

# PICKERING SOFTBALL ASSOCIATION

## Learn To Play division

2009 Guidelines version 1.2

The objective of the Pickering Softball Association (PSA) is to introduce Players to the game of softball in a manner that ensures they have fun. Interest in the game, will be fostered by giving each Player the opportunity to participate in all games. Good sportsmanship must be demonstrated at all times by (and to) the Players, the Coaches, Spectators and Umpires alike.

In order to introduce these young Players to the game of softball and provide consistent training to all Players, Coaches are encouraged to utilize the lesson plans from Softball Canada's "Level 1 Learn to Play" handbook. PSA will provide this handbook to all Learn to Play Coaches as well as provide the necessary equipment.

It is recommended that each time the team gets together, a new skill or lesson be taught in order to help develop the basic skills of the Player. Each night should be devoted to half instructional skill development and half to a game between the two teams. Coaches are allowed on the field for the games in Learn to Play in order to assist the Players in positioning and instructing them.

A checklist as shown in section 6 of the "Level 1 Learn to Play" handbook gives a basic skills checklist and this should be utilized by Coaches to monitor the development of individual Players as well as the team as a whole and used by a Coach to determine where extra time focusing on a certain skill may be required.

The emphasis at this introductory level is to start to teach the basics of the game of softball, but having fun is certainly the primary objective.

A lesson/game Most Valuable Participant (MVP) should be nominated for each lesson, with each Player getting MVP at least once and no Player getting MVP more than twice.

## Guidelines

1. Only registered Players are permitted to participate in any PSA game or practice. This is a restriction of the PSA Insurance coverage and must be conformed to by all Coaches and members.
2. All Players are required to wear long pants for games and practices. No exception to this rule will be allowed, due to requirements of PSA Insurance coverage.
3. The catcher must be equipped with a helmet and facemask (with throat protector) and a chest protector. Softball Canada approved "Goalie" style masks are allowed, although not provided by the PSA.
4. All batters and base runners must wear a batting helmet. A batting helmet shall be fully enclosed with 2 earflaps, foam liner and a peak. Batting helmets must remain on and strapped while on the playing field for Players safety reasons.

5. All defensive Players must wear a glove. All Players will play defensively every inning. An extra Player is allowed between 1st and 2nd base and the remaining Players must be positioned in the outfield. ALL Players at the pitcher's position will wear a batting helmet with facemask.
6. Only plastic/rubber cleats/spikes are permitted. All shoes including Players and Coaches must be fully enclosed; no slip ons, clogs, sandals, etc.
7. The ball size shall be the 11-inch "Incrediball Soft-Stitch".
8. Safety bases at first base will be used (to avoid collisions), with the orange (or red) portion of the base positioned in foul territory. The orange/red portion is for the base runners, while the white portion is for the defensive Players.
9. Each Player is required to wear the PSA-supplied team uniform for each game, which includes: current year PSA sponsor's shirt/jersey, black PSA Pants and black PSA hat.
10. While the PSA encourages and strongly recommends Players be 'jewelry free' during games and practices, it will allow the following exceptions:
  - PSA House League Players are allowed to wear pierced ear studs (only), if they are "taped".
  - Medic Alert bracelets are permitted.
  - One (1) Live Strong / Cancer (or similar) wristband.
11. The baselines will be forty-five (45) feet. The pitching line/rubber will be twenty-five (25) from home plate with the "pitching area" around it being a 12-foot diameter (imaginary) circle. The "ball-in-play/dead-ball" line will be a semi-circle twelve (12) feet from home plate.
12. The batting order shall be determined by the lineup prepared prior to the game. This order shall remain constant throughout the game. Every member of the team will bat once per inning (i.e. go through the line-up once). All Players present are to be included in the batting order.
13. All batters will be given the opportunity to put the ball in play. The ball when hit, must cross the 12-foot semicircle, or it will be declared a "Dead Ball" and the batter will resume his/her at bat. There is NO maximum number of bases on a ball hit off the "tee"; therefore a home run is possible.
14. Standings are not kept for this division, as the intent is to play and have fun, not counting wins and losses. No scores are to be kept or reported, just game MVP's. MVP's should be reported to the PSA website ([www.pickeringsoftball.com](http://www.pickeringsoftball.com)) within 48 hours of the completion of the lesson and/or game. The MVP is to be reported by both teams. In the event a Coach does not have internet access, the Coach should assign a parent(s) to report the MVP.
15. LENGTH OF GAME - All lessons / games begin at 6:45 PM. Parents should endeavour to have Players at the park 15 minutes before lesson/game time. Games should start at 7:15 PM . Curfew on lessons / games will be at 7:45 PM.
16. In the event of inclement weather, the Coaches will evaluate the condition of the playing field to decide if the game will be cancelled. The Convener may cancel any game prior to 5:00 p.m. The determining factor will be the safety of the Players. Cancelled games are not rescheduled. The Coaches will call the lesson / game any time they see lightning.