

GIRLS MAJOR FAST PITCH RULES

WASHINGTON COUNTY YOUTHBALL LEAGUE

2017

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.

General Rules:

1. Maximum Player Age: 12-14 years old as of May 1 of the current year.
2. No metal spikes.
3. 12 inch yellow raised seam softball.
4. No jewelry may be worn.
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. All teams will adhere to the following playing time requirements. Failure to do so will result in a forfeit
 - One pitcher may pitch a maximum of four (4) innings per game and seven (7) innings in a week. Pitching any part of an inning counts as a full inning (1 pitch in relief will count as a full inning for that pitcher) ***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.***
7. Catchers must wear a mask when warming up pitchers.
8. Cheers are allowed but should not be directed at opposing players.
9. Heckling of opposing players is not permitted.
10. Coaches are responsible for good sportsmanship at all times, including players and spectators.

Field:

1. Base Paths: 60 feet.
2. Pitching Rubber: 40 feet from the center of the pitching rubber to the point of Home Plate.
3. Pitchers circle is 16 feet in diameter and must be marked in chalk prior to the game.

Equipment:

1. Equipment must be in good shape.
2. Uniform: Will be given to players by each league representative.
3. Bats: Bats must be official softball bats: wood, metal, graphite, or other material approved by the Little League rules or certified by ASA/USSA.
4. Catchers Gear: Catchers must wear a protective helmet, catching mask, chest protector, and shin guards that will be furnished by the league.

Games:

1. Innings per Game: **Standard games consist of 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. No new inning will begin after 1 hour and 30 minutes during the school year. Once the school year is done, at least 5 innings must be played unless the game needs to be ended due to darkness or weather.
2. The intent is for all games to complete the number of innings listed in the appropriate league specific rules.
 - a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs.
 - b. Organized position changes, etc.
 - c. Allow no more than five (5) warm-up pitches between innings.
3. Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:
 - a. Weather – rain, lightning
 - b. Continuation of the game cannot change the outcome (run rule prevents the losing team from taking the lead).
 - c. Injuries result in either team not having enough players.
4. Games finishing standard innings at 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 is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss for each team.
5. Injury Substitutions: A player who is injured during the game may be taken out and a substitute put in her place. If, after resting a minimum of one (1) inning, she is able to play again, she may rejoin the game. She must sit out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if she unable to run the bases or play in the field. If a pitcher is removed due to injury, she may not return to pitching if she re-enters the game.
6. Each team will have 10 players in the game at all times. In case of injury, a team will be allowed to continue with 9 players. A team will be allowed to play with less than 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.
7. Home Park shall supply the game balls.
8. Inning limitations: Three (3) outs **or** six (6) runs per ½ inning.
9. Run rule is 15 runs after 4 complete innings. Games may continue if coaches both agree, however score will no longer be kept.

Batting:

1. 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.
2. Bunting is allowed. Once you square up to bunt you may not swing.
3. Fake bunting (squaring up, and then swinging in full or slashing) is NOT allowed
4. Helmets: Batters and runners must wear helmets while in the field of play. All helmets must have facemasks.
5. A batter, during her time at bat, may switch to either side of the plate.

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. **A called ball four (4) will result in walking the batter, however only three walks are allowed per half inning.** After the third walk **coach pitch** will be used after the fourth (4) called ball. Batters will then get remaining strikes in pitch count as pitches from the coach.

- Example: If the fourth ball is thrown with on strike (4 and 1 count), the batter would get two (2) swings to put the ball in play from a pitch by a coach. **(Coaches must pitch from mound) Umpires will continue to call strikes even on coach pitched balls. If a batter does not swing at a pitch that is called a strike she will be called out. Coach pitched balls will be played the same as if it were a live pitcher.**

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.

8. Drop third strike rule is not in affect. The batter is out after the third strike even if the catcher drops the ball.

9. 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.

10. 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. **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.

2. 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.

3. Passed ball, overthrow or wild pitches: Players are allowed to advance bases at their own risk on an overthrow to any base, a poor throw back 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.**

Example:

- Player 1 is on first base, and Player 2 is up to bat.
- The first pitch is a wild pitch, the player at first can advance to second at their own risk.
- The second pitch is a passed ball, the player at second can advance to third at their own risk.
- The third pitch is a wild pitch, the runner at third may not advance.

4. 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).

5. Stealing is not allowed on ball four (4).

6. Players running to first base must use the orange/red safety base.

7. 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.

8. 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.

9. 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.
10. If there is a play at home plate, the runner must slide. If the runner does not slide, they will be called out.
11. 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.
12. 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. See general rules regarding allowed number of inning for pitchers.
2. 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.
3. Pitchers are allowed five (5) warm-up pitches between innings.

Fielding:

1. 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.
2. Infield fly rule is in effect.

