

## Cub Scout Softball

**The Purpose:** The purpose of Cub Scout softball is threefold:

1. To provide an organized sport activity that is fun for the Cub Scout
2. To help the Cub learn, develop, and improve those skills necessary for the enjoyable participation in the sport.
3. To help the Cub develop individual and group qualities, including sportsmanship, responsibility, self-discipline, and teamwork, in an atmosphere that is pleasant for the Cub.

**The Parent:** The responsibility of the parent is to provide positive reinforcement, encouragement, and the opportunity to practice the skills he needs to develop. Parents also have the responsibility to set an example for good sportsmanship and fair play.

**The Coach:** The responsibility of the coach is to teach the necessary skills to all Cubs, no matter the level of potential and ability. The coach should teach fair play and sportsmanship. The coach should help the Cub gain a sense of worth and confidence in his ability with a liberal amount of praise and positive criticism. Head coach and assistant must have completed Cub Scout Leader Basic Essentials Training.

**The Umpire:** The responsibility of an umpire is to apply the rules as defined in this document and as defined by Men's Slow-Pitch Rules. Sportsmanship should be emphasized. The umpire should provide an explanation of the rule when necessary to educate the Cub on the rules of the game, and in a constructive, informative manner.

### Sportsmanship for parents and coaches

Set a good example for Cubs to follow and try to create an atmosphere that will make this program a fun experience for your Cubs.

Yell positive cheers, and re-encouraging words.

Except the Umpires play calls, good or bad.

There is no such thing as a bad play at this competition level, only opportunities to teach Cubs the sport of softball.

Applaud for both teams.

Any negative words or actions from coaches, parents, umpire or fans will result in a request for that person to leave the playing area.

### Softball Rule Adaptations

1. Games are to be played by Men's Slow-Pitch Rules unless otherwise specified in these rules.
2. As a Scout function, no smoking is allowed on the field of play, dugouts or spectator's areas.
3. A team shall consist of 10 players. Teams may play additional players if agreed to by the coaches. (coaches should agree to this) Every attempt should be made to have every Cub play equal time in the field.

Each team will play equal players.

4. There is no minimum of players to start a game. A game shall be forfeited for lack of players only at the request of the coach of the forfeiting team.
5. Boys in grades 1<sup>st</sup>-4<sup>th</sup> on the registration date are eligible to play. A boy must be an active registered Cub Scout to play.
6. Coaches on the field must be 18 years of age or older.
7. Coaches must remain off the field and stay in their dugout area when their team is fielding. When their team is batting the base coaches must stay in the coaching box; the pitching coach must stay near the pitching mound. All other coaches must stay in their dugout area.
8. One coach is allowed at first and third bases.
9. Each team shall have a scorekeeper. The scorekeeper shall maintain the proper batting order and keep track of runs scored.
10. When five runs have been scored in any given inning, they shall notify the home-plate umpire.
11. Scorekeepers for opposing teams may compare scores at the end of each half inning.
- \* 12. Each team shall supply one umpire. Home-plate umpire is to be changed after each full inning. No one under 18 years of age, a brother, or a sibling of player can umpire.
13. Umpires will settle all disputes. Home-plate umpire has the final judgment. Coaches can clarify rules.
14. An umpire cannot coach. When play is suspended, an umpire can assist only if requested by the coach pitching.
16. The game ball shall be an 11" ball with a sewn leather cover. The home team shall supply the game ball.
17. Each team furnishes its own bats, helmets, and catcher's equipment. Catcher's equipment is to be supplied by the pack and at minimum include helmet, mask and chest protector.
18. No steel spikes or cleats of any kind are to be worn. Rubber cleats are acceptable.
19. Each team is responsible for supplying water jugs for their own players.
20. Every diamond must have the pitchers mound marked.
21. Each team must agree upon method for marking out of play and dugout area.
22. Coaches and umpires will agree before each game on warm-up time and dugout areas of both teams.
23. A game is concluded: after seven complete innings have been played, or at the completion of the full inning under way at 8 p.m., or in the event of impending inclement weather or wet field conditions. Games shall be considered complete after four complete innings.
24. Length of the inning is five runs or three outs, whichever occurs first.
25. A game can end in a tie.
26. All boys on the team who are present at the game will take regular turns at bat even during the time they are not fielding. Teams must go through entire batting order in order.
27. Scorekeeper will record the batting order.

28. An adult from each team will pitch to their team with a youth from the fielding teams fielding the pitching position. The adult pitcher may pitch anywhere on a line from the pitchers mound to home plate.
29. The catcher shall throw the ball to the adult pitcher after a ball or strike.
30. Adult pitchers will not field a batted ball. The adult pitcher cannot interfere with play. The pitcher must, in the opinion of the umpire, make a legitimate attempt not to interfere with the play of the Cub pitcher. If the adult pitcher interferes with the play, the batter is out and base runners are not allowed to advance. If the pitcher contacts the ball in self-defense the play shall be declared dead and a replay directed.
31. The rule for minimum arc of a pitch does not apply.
32. Three strikes per batter. Strikes may be called at the discretion of the umpire. The third strike must be a swinging strike. **4 strikes for Tigers only**
33. If a foul ball is hit in the air across out of play line, the ball will be considered out of play and player will bat again.
34. Runner may not advance on overthrown ball from the catcher to the adult pitcher.
35. The infield fly rule is not in effect.
36. In the opinion of the umpire, if a batter throws the bat, the team shall receive a warning. The umpire will directly warn the coach and player when the bat is thrown. After one warning the player is called out if the bat is thrown.
37. Play becomes dead when the ball is thrown within a 5-8 ft. radius of the adult or youth pitcher. The ball must be in the area of the pitcher before the ball becomes dead. Play is dead if the fielding pitcher fields the ball and makes no play once that batter has reached first base.
38. The Cub Scout playing pitcher position must not be closer to the batter than the pitchers mound at 35 feet and not directly behind the adult pitcher. The First Baseman, Second Baseman, Shortstop and Third Baseman must begin each play *behind* the baseline until the ball is struck.
39. Sliding is at the option of the runner.
40. No bunting or stealing bases.
41. Runners are not allowed to leave the base until the batter contacts the ball.
42. Runner may not advance on a pitch called strike or ball when missed by the catcher.
43. At the runner's own risk, he may advance on an overthrow. If the ball leaves the field of play and the runner is at least halfway to the next base, then the runner is awarded one base.
44. Players, coaches, or spectators can be ejected from the game for unsportsmanlike conduct. Anyone ejected must leave the field, dugout and spectator areas.
45. A sportsmanship trophy will be presented to the team displaying the best sportsmanship for the year. Umpires and head coach will rate the opposing team's parents, coaches and players separately at every game on the following scale: 3-Excellent, 2-Good, 1-Fair, 0-Poor. This scale allows maximum of 9 points per game.
46. New Tigers thru 1st year Webelos (boys entering 1st thru 4th Grade) can sign up.