

Whittier Girls Softball League

General Playing Rules 2009

Important Things To Remember

1. Report all injuries to your Division Representative.
2. All rainout must be made up at the earliest possible date.
3. Any schedule changes due to a conflict must be reported by one week prior to the first game to the Division Representative in coordination with the Umpire in Chief. All schedules will be honored as is unless reported by this time.
4. Keep your team cheers and conduct of your players and parents controlled and respectful cheer for your team not against the opposing team (i.e. NO NEGATIVE CHEERS).
5. Verbal harassment from the sidelines directed at the opposing team, umpires, or players will not be tolerated.
6. It will be understood that the umpire will declare a forfeiture if a team intentionally directs abuse towards the opposing team.
7. It's everyone's responsibility to pick up all trash around the fields

General Playing Rules

WGSL General Playing Rules will apply unless an issue is specifically addressed in division rules. Division Rules take precedence over General Playing Rules.

1. The official team shall consist of nine (9) players. If only eight (8) players are present, a team may participate without the ninth player. Less than eight (8) players does not constitute a team and will be an automatic loss. If a team starts with eight (8) players and during the game, a player has to be removed from the game for whatever reason, and this team does not have any substitutes, this will be an automatic loss for the team with less than eight (8) players.
2. If the catcher is on base with two (2) outs, the player that made the last out may run for the catcher to speed up the game.
3. A complete game shall be seven (7) innings for 12U & 14U, six (6) innings for 10U, five (5) innings for 8U & TBALL from the official starting time recorded in the official scorebook. The home plate umpire shall record the official start time of a game with the official scorekeeper. No new inning will begin after 1 hour and 25 minutes from the official start of the game.

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THIS IS NOT DROP DEAD. If an inning has been started before the 1 hour 25 minute time, the inning will be completed, unless the home team is ahead when it is their turn to bat. Should a game be tied at the end of the last inning, or time has expired, the international tiebreaker goes into effect (see general rule #8). A new inning starts with the final out of the home team. The time limit shall be waived barring interference with another regularly scheduled game, darkness, or rain as determined by the umpire. If a game is not complete or the inning needs to be completed, the game will be continued at a later date.

4. A manager may temporarily suspend or bench a girl on their team as a disciplinary measure for continued problem with the consent of senior player agent and division representative.
 - a. The only time a player may be benched during a game is when said player refuses to play an assigned position and/or displayed unsportsmanlike conduct. This must appear in the official scorebook before the regularly scheduled game or at the time a player refuses to play assigned position and/or displays unsportsmanlike behavior. The Executive board member must sign the official scorebook acknowledging approval of the disciplinary action.
5. All rostered players must be listed in the official scorebook. If a player is absent or injured, they should be listed at the bottom of the page with a notation indicating the reason for their absences from the batting line-up.
6. All protests shall be governed by the 2008 ASA Rule Book, rule #9, page 91. A variable fee must accompany the written protest and both must be delivered to the Vice-President within 72 hours. The variable fee shall be \$20.00 for the first protest. If the first protest is not upheld the fee will increase by \$10.00. The first \$10.00 from a protest not upheld shall go to the umpire of record. Any amounts over the \$10.00 will go to the general fund of WGSL.
7. Forfeit by the winning team for any reason other than pitching rule item "a", will result in a forfeit by the winning team and still a loss to the losing team.
8. International tie breaker goes into effect in the top of the 8th inning (7th inning for 10U and 6th inning for 8U), or if the time limit has exceeded, barring interference with another game. The last batter of the current half inning will be placed at second base at the beginning of each half inning. Both teams get their at bats and this process is followed until there is a winner (it is not a sudden death rule).

Pitching Rules

- a. A pitcher may only pitch the amount of outs in a game specified in the division rules. A violation of this rule will result in a forfeit. In case of an extra inning game, the pitcher of record at the end of regulation (time or innings) may continue to pitch without penalty under the 7th inning rule and not be charged for any of the extra outs pitched. Any other pitcher with remaining outs for that game may also pitch in the extra inning(s) but any outs pitched would be charged toward her seven-inning rule.
- b. Only the starting pitcher may re-enter the game as a pitcher two times. All other pitchers may only be removed and return to pitch once. Three (3) defensive conferences allowed per game. Pitcher shall be removed for each additional conference.

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- c. In the event a game is rescheduled (within league rules), the pitching rules for the rescheduled game shall revert back to the week in which the game was originally scheduled. Rules for innings pitched shall apply.
- d. Pitcher(s) outs shall be highlighted (circled) in the scorebook. Opposing managers shall initial pitcher(s) out(s) at the end of the game. This is mandatory! All scorebooks will be reviewed weekly. If a manager does not sign the score sheet, (the pitcher outs) the pitcher deemed to be the best for that team will be credited with all of the outs for that game.
- e. After hitting three (3) batters in one (1) inning the pitcher shall be removed but may be returned in the next inning to pitch if re-entry limits or innings pitched would not be exceeded.

Minimum Player Requirement

- a. Each player must play a minimum of nine (9) defensive outs. Players must play at least every other defensive inning.
- b. Round robin batting and free substitution will be in effect in these divisions.
- c. Any non-starting player not meeting the nine (9) defensive out requirement, due to a complete game of less than six (6) innings must start the next scheduled game. The penalty for not complying with this rule is a forfeit of the affected game. During the season, it is recommended that each player will play an infield position as one of her defensive turns on the field.
- d. One (1) defensive and one (1) offensive time-out per inning. A second defensive timeout will result in the removal of the pitcher for the remainder of that inning. Before granting the second timeout, the umpire should warn the person calling timeout of the rule to avoid any misunderstanding with the ASA timeout rule. No limit of timeouts due to injury or catcher equipment problems. Note: umpires are not required to make the warning of the second timeout.

Five-Run Rule

- a. No team shall be allowed to go ahead of another team by more than five (5) runs in any inning unless the team coming to bat is already ahead, in which case that team would not be allowed to score more than five (5) runs in that inning. A team that is behind may catch up and extend the lead by five runs. There is no limit on the number of runs scored in the last inning. The umpire will notify each manager at the start of last inning.
 - b. Any team leading by 12 runs or more at the end of five (5) complete innings or eight (8) runs at the end of six (6) complete innings will be declared the winner. If the home team is ahead by the allotted amount of runs and has completed the required inning, it is not necessary for them to bat.
9. All ties, rainouts, honored protest, or postponed games will be rescheduled by the managers involved within 72 hours with written approval of the vice president, senior player agent, and division representative. If an agreement between the two teams cannot be reached, the vice president, senior player agent, and division representative will schedule the game. This

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game schedule will not be changed. Ties will be played off if needed, in the order they occur and the managers shall notify the vice president, senior player agent, and division representative of their ties. The rescheduled game will be completed before playoffs start.

- a. Postponements may be allowed with two (2) weeks prior notice and upon approval by vice president, senior player agent, division representative, and umpire in chief.
10. A girl selected after the draft, the manager is not required to play her for seven (7) days.
 11. All teams must be represented at the general board meetings of WGS�. A team must have a manager or coach at every meeting. Any parents may come if the manager or coach cannot. All WGS� meetings are open to anyone interested in the league. Penalty for not complying could result in suspension of manager for next scheduled game.
 12. Mandatory all managers and coaches must attend the WGS� managers & coaches training. This also includes future managers or coaches who have asked for affiliation and have not been approved. Failure to participate could result in denial of affiliation.
 13. Uniforms will be issued by WGS� and there will be no deviation from the original uniforms. Non-hooded sweatshirts or sleeves may be worn under the WGS� uniform. White or gray sleeves may not be worn by the pitcher. Players may wear jackets, sweatshirts, or sweaters during a game except when batting. Jackets, sweatshirts, or sweaters must be worn zipped, buttoned, or snapped.
 - a. All uniform shirts must be tucked in during entire game.
 - b. No jewelry! Practice or games!
 - c. No team jackets! There are no non-league affiliated team jackets allowed.
 - d. At the discretion of the parent, a player may wear black baseball pants when the weather is cold.
 - e. It is suggested by WGS� to not put the girls' names on personal items, such as visors.
 14. Both teams are responsible for set-up and tear down of the playing field. Picking up, placement, and returning of batting tee (T-Ball only), bases, pitching rubber, and the chalker for batters box and base line. These items are located in the shed near the fields.
 - a. Both teams are responsible for bringing a trash barrel from the snack stand area to the playing field. Also, policing the area after the game and picking up trash and debris left by the team and fans. The trash barrel should be dumped after every game and returned empty after the last game to the snack stand area.
 - b. Home team is responsible for official scorebook (pickup & return).

Important: *Rule interpretation: all batters, base runners, on-deck batters, or any player coaching bases must wear a helmet. All helmets must have a chin strap and an approved face mask. (this is mandatory by ASA rules as of 2006 and is included in the WGS� rules as a reminder.)*

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15. Snack shack coverage penalties. If a parent does not complete the snack shack duty for their daughter, they will forfeit the \$50 fee and their daughter will be suspended from the next game they attend. Each of these rules carries either a forfeit or manager suspension penalty. Every effort will be given to avoid these severe penalties if at all possible. WGSL does not want any adult problem to affect the girls if at all possible. However, if problems are recurring or if a reasonable solution cannot be agreed upon, the maximum penalty must be upheld.

Division Playing Rules

T-Ball Division Rules

Age

Girls six (6) years and under as of January 1st of the playing year.

Game

- a) Games shall be five (5) innings or one (1) hour and 15 minutes, whichever comes first. No new inning shall start after one (1) hour and 15 minutes.
- b) The team that is listed as visitors shall occupy the 1st base side. The team that is listed as home shall occupy the 3rd base side. The visitors are always at bat first with the home team to follow.
- c) All T-Ball teams will bat the entire lineup in the 1st inning then retire to the outfield. Each subsequent inning they will bat three (3) defensive outs or the entire line up, whichever occurs first before they retire to the outfield.

Playing Fields

- a) 45 feet base lines with a batting tee at home plate.
- b) Pitching rubber at 30 feet.
- c) A foul line shall be marked from the point of home plate with an arc of 12 feet from the third base line to the first base line.
- d) Hash mark at 22 1/2 feet on the first and third base line.
- e) A 10" reduced injury factor (rif) ball will be used for all games.
- f) Defensive player cannot pass the hash mark until ball is hit.
- g) Any defensive player crossing hash mark line will be called for defensive interference.
- h) The outfield is the area inside the foul lines and beyond the first to second and second to third base lines.

Pitchers

- a) The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber and positioned to see the batter until the ball is hit. Any violation of this rule will be ruled the same as catcher interference.

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- b) The player who occupies the defensive position of the pitcher must wear a batting helmet.
- c) Starting with the first game of the second half, coach pitches to own team. (see rule item "f" under "Batting" for second half batting).

Coaches

- a) No more than four (4) coaches are allowed on the field when their team is on defense.
- b) Coaches must attempt to stay out of the play of the ball and may not touch the ball at any time.
- c) A ball unintentionally touched by a coach on the playing field remains in play.
- d) A ball intentionally touched by a coach on the playing field is considered dead and all runners advance (2) bases from the base they occupied before the ball was hit.
- e) Starting with the first game of the second half, a coach pitches to own team. (see rule item "f" under "Batting" for second half batting).

Players

- a) Each team shall have a minimum of seven (7) eligible players in uniform ready to start the game at the scheduled starting time or the game will be rescheduled.
- b) The defensive team shall consist of ten (10) players; the tenth player shall be an outfielder, not a rover.
- c) Each player present for the game shall be given a position on defense at least every other inning.
- d) There shall be no set positions. Each player must/may play various positions.
- e) Players shall bat from the batting tee the first half of the season. (see rule item "f" under "Batting" for second half batting).

Strike Out

The batter shall hit the ball off the batting tee. Each player will receive three (3) swings. After three (3) swings, if the ball is not hit, the batter is out. If fouled on the third swing, the batter gets one (1) more swing and the ball must be hit fair.

Batting

- a) The batter shall hit the ball off the batting tee. A batter can strike out.
- b) The batted ball must be on or past the 12 foot arc line in front of the tee to be called a fair ball.
- c) All batters must wear a batting helmet with chin strap and mask.
- d) If a batter is put out by a defensive player, she will return to the bench.
- e) The infield fly rule does not apply in TBall.
- f) Starting with the first game of the second half, a coach pitches to own team. Coaches may stand in front of the pitching rubber. The defensive pitcher can stand on either side of the coach but not in front of the rubber. After three (3) pitches (good or bad), if the ball is not hit, the batting tee is placed on home plate. If the ball is fouled on the third pitch, the batter gets one (1) more pitch. The batter then gets two (2) swings off the tee to hit

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the ball fair. If the ball is hit foul, the batter gets one (1) more swing and the ball must be fair.

Umpires

- a) Umpires for all T-Ball games will be parents, coaches or a Whittier registered 14U or 16U player.
- b) Umpiring of T-Ball games are casual in the nature that these umpires do not call strikes and balls. They are to insure that the games are played according to the rules as laid out above, and that order prevails.
- c) If the batted ball is touched by an infielder before it passes the 12 foot arc, and has not been called foul by the umpire, the ball is alive and in play.

Base Running

- a) No stealing is allowed. Runners must stay in contact with the base until the ball is hit. If the ball is hit to the infield, all base runners, including the batter, may advance one (1) base and one (1) base only regardless of any overthrows or balls going out of bounds. If the batted ball returns to the infield (passes base path), then the base runner may continue to the bases headed for.
- b) Sliding is permitted.
- c) Batter running in fair territory and hit by the ball is out.
- d) Batter running in foul territory and hit by the ball is not out.

Team

- a) A minimum of one (1) female 18 years or older, whose affiliation has been approved by WGSL. Must be on the field at all times. This includes all practices and games.
- b) Both teams are responsible for everything (fields, trash cans, benches).
- c) There is absolutely no scorekeeping at the T-Ball level. Scorebooks will not be issued.
- d) A line-up form shall be used for batting position.

Remember: There are no losers in the T-Ball division. Other divisions, yes. T-Ball, no.

8U Division Rules

Age

Girls eight (8) years and under as of January 1st of the playing year.

Game

- a. A complete game shall be five (5) innings or one hour and 25 minutes, whichever comes first from the official starting time recorded in the official scorebook. (see general rule #3) The home plate umpire shall record the official start time of a game with the official scorekeeper. Should a game be tied at the end of five (5) innings, or after time has expired, the international tiebreaker goes into effect (see general rule #8). A new inning starts with the final out of the home team (see general rule #3).

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- b. The team that is listed as visitors shall occupy the 1st base side. The team that is listed as home shall occupy the 3rd base side. The visitors are always at bat first with the home team to follow.
- c. A game shall be five (5) complete innings. A complete inning is when the home team is up to bat and has it's 3rd out. In the event time has expired, three (3) complete innings shall be considered a legal game or two and a half (2 1/2) complete innings if the home team is ahead.
- d. Should a game be tied at the end of five (5) innings, or after time has expired, an international tiebreaker goes into effect (see general rule #8).
- e. No team will be allowed to go ahead of another team by more than five (5) runs in any inning unless the team coming to bat is already ahead, in which case that team would not be allowed to score more than five (5) runs in that inning. A team that is behind may catch up and extend a lead by five runs.

Pitchers

- a) Pitcher must have both feet touching the rubber when presenting the ball.
- b) Pitcher can not step backwards off the rubber at anytime during a pitch.
- c) Pitchers shall be limited to nine (9) outs per game during regular season. One (1) pitch will constitute an out. I.E. two pitchers pitch to one batter and strike her out. Both pitchers are charged with the out.).
- d) A violation of the above pitching rules will result in a forfeit.
- e) Only the starting pitcher may re-enter the game as a pitcher two times. All other pitchers may only be removed and return to pitch once.
- f) Three (3) defensive conferences allowed per game. Pitcher shall be removed for each additional conference.

Playing Field

- a) Pitching distance shall be 30 feet.
- b) Base lines shall be 55 feet.
- c) A 10" dream seam ball shall be the only ball used in this age classification.

Mercy Rule

Any team leading by 12 or more runs at the end of four (4) complete innings shall be the winner. If the home team is the team ahead by 12 runs they do not need to bat.

Players

- a) The defensive team will consist of ten (10) players with the 10th player being an outfielder not a rover.
- b) Each girl present will be given a defensive position every other inning.
- c) Free substitution will be in effect.
- d) During the season, it is recommended that each player will play an infield position during one of her defensive turns on the field.

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Strike Zone

- a) The strike zone extends from the top of the armpits to the top of the knees in natural batting stance.
- b) The umpire continues to call strikes even when a coach pitches. (see "Walk Rule" below).

Batting

- a) Round robin batting (every player bats) shall be in effect.
- b) In the event that a player must leave a game, or is absent from a game as a result of a personal obligation, that player's position in the batting order shall be removed from the order without penalty. However, the manager or coach must notify the opposing manager or coach prior to the start of the game and note the incident in the scorebook.
- c) A batter can strike out. A strike is called if the batter swings and misses, ball is foul tipped, or if the pitch is called a strike by the umpire. A batter can strike out when coaches are pitching. (see "Walk Rule" below).
- d) First-half of season: Thrown bat will receive one (1) warning per team, per game. 2nd thrown bat will be an out.
- e) Second-half of season: No warnings. All thrown bats are outs!
- f) The team at bat shall switch to defense after having three (3) defensive outs made against them or going five (5) runs ahead of the other team.
- g) Infield fly rule and dropped third strike does not apply in this division.

Walk Rule

- a) When a batter receives the fourth ball, a coach from the team batting shall pitch to the batter for the first half of the season only.
 - 1) The coach shall pitch from the rubber.
 - 2) The defensive pitcher shall stand on either side of or behind the coach with both feet within the pitching circle.
 - 3) The batter shall resume the previous strike count. This is the number of pitches that a coach can pitch to the batter. Example: if a batter had one (1) strike on her when she received her fourth ball, the coach can pitch a total of two (2) pitches. If the batter foul tips the last pitch, she will receive another pitch. No bunting or stealing when the coach is pitching.
- b) Second half of season: when bases are loaded and the pitcher throws the 4th ball, the offensive coach will come out to pitch to the batter with the remainder of the strikes from the count to throw. No bunting, no stealing, and no leading off when coach pitches. Runners can be called out. A pitcher cannot walk in a run.

Base Running

- a) First-half of season: including playoff games, base runners may not leave their base until the ball crosses home plate at which time they may steal at their own risk. One base per pitch.

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- b) Second half of season: including playoff games, base runners may not leave their base until the ball leaves the pitchers hand at which time they may steal at their own risk. One base per pitch.
- c) A runner attempting to advance illegally under this rule is liable to be put out, i.e. The ball is alive and in play.
- d) A base runner in sole possession of an illegally stolen base shall return to the correct base without liability to be put out when the ball becomes dead i.e. A base runner may not be tagged out while standing on the base alone.
- e) Players shall not steal home. To score from 3rd base, a base runner must be hit home or forced home. A runner may also score as a result of the catch and carry rule.
- f) A player hit by a pitch shall receive a base, unless coach is pitching.

The Team

- a) A minimum of one (1) female 18 years or older, whose affiliation has been approved by WGSL. Must be on the field at all times. This includes all practices and games.
- b) Both teams are responsible for everything (fields, trash cans, benches).
- c) Each team will provide one (1) scorekeeper per game. Home team will also provide the official scorekeeper.
- d) A lineup form shall be used for batting position.

10U Division Rules

Age

Girls ten (10) years and under as of January 1st of the playing year.

Game

- a) A complete game shall be six (6) innings or one hour and 25 minutes, whichever comes first from the official starting time recorded in the official scorebook. (see general rule #3). The home plate umpire shall record the official start time of a game with the official scorekeeper. Should a game be tied at the end of six (6) innings, or after time has expired, the international tiebreaker goes into effect (see general rule #8). A new inning starts with the final out of the home team (see general rule #3).
- b) The team that is listed as visitors shall occupy the 1st base side. The team that is listed as home shall occupy the 3rd base side. The visitors are always at bat first with the home team to follow.
- c) A game shall be six (6) complete innings. A complete inning is when the home team is up to bat and has it's 3rd out. In the event time has expired, three (3) complete innings shall be considered a legal game or two and a half (2 1/2) complete innings when the home team is ahead.
- d) Should a game be tied at the end of six (6) innings, or after time has expired an international tiebreaker goes into effect (see general rule #8).
- e) No team shall be allowed to go ahead of another team by more than five (5) runs in any inning unless the team coming to bat is already ahead, in which case that team would

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not be allowed to score more than five (5) runs in that inning. A team that is behind may catch up and extend a lead by five runs.

Pitchers

- a) Pitchers shall be limited to nine (9) outs per game during the first half of the season and twelve (12) outs per game during the second half of the season. One (1) pitch will constitute an out. I.E. two pitchers pitch to one batter and strike her out. Both pitchers are charged with the out.)
- b) Only the starting pitcher may re-enter the game as a pitcher two times. All other pitchers may only be removed and return to pitch once.
- c) Three (3) defensive conferences allowed per game. Pitcher shall be removed for each additional conference

Playing Field

- a) Pitching distance shall be 35 feet.
- b) Base line shall be 60 feet.
- c) An 11-inch Worth level softball will be the only ball used in this age classification.

Mercy Rule

The team leading by 15 or more runs at the end of four (4) complete innings, 12 runs after five (5) complete innings, or eight (8) runs at the end of six (6) complete innings shall be declared the winner.

Players

- a) The defensive team will consist of 9 (nine) players.
- b) Each girl present will be given a defensive position a minimum of every other inning.
- c) Free substitution will be in effect.
- d) During the season, it is recommended that each player will play an infield position during one of her defensive turns on the field.

Strike Zone

The strike zone extends from the armpits to the top of the knees in natural batting stance.

Batting

- a) Round robin batting (every player bats) shall be in effect.
- b) In the event that a player must leave a game, or is absent from a game as a result of a personal obligation, that players' position in the batting order shall be removed from the order without penalty. However, the manager or coach must notify the opposing manager or coach prior to the start of the game and note the incident in the scorebook.
- c) First-half of season: Thrown bat will receive one (1) warning per team, per game. The 2nd thrown bat will be an out.
- d) Second-half of season: No warnings. All thrown bats are outs!

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- e) The team at bat shall switch to defense after having three (3) defensive outs made against them or going five (5) runs ahead of the other team.
- f) Infield fly rule is in effect. (Runners on 1st & 2nd, or 1st, 2nd, & 3rd with less than 2 outs, the batter hits the ball into the air that could be caught by an infielder. It does not need to be caught.) Batters' out.
- g) Dropped 3rd strike will be in effect.

When the catcher fails to catch the 3rd strike before the ball touches the ground and there are:

1. Fewer than two outs and first base is not occupied at the time of the pitch OR
2. Any time there are two outs.

Walk Rule

When a batter receives a fourth ball, the player will advance to 1st base. A batter that is walked to 1st could attempt to steal 2nd at their own risk.

Base Running

- a) Base runners may not leave their base until the ball leaves the pitchers hand at which time they may steal at their own risk.
- b) A base runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when the ball becomes dead i.e. A base runner may not be tagged out while standing on the base alone.
- c) An overthrow from the catcher returning the ball to the pitcher after a pitch has been made does not constitute a "play".
- d) Players can steal home. A runner may also score as a result of the catch and carry rule.
- e) Delayed steals and sliding are encouraged. A runner can be called out for hesitation and not sliding.

The Team

- a) A minimum of one (1) female 18 years or older, whose affiliation has been approved by WGSL. Must be on the field at all times. This includes all practices and games.
- b) Both teams are responsible for everything (fields, trash cans, benches).
- c) Each team will provide one (1) scorekeeper per game. Home team will also provide the official scorekeeper.
- d) A lineup form shall be used for batting position.

12U Division Rules

Age

Girls twelve (12) years and under as of January 1st of the playing year.

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Game

- a) A complete game shall be seven (7) innings or one hour and 25 minutes, whichever comes first from the official starting time recorded in the official scorebook (see general rule #3). The home plate umpire shall record the official start time of a game with the official scorekeeper. Should a game be tied at the end of seven (7) innings, or after time has expired, the international tiebreaker goes into effect (see general rule #8).
- b) The team that is listed as visitors shall occupy the 1st base side. The team that is listed as home shall occupy the 3rd base side. The visitors are always at bat first with the home team to follow.
- c) A game shall be seven (7) complete innings. A complete inning is when the home team is up to bat and has its 3rd out. In the event time has expired, four (4) complete innings shall be considered a legal game or three and a half (3 1/2) complete innings when the home team is ahead.
- d) Should a game be tied at the end of seven (7) innings, or after time has expired an international tiebreaker goes into effect (see general rule #8).
- e) No team shall be allowed to go ahead of another team by more than five (5) runs in any inning unless the team coming to bat is already ahead, in which case that team would not be allowed to score more than five (5) runs in that inning. A team that is behind may catch up and extend a lead by five runs.

Pitchers

- a) Pitchers shall be limited to twelve (12) outs per game during regular season. One (1) pitch will constitute an out. I.E. two pitchers pitch to one batter and strike her out. Both pitchers are charged with the out.)
- b) Only the starting pitcher may re-enter the game as a pitcher two times. All other pitchers may only be removed and return to pitch once.
- c) Three (3) defensive conferences allowed per game. Pitcher shall be removed for each additional conference.

Playing Field

- a) Pitching distance shall be 40 feet.
- b) Base line shall be 60 feet.
- c) A 12-inch Worth level softball will be the only ball used in this age classification.

Mercy Rule

The team leading by 12 runs or more after five (5) complete innings or eight (8) runs at the end of six (6) complete innings shall be declared the winner. If the home team is ahead by the allotted amount of runs and has completed the required inning, it is not necessary for them to bat.

Players

- a) The defensive team will consist of 9 (nine) players.
- b) Each girl present will be given a defensive position a minimum of every other inning.
- c) Free substitution will be in effect.

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- d) During the season, it is recommended that each player will play an infield position during one of her defensive turns on the field.

Strike Zone

The strike zone extends from the armpits to the top of the knees in natural batting stance.

Batting

- a) Round robin batting (every player bats) shall be in effect.
- b) In the event that a player must leave a game, or is absent from a game as a result of a personal obligation, that players' position in the batting order shall be removed from the order without penalty. However, the manager or coach must notify the opposing manager or coach prior to the start of the game and note the incident in the scorebook.
- c) No warnings. All thrown bats are outs!
- d) The team at bat shall switch to defense after having three (3) defensive outs made against them or going five (5) runs ahead of the other team.
- e) Infield fly rule is in effect. (Runners on 1st & 2nd, or 1st, 2nd, & 3rd with less than 2 outs, the batter hits the ball into the air that could be caught by an infielder. It does not need to be caught.) Batters' out.
- f) Dropped 3rd strike will be in effect.

When the catcher fails to catch the 3rd strike before the ball touches the ground and there are:

- 3. Fewer than two outs and first base is not occupied at the time of the pitch OR
- 4. Any time there are two outs.

Walk Rule

When a batter receives a fourth ball, the player will advance to 1st base. A batter that is walked to 1st could attempt to steal 2nd at their own risk.

Base Running

- a) All games including playoff games, base runners may not leave their base until the ball leaves the pitchers hand at which time they may steal at their own risk.
- b) A base runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when the ball becomes dead i.e. A base runner may not be tagged out while standing on the base alone.
- c) An overthrow from the catcher returning the ball to the pitcher after a pitch has been made, does not constitute a "play".
- d) Players can steal home. A runner may also score as a result of the catch and carry rule.
- e) Delayed steals and sliding are encouraged. A runner can be called out for hesitation and not sliding.

The Team

- a) A minimum of one (1) female 18 years or older, whose affiliation has been approved by WGSL. Must be on the field at all times. This includes all practices and games.

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- b) Both teams are responsible for everything (fields, trash cans, benches).
- c) Each team will provide one (1) scorekeeper per game. Home team will also provide the official scorekeeper.
- d) A lineup form shall be used for batting position.

14U Division Rules

Age

Girls fourteen (14) years and under as of January 1st of the playing year.

ASA Rule Rules

- a) Unlimited pitching.
- b) Drop third strike rule.
- c) Infield fly rule.
- d) Open home plate.
- e) Delay steals.

Inter-league Rules

WGSL Guidelines same as 12U, except for pitching and "Pitching Rules" item "c"

16U Division Rules

Age

Girls sixteen (16) years and under as of January 1st of the playing year.

ASA Rule Rules

- a) Unlimited pitching.
- b) Drop third strike rule.
- c) Infield fly rule.
- d) Open home plate.
- e) Delay steals.

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Inter-league Rules

WGSL Guidelines same as 12U, except for pitching "Pitching Rules" item "c"