

2020 Southwest Summer League 7.8 Grade Girls Softball Rules

WIAA RULES WILL BE USED EXCEPT FOR THE CHANGES LISTED BELOW

1. All rules are listed on our website at www.swcl.org.
2. Each game is 7 innings. If extra innings are necessary, the offense will start with last out from previous inning on second base.
3. Regular season : **No new inning may start after 2 hours from the start of the game.** Next inning starts immediately after last out of inning. Games tied after time limit are TIES.
4. Teams **MUST** have at least 8 players to start a game or they **FORFEIT**, You can choose to play the game, but it is a **FORFEIT**. You can add late players to end of lineup without penalty. No out for legitimately injured player.
5. Pitchers are allowed 5 warm-up pitches between innings
6. **Regular season;** Innings 1 and 2 are closed innings. You may score a **MAX** of 4 runs, **NO CONTINUATION IN FIRST 2 INNINGS.** All innings starting with the 3rd inning, are open innings; you may score as many runs as possible. 10 run rule starts with 5th inning. *Scoring ends when home team is ahead by ten runs or more in the 5th or 6th inning.*
ALL INNINGS IN TOURNAMENT GAMES ARE OPEN INNINGS
7. Pitcher's mound is **43 ft** from the back of home plate to the front of the pitcher's mound rubber.
8. Pitchers can pitch **5** innings. One pitch counts as a full inning pitched. If the pitcher hits 3 batters in one inning, they will be removed from pitching and cannot return as pitcher for this game. If the game goes into extra innings, a pitcher may pitch an additional inning starting with the 11th inning if necessary
9. Pitchers are requested to drag their back foot as they leave the rubber, if they leave the rubber. Leaping and crow hopping are not legal in high school and this league is to prepare players for high school. Coaches need to teach the correct techniques. There are no illegal pitches in this league at this time, but it doesn't do girls any good to do it incorrectly. See wiaawi.org for videos.
10. Intentional walks do not require the pitcher to pitch. Batter can be motioned to 1st base.
11. Stealing is allowed after the ball leaves the pitcher's hand. Home plate is **OPEN**.
12. Dropped third strike, the batter can advance to 1st if, 1st base is open and there are less than 2 outs; or anytime with 2 outs.
13. Bunting is allowed. *Slashing (Fake bunt, then swing away) IS allowed.*
14. Infield fly rule is in effect—umpire makes the call. Runners on first and second or bases loaded with less than two outs, batter hits a pop fly in the infield, batter is out and runners can advance at their own risk.
15. Fielders are never allowed to block a base/plate without the ball, this is obstruction. Runners have the right to the base if the ball is not there. Runners must **AVOID CONTACT OR SLIDE** when there is a play at any base or home plate or she will be called out. *If the defender does not have control of the ball, the runner must avoid malicious contact.*
16. You can play up to **9** players on defense.
17. Helmets must be worn on offense. Helmet is to be worn until back at bench/dug-out area. The 1st time a runner takes helmet off outside bench area, it's a warning, each time after will be called an out. Calls are made by umpires.
18. There are no metal cleats at any level, this is a rec league. **ALL INFIELDBERS MUST WEAR FIELDERS MASK.**
19. A re-entry rule will be used for all levels if a team bats 9 players, free substitution if you bat everyone. A sub may enter the game twice for the same player, per WIAA rules. There is no DH rule; all players playing the field must bat. The last out may courtesy run for the pitcher or catcher if there are 1 or 2 outs.
20. Home teams are responsible for getting umpires. Umpires must be high school age or older on both home plate and bases. Umpire's decision is final. Home plate umpire is required to wear shin guards, chest protector, and face mask. *Home plate umpire is to print his/her name in both team score books. Home plate umpire should not be father, mother, brother, sister, or boyfriend of pitcher or coach.*
21. Rainouts will continue where you left off prior to the end of 5th inning (4 ½ innings if home team is ahead). A complete game is 5 innings. Rain games in the 6th or 7th inning, winner will be determined by using the last complete inning played.
22. Cancelled games should be rescheduled. Games not made up before the tournament will count as a tie. If a team needs to cancel a game for reasons other than weather that team will be responsible to create a makeup date suitable for both teams or forfeit the game, too many teams are cancelling on playable nights.
23. Home teams are responsible furnishing a new softball to play the game, plus a good spare softball. Softball suggested Dudley 12" yellow, core max of .47.
24. Jersey must have numbers on back and teams must keep complete scorebooks at each and every game with batters name & jersey number and must be able to present this information at tournament time if requested. Players are only allowed to play on one team in each division; you cannot play for both teams in the same division from your community.
25. The **WINNING** team needs to report scores to Jess Hisel via our website (SWCL.org). Tournament seeding will be based off of this website, if scores are not reported it will be recorded as a forfeit for both teams. *Coaches should verify final score and sign opponent's book.*
26. The community that hosts the end of the year tournament will receive \$100 per game, tournament games will be played at the host site starting on Thursday night. Home plate umpire for tournament needs to be WIAA certified.
27. **Tournament** games will be completed to 7 innings unless 10 run rule in effect or both coaches agree. Any extra inning, each team will start with the last out from previous inning as a runner on second base.
28. **Players must play 50 % of their regular teams regular season game to be able to play in tournament.** (Unless legitimate injury). 5th and 6th graders can play up in the tournament.
29. Tournament Seeding tiebreakers: 1. Head to Head. 2. Least runs allowed. 3. Record against better seeds. 4. Coin flip.