



WHEATON PARK DISTRICT - GIRLS SOFTBALL

2010 - SUPPLEMENTARY RULES

A - LEAGUE

The purpose of the "A" League shall be to teach how to play, appreciate and respect the game of organized softball in an enjoyable environment of teamwork and good sportsmanship. The league is open to anyone in 3rd grade at the time of registration.

League play will be governed by the **National Softball Association's 11" Fast Pitch Rules** (available on the www.playnsa.com website, section "Fast Pitch/Modified Softball") 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. One or more umpires will be provided for all League games. If an umpire is not present, Managers must mutually agree on a potential substitute, or an official postponement will result. In this case, the home team Manager must notify the League Vice President of the postponement on the same day.
- B. Bases will be 55 feet apart. The pitching rubber will be 34 feet from home plate (measuring from rear point of home plate to the front edge of the pitching rubber).
- C. Game duration will be 5 innings except as follows:
 - 1. A new inning may not start after 8 p.m.
 - 2. For all other games, including day games on weekends, a new inning may not start any later than 2 hours after the scheduled start time of the game.

NOTE: *A new inning begins immediately following 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. School, Scout, Church and Family activities, Sickness, Injury and Rescheduling Rained out games sometimes make it difficult to field a full team. In these situations, Managers may call up players from lower levels. Since there are no standings maintained in this league, there are no forfeits. If one or both teams do not have a minimum of 8 players, the teams will play a practice game and may swap players in order to equalize the number of players each team has in the field.

The call-up rules are as follows:

- 1. Call-ups cannot pitch.
- 2. Call-ups cannot play more innings than any regular player.
- 3. Call-ups must bat at the bottom of the order.
- 4. Call-up players can be used by the same team only 3 times per year.
- 5. A maximum of 3 call-ups may be used in any game and any team using call-ups cannot exceed 10 players

At the beginning of the season, a “call up player list” will be developed by the lower level league Vice President who will provide 3 or more players per team capable of playing in the upper league as substitute players.

- E. 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 change positions during an inning **only** when a pitching change occurs. No other position changes are permitted during an inning.
- F. All attending players will play defense and play 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 one will sit 3 innings unless all players have sat out 2. In addition, a player will not sit out 2 consecutive innings.
- G. 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.*
- H. 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.
- I. There will be no standings kept for this league and no post season tournament play.
- J. 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 RULES

- A. During the first 4 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 5th 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 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, about to field a batted ball or about to receive a thrown 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: 1) slide into the base they are going to, 2) step around a fielder, or 3) 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** slaughter rule.

3. LEAGUE-SPECIFIC DEFENSE RULES

- A. A team will play a maximum of nine players and a minimum of eight. All defensive players must play regular softball positions.
- B. The infield area is defined as the imaginary rectangle formed by the extension of the backstop to a point 5 feet beyond 1st and 3rd base and turning at 90-degree angles to intersect approximately 7 feet behind 2nd 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. Runners can only advance one base at their own risk on an overthrow. There will be a maximum of one overthrow per batter.
 - 2. Runners may advance only to the base they are running to when the ball is retrieved by the pitcher within an 8-foot radius of the pitching plate, but they do so at their own risk. The advancing runner(s) may be thrown out by the pitcher. However, if the pitcher plays on a runner and the ball is overthrown, the runner(s) may advance no farther than the base they were running to, and then the play will be stopped.
- D. **A pitcher is limited to two innings per game** regardless of the game length, and the innings need not be consecutive. A player has pitched a complete inning as soon as she throws one pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning. A time out called by a manager or coach for a second conference with a pitcher in 1 inning will automatically require a change of pitchers. Replacement pitcher must be one of the players already in the field, not from the bench (refer to 1. E.).
- E. There are no walks: If a batter takes four balls (4-0) from the player pitcher or if a batter is hit by a pitched ball from the player pitcher, the following rules will apply:
 - 1. The count will revert back to (0-0)

2. The Coach will come in to pitch and the Umpire will call Balls and Strikes.
 3. The batter must hit a fair ball prior to the Coach Pitcher throwing three strikes or four pitches or the batter is out. If the batter fouls off the fourth or last pitch, the batter will be given another pitch.
 4. The player pitcher must remain on the field and must stay within 2 feet of the pitching rubber and even with the pitching rubber and Coach Pitcher.
 5. The Coach Pitcher must pitch from the pitching rubber.
- F. A pitcher who hits three batters with pitched balls in the same inning must be removed from pitching for the remainder of the inning. She may return to pitch in subsequent innings as long as she is within the 2-inning limit described in 3. C.
- G. A player unable to finish a game may miss a scheduled turn at bat without penalty provided it is reported to the umpire prior to the scheduled at bat. Failure to report could result in a "batting out of order" appeal by the defensive team. Players injured during a scheduled at bat will be replaced by the last recorded out. That player will resume the existing count and finish the at bat and/or become the base runner. The original batting order (less the injured player) will resume for the remainder of the game