



## **WHEATON PARK DISTRICT - GIRLS SOFTBALL**

### **2011 - SUPPLEMENTARY RULES**

### **INSTRUCTIONAL-2 LEAGUE**

#### **(Coach Pitch)**

The **Instructional-2** League (Coach Pitch) has been established as a transitional step between the *Instructional-1* and "A" League, preparing players for the transition from "coach" pitch to "player" pitch. The league is limited to those players currently in the 2<sup>nd</sup> grade at the start of the season.

This league, like *Instructional-1*, is considered to be a continuation of introducing players to the fundamentals of organized Softball. The intent of Wheaton Park District Youth Softball is to teach players the rules of the game, develop skills, provide an opportunity for fun, and teach teamwork and good sportsmanship.

League play will be governed by the **National Softball Association's 11" Fast Pitch Rules** (available on the [www.playnsa.com](http://www.playnsa.com) website) unless otherwise stated in the **Wheaton Park District Youth Baseball/Softball "Policies and Procedures"** and in these **Supplementary Rules**.

Managers and Coaches are expected to read the NSA section on Fast Pitch/Modified Softball and the Wheaton Park District Youth Baseball/Softball "Policies and Procedures".

#### **1. LEAGUE-SPECIFIC GENERAL RULES**

- A. An umpire is not provided at this level of play. It is up to the Managers to agree on a suitable umpire(s) from the many involved parents attending the game.
- B. Bases will be 55 feet apart. The pitching rubber will be 33 feet from home plate (measured from the rear point of home plate to the front edge of the pitching rubber).
- C. Game duration will be 6 innings except as follows:
  - 1. A new inning may not start after 8 p.m.
  - 2. For all games, including weekend games, a new inning may not start any later than 90 minutes after the scheduled start time of the game.

**NOTE:** *A new inning begins immediately after the last out of the preceding inning.*

A game is official if the home team is in the lead at the end of 3½ innings. If play is stopped before the game is official, the game is suspended and will be played from the point where play was stopped at another date and time scheduled in cooperation with the League Vice President.

- D. Free substitution is permitted on defense, but such substitution will take place only between innings. During an inning a player cannot be brought off the bench to play except if an injury occurs. Players may not change positions during an inning with the exception of the 10<sup>th</sup> player.
- E. All attending players will play defense the maximum number of innings possible given the number of players present. This means that no player will sit out 2 innings unless all players have sat out 1 inning, and no player will sit 3 innings unless all players have sat out 2. In addition, a player will not sit out 2 consecutive innings.

- F. Every player must play at least two innings in a position other than the three outfield positions, during a complete game. Failure to comply will result in Board action.
- INTENT:** *It is mandatory that Managers rotate all defensive players.*
- G. Managers and coaches will not question judgment calls made by the umpire, such as fair or foul, safe or out, etc. Managers may approach the umpire if an interpretation of the rules is in question. The manager should ask for a “time-out” after the play is completed. Both managers, and only the managers, will be present during the conference. The discussion will be conducted in a calm and respectful manner. The decision of the umpire is final.
- H. There will be no standings kept for this league.
- I. Bad weather may result in the postponement of a game. If no league official is in attendance, the home team manager will make the final decision on whether to postpone a game. **See the Wheaton Park District’s Storm Policy in the Wheaton Park District Youth Baseball/Softball Policies and Procedures for more information.**

## **2. LEAGUE-SPECIFIC OFFENSE INFORMATION**

- A. During the first 5 innings of a game teams will be limited to 5 runs per inning unless the offensive team is behind by more than 5 runs. In this case, the offensive team can score enough runs to tie the score.

During the 6<sup>th</sup> or any extra inning of play, a half-inning will consist of 3 outs with no limitation on the number of runs scored.

- B. Base stealing is not allowed. Base runners must be in contact with the base when the ball is hit. If a runner leaves a base too soon, the ball will be called dead, a “no pitch” will be declared, and the runner will be called out. All other runners will return to the base they were at when the infraction occurred.
- C. A batter must take a regular full swing at the ball. The batter will be called out if she intentionally bunts the ball. All other runners will return to the base they were at when the infraction occurred.
- D. ***All base runners must attempt to avoid a collision with a fielder in possession of the ball, or about to field a batted ball.*** Any runner who remains on her feet and crashes into a fielder making the play in these three situations, whether intentional or not, will be called out for interference. Furthermore, if the act is determined to be flagrant or malicious, the offender will be restricted to the bench for the duration of the game. Runners have three options to avoid a collision: slide into the base they are going to, step around a fielder, or pull up and allow themselves to be tagged.

**NOTE:** *A collision that occurs when an errant throw draws a defensive player into the path of the runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player.*

Conversely, a fielder may not impede the progress of a runner who is legally running bases while not in possession of the ball, not about to field a batted ball or not about to receive a thrown ball. Obstruction will be called in these situations, and the appropriate ruling will be made.

- E. Bunting **will not** be allowed.
- F. The infield fly rule **will not** apply.
- G. The dropped third strike rule **will not** apply.

- H. There will be no on deck circle on the playing field.
- I. There will be no slaughter rule.

### **3. LEAGUE-SPECIFIC DEFENSE RULES**

- A. A team may play a maximum of 10 players and a minimum of 8 players. All defensive players must play regular softball positions, but the 10<sup>th</sup> player may play at any location on the field. The 10<sup>th</sup> player is allowed to rotate positions on the field during an inning as long as the rotation does not delay the normal progress of the game. No player, except the pitcher and the catcher, will be closer than 45 feet to the batter when the ball is hit, and the pitcher must stand next to the coach who is pitching and be no closer than 33 feet from the plate.
- B. The infield area is defined as the imaginary rectangle formed by the extension of the backstop to a point 5 feet beyond 1<sup>st</sup> and 3<sup>rd</sup> base and turning at 90-degree angles to intersect approximately 7 feet behind 2<sup>nd</sup> base. The outfield area is the area beyond the infield area and within the imaginary extension of the backstop.
- C. Attempting to throw the runner out without fear of potential failure is important to the development of the defensive player. Therefore, the following rules apply to determine what base a runner is entitled to as a result of a hit fair ball:
  - 1. When a hit fair ball is initially retrieved in the infield area, the runners may advance only to the base they were going to at the time of retrieval by the fielder regardless of whether the retrieved ball is held or thrown. If the ball is not retrieved (e.g., out of play), runners may advance no more than 2 bases.
  - 2. If a hit fair ball is initially retrieved in the outfield area the runner(s) may advance only to the bases they are going to at the time the ball is returned to the possession of an infielder in the infield area.
  - 3. Possession is defined as having the ball in one's hand or glove.
- D. If a foul fly ball is caught, the batter is out, and no runner may advance. If a pop-up is caught in the infield, the batter is out, and no runner may advance. If a fly ball is caught in the outfield, the batter is out, and runners may advance at their own risk after they have tagged up.

**NOTE:** *In regard to the previous rules (C&D), it is important to note that runners are eligible to be thrown out even if they are not entitled to advance. If a player has advanced safely to a base beyond which she is entitled to, she will be awarded a safe return to the proper base when the play has been completed and the ball is dead.*
- E. The coach or manager will pitch all innings of the game. Each batter will receive a maximum of 7 pitches from the coach-pitcher unless the 7<sup>th</sup> pitch is fouled as explained below:

**NOTE:** *A batter may strike out on 3 strikes (swinging or called) unless the ball is fouled on the 3<sup>d</sup> strike. On the 7<sup>th</sup> pitch, the batter will be called out if she does not hit a fair or foul ball. If the 7<sup>th</sup> pitch is fouled, the batter will continue to bat until she misses the ball, does not swing or hits a fair ball.*
- F. A hit batter will not be awarded a base.
- G. The defensive team may have 2 coaches in the outfield. The coach may offer brief instruction to players but may not interfere with the progress of the game.