULES. Managers are encouraged to discuss these rules before the game to avoid conflicts. Managers are also encouraged to be gracious hosts and guests during interleague games. Each league’s field and field rules have their own uniqueness. Again, everyone is encouraged to respect each league’s home rules.**

***\*\*Rules Changes for 2023 bold & italicized***