

GIRLS ROOKIE 7-9 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: 7-9 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 11" low seam softball - Hi-Visibility Softball preferred.
4. Batting Tee: Not used

5. The home teams shall report all scores to the league website.
6. Helmets must be worn at all times by the batting team when on the field. Facemasks are required.
7. Catchers must wear a protective helmet, catching mask, chest protector and shin guards that will be furnished by leagues.
8. All teams will adhere to the following playing time requirements. Failure to do so will result in a forfeit.
 - a. All players present at the game must play a minimum of 3 innings in the field. This includes a minimum of one inning in the infield. Catcher **IS NOT** considered an infield position.
 - b. A player may not play pitcher more than 2 (two) innings in a game.
 - c. No player can play in the infield (Pitcher included) for more than four innings in any one game.
 - d. No player may play the same infield position for more than two innings per game.
 - e. Every girl must play the infield at least one inning.
 - f. No player shall sit twice before all other players have sat once.
9. Cheers are allowed but should not be directed at opposing players. Heckling of opposing players is not permitted.
10. Coaches may not smoke or drink alcohol while their team is playing
11. Parents are discouraged from smoking and drinking alcohol during all league games
12. Cursing of any kind by coaches, players or spectators will result in ejection from the game
13. 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.
14. 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.
15. Home team will occupy the first base bench
16. 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. **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. While school is in session for either team there will be **no new inning after 1 hour 10 minutes.**
2. Once the school year is done, 5 innings must be played unless the game needs to be ended due to darkness or weather.
3. 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.
4. A ½ inning will end when either three (3) outs are recorded or six (6) runs are scored.
5. 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.
6. 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.
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 NOT allowed. 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. Face masks are required.
5. 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.
6. There are no walks allowed in this league. Batters will be out after three strikes.
7. A hit ball hitting the coach, pitching machine or bucket will be considered a dead ball. The batter will be awarded first base. No others may advance on this play other than the runners forced to move.

Base Running:

1. 60 ft. base lengths
2. Leading Off is **NOT** allowed
3. Base runners will be held to the nearest base once the ball is returned to the infield (inside the base paths). **The ball will be considered dead whether under control or not.**
4. Overthrows: Runners **ARE NOT** allowed to advance on an overthrow to first base. Runners **ARE** allowed to advance **ONE (1)** base on an overthrow to second, third, or home plate.
5. Scenario:
 - a. A runner is on first base;
 - b. The ball is hit by the batter and fielded – not caught on a fly;
 - c. The runner begins her advance to second base;
 - d. The fielder throws the ball to second base in an attempt to retire the runner advancing to second base;
 - i. fielder covering second base cannot field the ball and the ball moves past the fielder
 - e. The runner approaching second base can tag the base can make an attempt, at her own risk, for third base. The runner does not automatically advance to third – she is a live runner during any attempt for base advancement on an overthrow.
 - f. The play is subsequently ended when the ball is returned to the infield inside the base paths.
6. The play is subsequently ended when the ball is returned to the infield (inside the base paths)
7. Players running to first base should use the orange/red safety base.
8. Runners are allowed to deviate no more than 5 (five) 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.
9. 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. Pitching machine will be used for all games. The home field will provide the pitching machine. **There is a six foot radius circle around the pitching machine. Players may not enter that circle to field a ball. All balls going into the circle are considered dead.**
2. Pitching machine speed will be set at the slowest speed setting that allows for a flat pitch trajectory. The target speed is 30 ± 3 MPH. **The pitch should not arc higher than the batters head.**
3. Both home and away coaches will agree **before the game** on the pitch speed.
4. The player playing pitcher must stand on either side of the pitching machine and outside the circle, but not closer to home plate than the front of the pitching machine. The player may not play directly behind the pitching machine.
5. A responsible representative can stand behind the umpire to shag pitched balls. The representative must remain silent and remain still while the ball is being pitched or they will be removed by the umpire.

Fielding:

1. 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 T-Ball players to field a full team. Teams playing with 8 will not be charged with an out each time the 9th players turn in the batting order comes up.
2. 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.
3. Infield Fly Rule is NOT Used
4. All fielders must play their respective positions. Overcrowding of the infield is not allowed. Infielders must play their position within 5 feet of the baseline. Outfielders must be on the grass outfield or at least 10 feet behind the baseline, whichever is closest to the baseline, until the ball is put into play.