



# Spring 2022 Rules

Umpires will have zero (0) tolerance towards abusive language, gestures, or actions of un-sportsman like conduct by managers, coaches, players, relatives, or other spectators. It will be the manager's responsibility to correct these actions immediately.

**Any persons ejected from the game will not be permitted to return for the remainder of the game AND the following game.**

## **PROTESTS**

There will be **NO** protests **allowed after completion of a game**. The rulings of the umpires are final.

## **EQUIPMENT**

Players must wear their league-approved uniform. All players must be wearing rubber-cleated shoes. Batters must wear a batting helmet with a permanently mounted face guard and an optional chinstrap. For your **safety**, players with long hair must keep it pulled back in a ponytail or braids. Jewelry shall not be worn during a game or practice, including body piercing of any kind.

## **WARM-UPS**

Due to limited warm-up at all fields and the safety of all players and spectators, there will be no batting practice into an open area. Soft toss into a net will be allowed, as well as throwing, catching, ground balls, fly balls and pitching warm-ups.

## GENERAL RULES

The official rules of play will be the current USA Softball rules with the following clarifications/modifications:

### UMPIRES

There will be a single umpire for all divisions for the entire season.

### GAME BALLS

For the 8U, 10U, and 12U divisions, one (1) new and one (1) used game ball will be provided by the home league. Umpire will return both balls to the league. For the 6U division, one (1) used game ball will be provided by each team.

6U/8U 10" Worth/Rawlings RIF1 Soft Dot softballs

10U 11" Worth/Rawlings RIF1 Soft Dot softball

12U 12" Worth/Rawlings Dream Seam softball

### GAME TIME

Games will be one hour and twenty-five minutes (1:25), no new inning. Games may end in a tie.

### RUN AHEAD RULE

Run ahead rule is twelve (12) runs after three (3) innings, or ten (10) runs after four (4) innings, or eight (8) runs after five (5) innings.

### RUN LIMITS

For the first three (3) innings of play, a four (4) up rule will be used. Each team can either score four (4) runs or can tie the score and go up by four (4) runs each inning. Starting in the fourth (4th) and every inning thereafter, runs will be unlimited.

### SCOREKEEPING

Home team will be determined by the published schedule. Home team will be responsible for keeping score on the official score sheet. Both teams will be supplied a scorebook. It is the responsibility of the Coach/Manager to submit the official score via online. For away games, the visiting team must report the score to their league commissioner within one day of the game.

### COURTESY RUNNERS

Courtesy runners will be allowed for pitchers and catchers. The courtesy runner shall be the player listed **furthest in the line-up** from the pitcher or catcher that isn't already occupying a base.

### LINE-UPS

Prior to each game, the manager will submit to the official scorekeeper and opposing manager a complete roster line-up for the girls that are present and eligible to play that day. Each girl on the roster will bat continuously in the order submitted. A player coming late to the game may be added to the end of the line-up.

**Pick-up players may be used only to bring a team to 9 players in each division. In other words, a pick-up player may not play while a rostered player on the team is sitting on the bench, unless injury or illness prevents them from playing. Only 1 pick-up may be used in any game, if additional pick-up**

players are needed, an executive board approval is required. Pick-up players must bat last, play outfield and must be registered in the league in the same or a lower division.

## **BATTING**

Round robin batting will be used in all divisions.

A minimum of nine (9) players will constitute a team, ten (10) in 8U. However, a minimum of seven (7) players (8 for the 8U division) may start a game without an offensive penalty incurred for the vacant player.

If the manager advises the official scorekeeper, umpire and opposing manager prior to the game that a player must leave early, there will be no penalty. If the notice is not given, an out will be recorded each time the player would have come to bat. In the case of an injury preventing a player from completing the game, the penalty out will not be recorded.

If an apparent injury occurs on the field and all remaining team players have been in the game, then a player may return to the game that has already been in the line-up. If the injured player cannot run the bases, the runner shall be the player that made the last out.

## **DEFENSE**

Nine (9) players (10 for the 8U division) will play defense at a time (unless only 8 or 9 are available).

No player shall sit out defensively two (2) innings in a row. No record of substitutions will be kept and will be solely based on each Manager's integrity. Failure to substitute as the rules state constitutes an automatic forfeit. **Exception:** A player may sit out two (2) consecutive innings if she has a minor illness/injury or needs to use the bathroom. Umpire and official scorekeeper must be notified.

## **PITCHING**

Pitching changes must be noted on pitching change form and given to official scorekeeper prior to new pitcher facing first batter.

A pitcher may not pitch after they have reached the maximum number of pitching outs specified for the division in any game. A pitching out is any out recorded while the pitcher is the pitcher of record. If the 4-up run limit is reached in an inning, the pitcher of record is charged the remaining outs.

An appeal for excessive pitching outs must be made by the opposing coach/manager immediately following the occurrence and before the next pitch is made. **Penalty:** Automatic forfeit will be applied to standings; however, game will continue to completion.

Pitching out restrictions per game:

8U: Six (6) pitching outs per game for the first half of the season, nine (9) pitching outs thereafter.

10U: Twelve (12) pitching outs per game.

12U: Fifteen (15) pitching outs per game.

No game will be forfeited because of excess pitching outs which occur as the result of outs made during a continuous play which began with the pitcher having less than the specified number of outs

in that game (e.g., a double play). The excess outs will not carry over to the next game.

Pitchers may make two (2) pitching appearances per game, one (1) per inning.

In the 10U and 12U divisions, illegal pitches will be enforced for the entire season. In the 8U division, illegal pitches will not be enforced for the first half of the season while coach pitch is in effect.

**The following division-specific modifications will also be used:**

**8U SUPPLEMENTAL RULES**

1. Infield fly rule will not be used.
2. Home plate is closed.
3. No batter may advance to first base on a third strike not held by the catcher.
4. A base runner may steal only one base per pitch. Stealing a base can only be accomplished after the ball has left the pitcher's hand. Any player leaving the base prior to the ball leaving the pitcher's hand will be considered out.
5. Ten (10) players will play on defense. The tenth player will be an outfielder and be positioned no closer than ten (10) feet from the base line.
6. Coach Pitch/No Walk Rule: Play shall become dead immediately when the fourth ball is pitched. Any base runner attempting to advance by stealing will be returned to the base she held prior to the ball four pitch.
  - a. If a batter receives four (4) balls from the opposing pitcher, the Coach or Adult Designated Pitcher (C/ADP) shall pitch to the batter. The C/AP will assume the count and pitch to the batter and the umpire will rule on each pitch utilizing the strike zone. A limit of four (4) pitches from the C/AP to the batter will be allowed until a ball is hit fair, or the umpire calls out the batter on strikes. If the 4<sup>th</sup> or any pitch after that, from the C/AP is a batted foul ball, then pitches will continue until a ball is hit fair, or the batter is called out on strikes. Any pitch after that, which is not swung at, will be considered a strike, and the batter will be called out.
  - b. No bunting is allowed when the C/ADP is pitching to the batter.
  - c. If a ball pitched by the opposing pitcher hits the batter, the count will be reset and batter will receive C/ADP pitches. If a ball pitched by the C/ADP hits the batter, the batter must continue her at bat.
  - d. The C/ADP must pitch from the pitcher's plate. If the C/ADP is hit by the ball or, in the judgment of the umpire, interferes with any player attempting to field the ball, fair or foul, the ball will be declared dead. The batter will be out and any/all base runners will be returned to the base they held prior to the time the ball was pitched.
  - e. Coach pitch will only be allowed during the first half of the season. After which time, when a batter receives four (4) balls from the opposing pitcher, batter will be awarded 1<sup>st</sup> base. No coach pitch will start on **March 14<sup>th</sup> after the March Madness Tournament.**
  - f. Time (play ends) is called when pitcher has control of the ball in the circle. Starting **March 14<sup>th</sup>.**

## 6U SUPPLEMENTAL RULES

1. A regulation game will be four innings or one hour (1:00), whichever comes first.
2. All players will constitute a team on the field. However, seven (7) players must start or continue a game. Only six (6) infielders in their normal positions no closer than the pitching rubber are allowed until the ball is hit. The outfielders must be behind the base path until the ball is hit.
3. Prior to each game, each manager will submit to opposing manager a complete roster line-up (to include first and last name) for girls that are present and eligible to play that day. Each girl on the roster line-up will bat continuously in the order submitted.
4. If a player is late arriving to the game, she will be permitted to play. The player will be added to the bottom of the line-up.
5. The entire team will play defense at all times. Six (6) players will comprise the infield. The remaining players will be positioned in the outfield behind the baseline. No infielder (with the exception of the catcher and the pitcher) may play in front of the pitching rubber.
6. Position changes will be made every inning. No player may play two consecutive innings in the same position on the field.
7. No Umpires will be provided. Parent volunteers from each participating team will umpire.
8. Sliding is permitted by any player. However, the Coach should work with the players during practice and teach proper sliding techniques prior to sliding during games.
9. Managers and Coaches may stand near batters and defensive players to offer advice, but shall not interfere with play. The Manager or Coach must request "time" from the umpire before demonstrating a technique or situation to players during the progress of the game. No more than four parents may be on the field at one time, including the Coach and Manager.
10. A batter may be pitched to at the discretion of the Coach. The number of pitches will be limited to three (3) and will be pitched from the pitcher's circle (or a distance of 15 feet). If the ball is not hit into fair territory within those three (3) pitches, the batter shall be allowed three swings on the tee. If the batter fouls the 3rd pitch, the Coach can continue to pitch to the batter until she misses the ball, or hits the ball into fair territory. If the batter is not pitched to, then the batter will be allowed up to five (5) swings on the tee to hit the ball into fair territory. The Coach or Manager may help the batter on the fifth swing to make contact with the ball.
11. First third of the season each team will bat through their entire lineup during their half of the inning. If a batter is called out, she must return to the dugout. After the last batter hits in the lineup, she can continue to run the bases until she is tagged out at a base, or at home plate. After the last batter crosses home plate (or is tagged out at a base), the opposing team will come up to bat. During the remaining two-thirds of the season, outs will be recorded. An inning will consist of either three (3) outs, or the entire line-up has batted. The change will start **after March 20<sup>th</sup> games**.
12. Infield fly rule will not be used.
13. Base runners must stay in contact with the base until the ball is hit. The penalty for leaving the base before the ball is hit is that the runner is out.
14. The ball will be considered dead at the moment it enters the pitcher's circle after a defensive player throws it back to the pitcher. (The pitcher's circle is an 8-foot circle drawn around the pitching rubber.) A runner halfway or more to the next base when the ball becomes dead may continue to advance to the next base. A runner less than halfway must go back to the last base. The ball is also considered dead when it is hit to the outfield and the outfielder touches the ball.

On an overthrow, whether in play or not, the ball is dead, and the runner may only advance one base.

15. Foul Balls - In addition to the usual foul ball rules:
  - a. If the ball travels less than 8 feet in fair territory from home plate, or,
  - b. The batter hits the tee with the bat causing the ball to fall from the tee, it is a foul ball.
16. A runner on third base may not score on an overthrow from the catcher to the pitcher.
17. No base runner may score from third base on a passed ball by the catcher (closed home plate).

## **RAINOUT POLICY**

It is the intention of West Grove Girls Softball to make any and all efforts to complete a game once it has started. Safety is the primary concern! If the fields are too wet or if it is raining to the point where the girls cannot control running on the fields, throwing the ball or swinging the bat safely, games will be suspended until conditions improve.

### **In case there is a rainout, the following “Rainout Policy” will be used:**

- In case of cancellation, WGGSL will make every effort to reschedule and give ample notice of a rescheduled date.
- If your team does not show up for a reschedule game, team will forfeit the game.
- Any make-up game will adhere to the rules that were in effect at the time of the originally scheduled game (e.g., coach pitch, pitching outs).
- Any game in progress that is called due to rain will be continued at a later date if the game has not completed 5 innings (or 4 1/2 innings if the home team is ahead).