



WHEATON PARK DISTRICT - GIRLS SOFTBALL

2011 - SUPPLEMENTARY RULES

HIGH SCHOOL - LEAGUE

The intent of the “**HIGH SCHOOL**” League shall be to continue to teach how to play, appreciate and respect the game of organized softball in an enjoyable environment of teamwork, healthy competition and good sportsmanship. This league is open to anyone in grades 9 - 12 at the time of registration.

League play will be governed by the **National Softball Association’s 12” Fast Pitch Rules** (available on the www.playnsa.com website, section “Fast Pitch/Modified Softball”) unless otherwise stated in the **WPD Youth Baseball / Softball “Policies and Procedures”** and in these **Supplementary Rules**.

Leagues from other nearby communities will participate in this league.

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 60 feet apart. The pitching rubber will be 43 feet from home plate (measuring from the rear point of home plate to the front of the pitching rubber).
- C. Game duration will be 7 innings except as follows:
 - 1. Game start time, with a 10 minute grace time is forfeit time, unless teams are held up by a late running game.
 - 2. For all games, a new inning may not start any later than 2 hours after the scheduled start time of the game.
 - 3. In all cases, night games will end no later than 10:30 p.m., with the score reverting to the end of the previous full inning if the game is required to stop before a full inning can be completed.
 - 4. A new inning begins immediately after the last out of the preceding inning.
- D. A game is official after 5 or more innings or if the home team is in the lead at the end of 4½ 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 scheduled in cooperation with the League Vice President.
- E. 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. However, in all cases, a minimum of 6 roster players must be present, or the game will be declared a forfeit. In the case of a forfeit, teams may decide to swap roster players to play a practice game.

The call-up rules are as follows:

1. Call-ups cannot pitch.*

* In keeping with a healthy competitive spirit, fun and enjoyment of the game for all, the Wheaton Park District Youth Baseball/Softball Board of Control has given the Girls Softball High School League Vice President the option to waive Section 1, Rule E-1 if the following unfavorable condition(s) exists during the 2011 League Season:

CONDITION-1: Annual registration fails to yield enough qualified “pitchers” to adequately support each team in the league.

CONDITION-2: A team’s primary pitcher will not be able to make the game.

NOTE: *The High School League Vice President will determine each team’s primary pitcher after season starts.*

NOTE: *Waiver consideration will be determined by the High School League Vice President and is subject to approval by a committee consisting of the High School League Vice President, the Majors League Vice President and Softball President.*

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 any team as needed.

5. A maximum of 3 call-ups may be used in any game and any team using call-ups cannot exceed 10 players

6. Call-ups cannot play for another WPD High School League Team if they are already on another WPD High School League Team’s Roster.

F. 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.

G. 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 one will sit 3 innings unless all players have sat out 2. In addition, a player will not sit out 2 consecutive innings. **Failure to comply may result in possible Board action and could lead up to a game forfeit.**

I. 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.

- J. Standings will be kept for this league. The winning team will be awarded 2 points in the standings. The losing team will be awarded no points. If a game is tied, each team will receive 1 point in the standings. Ties also will be factored into the computation for determining team win/loss percentages, which come into play in determining all-star selections and post-season tournament seedings. A tie game will be declared an official game if the score is even and the game is called due to darkness, rain or time limit, provided that at least 5 complete innings have been played.
- K. 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 6 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 7th 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 allowed for all bases. However, base runners must remain in contact with the base until the ball leaves the pitcher's hand. If a runner leaves a base too soon, the ball will become 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. ***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: 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, is not about to field a batted ball or is not about to receive a thrown ball. Obstruction will be called in these situations, and the appropriate ruling will be made.

- D. A pinch runner may be used when the catcher or the pitcher is on base with two outs.
- E. The infield fly rule **will** apply.
- F. The dropped third strike rule **will** apply.
- G. The slaughter rule: A game will end any time after 3½ or 4 innings when a team is 15 or more runs behind and has completed its turn at bat.

OPTION: *Upon team Managers agreement, the game will continue as a "practice" game according to the time rules in Section 1. C.)*

- H. Metal spiked shoes are allowed.
- I. 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

3. LEAGUE-SPECIFIC DEFENSE RULES

- A. A team may play a maximum of 9 players and must field a minimum of 8 players.
- B. A player is allowed to pitch an unlimited amount of innings per game. Innings need not be consecutive- A time out called by a Manager or Coach for a second conference with a pitcher in 1 inning automatically requires a change of pitchers. Replacement pitcher must be one of the players already in the field, not from the bench (refer to Section 1. F.).
- C. A pitcher who hits 3 batters with pitched balls in the same inning must be removed from pitching for the balance of that inning. She may return to pitch in subsequent innings as long as she is within the inning limits described above in Section 3. B.
- D. All pitchers must comply with NSA or IHSA pitching regulations. The windmill or slingshot pitching style may be used in addition to the basic underhand delivery.



WHEATON PARK DISTRICT - GIRLS SOFTBALL

2011 - MODIFIED DOUBLE ELIMINATION

TOURNAMENT RULES

HIGH SCHOOL LEAGUE

League play will be governed by the **National Softball Association's 12" Fast Pitch Rules** (available on the www.playnsa.com website, section: "Fast Pitch/Modified Softball") unless otherwise stated in the **WPD Youth Baseball / Softball "Policies and Procedures"**, the **"2011 League Supplementary Rules"** and these **"2011 Modified Double Elimination Tournament Rules"**.

1. The League Vice President will be the Tournament Director, prepare the tournament calendar, game schedule and tournament bracket.
2. Team seeding will be determined by final team standings of the leagues regular season. See Section I, J. of the "League Supplementary Rules".
3. Highest seeded team between teams playing will be the home team throughout the tournament with the exception of the "Championship" game. The home team will be the team that came through the "winners" bracket.
4. Game duration is 7 innings. A new inning may not start any later than 2 hours after the official start time of the game as stipulated in the "League Supplementary Rules", Section 1. Rule C.
5. Game start time will be according to field availability. The Tournament Director (League V. P.) reserves the right to change the tournament format, field assignments and schedule due to field conditions, foul weather, restrictions, etc.
6. Game start time (with a 10 minute grace time) is forfeit time, unless teams are held up by a late running game.
7. There will be a maximum of five warm-up pitches allowed between innings. A pinch runner may be used when the catcher or the pitcher is on base with two outs.
8. Umpires will keep the games moving to help get the innings in, please cooperate & keep the players moving. Players should hustle on and off the field and the battery should be ready.
9. **INTERNATIONAL TIE BREAKER:** This rule will be used in tie games, in extra inning games, or after the time limit expires, whichever comes first. At the top and bottom of each extra inning, each team starts with a runner on second base. The base runner will be the last scheduled batter of the inning (if every player were to bat once). Game continues playing regular rules until the tie is broken. The international tie breaker rule will not be used in the "Championship" game.