

Resources

- Local library—Ask the librarian for help locating books and other resources on softball.
- Local softball associations—Many local Little Leagues have published rules and experienced players and coaches to help you.
- Local sporting goods stores—Ask how you can contact a softball league.
- Local trophy shops—Ask whether they have any softball league clients.
- Contact the **Amateur Softball Association**, 2801 NE 50th St., Oklahoma City, OK 73111-7203; Phone: 405-424-5266; Fax: 405-424-3855; Web site: <http://www.softball.org>. They have leagues in most every state.
- Contact **PONY Baseball and Softball**, P.O. Box 225, Washington, PA 15301-0225; Phone: 724-225-1060; Fax: 724-225-9852; Web site: <http://www.pony.org>. This is an international youth baseball and girls softball program that offers an opportunity for local community league competition and international tournament play for youth ages 5 to 18.

Equipment and Uniforms

- No player shall wear shoes with metal cleats or screw-on cleats of any kind.
- All catchers and umpires must wear a face mask.
- Both teams must furnish one good ball, and the umpire will decide which ball will be used in regular play. The second ball is saved as a spare.
- Any type of glove may be used in any position.
- Only softball or Little League bats are permitted. They must have a safety grip.
- Uniforms are not required and are to be kept to a minimum.
- No pack shall make rules that prevent any boy from playing in a game.



Straight-in slide

Special Rules for Cub Scout Softball

1. The batter is automatically out on the third strike and may not advance to first base. If he steps across the plate while the ball is in motion, the batter is automatically out.
2. A player may NOT steal home on a passed ball, wild pitch, or while the catcher is returning the ball to the pitcher. One base is given for an overthrow into foul territory. If the ball is in any playable territory (on an overthrow), the runners may advance at their own risk.
3. Any player who throws his bat a distance deemed dangerous to players or spectators will, at the discretion of the umpires, be called out. The ball is dead—no play.
4. Each batter must be pitched to; no intentional walks are permitted.
5. Each team will use a continuous batting order for all players who are listed on the score sheet for that game.
6. Mercy Rule—Any team that scores 10 runs in one inning automatically takes to the field, and the other team comes to bat, except in the seventh inning or extra innings.



Catching a ground ball



Catching a pop fly