

GIRLS MAJOR 12-14 FAST PITCH RULES

WASHINGTON COUNTY YOUTHBALL LEAGUE

PURPOSE / GOALS:

1. Allow the players to have fun and experience the great game of softball.
2. Receive instruction in the sport
3. Experience the benefits of competition.

This program is not run for the benefit of the coaches or parents of the players. The rules stated below are intended to achieve the purposes listed above. Should a situation arise not specifically covered in these rules, or the league specific rules, resolution of the situation should be made keeping the stated goals in mind.

RAINOUT POLICY:

Prior to the start of the earliest game, the home team will determine if the field conditions are playable. A message must be posted on the league website and all league coordinators must be contacted. Team coaches are responsible for contacting individual players.

Check the following websites for weather related updates:

Richfield: <http://www.rybsawi.org>
Hartford: Hartford Parks & Recreation Facebook Page
Slinger: <http://www.vi.slinger.wi.gov>
Jackson: www.jayba-wi.com

League Coordinators:

Richfield	Jen Kuhn	girlsdirector@rybsawi.org
Hartford		
Slinger	Tony Dobson	TDobson@vi.slinger.wi.gov
Jackson	Aaron Wollman	jayba.chairman@gmail.com

If a rainout occurs throughout the season, it is the responsibility of the home team coordinator to schedule a make-up time and location.

What if a game has already started and is called due to weather?

Games called due to weather will be considered a complete game if 3.5 innings are complete and the home team is leading or the end result of 4 full innings if the visiting team was ahead at the 3.5 inning mark. If a game is suspended after one full inning is played the game will be resumed exactly where it left off with players in the same positions including on base if necessary and the number of balls, strikes and outs. If a rainout occurs before one inning is complete, the game will start over on another day as if it were a brand new game.

Sportsmanship:

1. Abusive behavior or swearing by anyone – player, coach or spectator is cause for ejection.
2. Confrontations of any kind with an umpire will not be tolerated. Any coach thrown out of a game for any reason will be suspended for at least one game. There will be no exceptions to this rule.
3. Fan conduct should be managed by league representatives or coaches. Coaches should help to control fans so umpires are not solely responsible for fan conduct. Any issues with fans should be immediately reported to league directors.

General Rules:

1. Player Age: 12-14 years old as of May 1 of the current year.
2. No metal spikes. No jewelry may be worn.
3. The home team shall supply two new 12" yellow raised seam softballs as well as umpires.

4. The home team shall report all scores to the league website
5. Helmets must be worn at all times by the batting team when on the field. This includes players who are coaching bases. Facemasks on helmets are required.
6. Catchers must wear a protective helmet, catching mask, chest protector and shin guards that will be furnished by leagues.
7. Cheers are allowed but should not be directed at opposing players. Heckling of opposing players is not permitted.
8. Coaches may not smoke or drink alcohol while their team is playing
9. Parents are discouraged from smoking and drinking alcohol during all league games
10. Cursing of any kind by coaches, players or spectators will result in ejection from the game
11. A player, coach or spectator who has been ejected from the game will be instructed by the umpire to leave the grounds. An ejected player, coach or spectator not complying with the umpires instructions may cause that team to forfeit the game.
12. Flagrant, unsportsmanlike conduct from players, coaches or parents may result in forfeiture of the game. Coaches are expected to make an attempt to control unruly parents.
13. Home team will occupy the first base bench
14. In the event that lightning is seen in the vicinity of the field, all players and coaches must leave the field immediately. The game may be resumed when it is clear and there is no further danger of lightning. (30 minutes without seeing lightning - WIAA)

Games:

1. All games are 6 innings. Three and one-half (3 ½) innings is considered a full game if the home team is ahead, Four (4) innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning.
2. Games are 1:30 in length **while school is in session for either team. No new inning shall begin after time has expired.**
3. Once the school year is done, 5 innings must be played unless the game needs to be ended due to darkness or weather.
4. Games finishing standard games with a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after the two extra innings the game is still tied, the game will end.
5. A ½ inning will end when either three (3) outs are recorded or six (6) runs are scored.
6. Run rule is 15 runs after 4 complete innings. Games may continue if coaches both agree, however score will no longer be kept.
7. Injury Substitutions: A player who is injured during the game may be taken out of the lineup and a substitute put in her place. If after resting a minimum of one inning she is able to play again and may rejoin the game. She must sit out a minimum of one complete inning. Example: A player removed from the game in the top of the 2nd inning because of injury may rejoin the game no sooner than the tip of the third inning. A player may not start a game or rejoin a game if she is unable to run the bases or play in the field.
8. Umpires should clarify game score after each half inning.

Batting:

1. Bats must be official softball bats: wood, metal, graphite, or other material approved by the Little League rules or certified by ASA/USSA.
2. Continuous batting order applies. All girls must bat. The batting order cannot be changed after the game starts. Players arriving late may play but must bat at the end of the batting order.
3. Bunting is allowed. Once you square up to bunt you may not swing.
4. Fake bunting (squaring up, and then swinging in full or slashing) is NOT allowed
5. Helmets: Batters and runners must wear helmets while in the field of play. All helmets must have facemasks.

6. A batter throwing the bat after striking the ball will first be warned about the situation, as well as warning the coach. Should the same player throw the bat a second time, that player will be called out and all runners will return to their original base.
7. Drop third strike rule is not in affect. The batter is out after the third strike even if the catcher drops the ball.
8. The batter must make an attempt to move away from the ball on any hit by pitch situation. If a batter is hit by a pitch, they are awarded first base.
9. A pitched ball which strikes the ground before striking the batter will be considered a live ball and the batter will be awarded 1st base.

Base Running:

1. 60 ft. base lengths.
2. Stealing second and third base is allowed, however base runners must keep their foot on the base until the ball crosses home plate. Once the ball crosses home plate they may attempt to steal a base. No stealing of home is allowed at any time.
3. A player may advance at any time while the ball is in play until it is in the pitchers hand within the pitching circle. Base runners will be held to the nearest base once the ball is in the pitchers hand within the pitching circle.
4. Passed ball, overthrow or wild pitches: Players are allowed to advance bases at their own risk on an overthrow to any base, a poor throwback to the pitcher or wild pitch. The runner can continue to advance bases, at their own risk, until they are tagged out or the ball is returned to the pitcher within the pitchers circle. There is no limit to the number of times per batter that the runner can advance on a passed ball, overthrow or wild pitch. Note: A runner on third base may not steal home on a passed ball.
5. Example:
6. Player 1 is on first base, and Player 2 is up to bat.
7. The first pitch is a wild pitch, the player at first can advance to second at their own risk.
8. The second pitch is a passed ball, the player at second can advance to third at their own risk.
9. The third pitch is a wild pitch, the runner at third may not advance.
10. Stealing second and third is permitted after the ball crosses home plate. Stealing home is not permitted unless the defensive team attempts to make a play on a runner currently on base. Runners may NOT steal or advance home on a wild pitch or passed ball (pitch that gets past the catcher).
11. Stealing is not allowed on ball four (4). Continuous stealing is not allowed. A walked batter may only advance to first only. All runners advancing due to a walk are allowed to advance one base only, stealing is not permitted.
12. Players running to first base must use the orange/red safety base.
13. Runners are allowed to deviate no more than 3 (Three) feet from the base paths to avoid a tag/force out. Runners have the right of way on the base paths, and will not be called out if having to run around a fielder not involved in the play.
14. Sliding in all situations where there is a possible play on the runner is required, except first base. This includes home and multiple out situations. The intent of this rule is to prevent players from running into each other. The umpire has final decision if a player was required to slide. Each team will be given one warning, after that the runner will be called out.
15. In a double play situation the runner advancing to the base of the first out (other than first base) must slide if there is a play at that base. If the runner does not slide, they will be called out.
16. If there is a play at home plate, the runner must slide. If the runner does not slide, they will be called out.
17. A courtesy runner may be used for the catcher after two (2) outs. That runner will be the player that made the last out. The coaches must help get the catcher prepared for the next inning.
18. If a player is injured while running to a base and is safe, a courtesy runner may be used. That runner will be the player that made the last out or the third out in the previous inning.

Pitching:

1. All pitching will be from a 40-ft. rubber. Pitchers circle is 16 ft. in diameter.

2. No pitcher may pitch more than four (4) innings per game and seven (7) innings in a week. Pitching any part of an inning counts as a full inning.
3. If a pitcher plays on a "Select" team as well as in this league she may only pitch a total of 3 innings per game or 6 innings per week. Slinger Storm would be an example of a "Select" team player. WIAA rules take effect for all pitching, with the exception that per Little League rules, one of the pitcher's feet may leave the rubber during the wind up.
4. Pitchers are allowed five (5) warm-up pitches between innings. Catchers must wear a mask when warming up pitchers

Fielding:

1. A defensive team consists of 10 players; 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders. A team will be allowed to play with 9 players if both coaches agree. Teams are allowed to substitute Junior League players to field a full team. When playing with 8, that team will not be charged with an out when the 9th player's turn to bat comes up.
2. All players that attend a game (arrive before the start of the 2nd inning) MUST play at least 2 innings in a defensive position, and one at bat... FREE SUBSTITUTION IS ALLOWED. In the spirit of equal play, the players present for each game should play an equal amount of innings.
 - a. Any player that arrives after the 2nd inning of play has started, Rule #2 is waived and it is up to the coach's discretion as to the positions played during the remainder of the game for that player.
3. Fielders should stay clear of the base paths when not involved in a play. Runners have the right of way and should not be impeded by a fielder not involved in the play.
4. Infield fly rule is in effect.

Purple 01/26/18