

2021 Southwest Summer League 5.6 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 5 innings. **No new inning may start after 90 minutes**, (time based on last out of previous inning) from start of the game, during regular season. Pitchers are allowed 5 warm-up pitches between innings. Players must hustle on and off the field.
3. Innings 1 thru 3 are closed innings; Team may score up to 4 runs, **NO CONTINUATION**. 4th and 5th innings are open innings; you may score as many as runs as possible. If the game is tied after the 5th inning (or last inning of the game), it will remain a tie.
4. Mercy rule: 10 run rule starts with 3rd inning after the team that is behind has batted. Scoring will stop after the home team is ahead by ten or more runs.
5. Pitcher's mound is **40 ft** from the back of home plate to the front of the pitcher's mound rubber.
6. Pitchers can pitch 3 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.
7. 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 currently, but it does not do girls any good to do it incorrectly. Please view the videos at wiaawi.org if you have questions.
8. Intentional walks do not require the pitcher to pitch. Batter can be motioned to 1st base.
9. Unlimited stealing. The runner may lead off **after** the pitcher has released the pitch.
10. Home plate is closed **UNLESS a runner is played on or OVERTHROW OF PITCHER**.
11. Dropped third strike, the batter is OUT and cannot advance to first base.
12. Bunting is allowed. *Slashing (Fake bunt then swing away)* is **NOT** allowed. First offense is strike. Second offense is an OUT.
13. 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.
14. Fielders are never allowed to block a base/plate without the ball, this is obstruction. Base runners have the right to the base if the ball is not there.
15. 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. **ALL INFELDERS INCLUDING PITCHER MUST WEAR INFELDERS FACE MASK.**
17. Maximum of 10 players on defense. 10th player must play in outfield (~ 20 FEET BEHIND BASELINE.) No extra infielder.
18. Must have at least 8 players to start a game or it is a **FORFEIT**. Can play the game but record as a Forfeit.
19. **TOURNAMENT GAMES ONLY – TEAMS MUST BAT AT LEAST 10 PLAYERS (TAKE AN OUT FOR EACH BATTER LESS THAN 10). NO PENALTY FOR LEGITIMATE INJURY DURING GAME.**
20. 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 is a warning, each time after will be called an out. Calls are made by umpires.
21. There are no metal spikes at any level, this is a rec league.
22. A re-entry rule will be used for all levels if a team bats 10 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.
23. 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. Umpires are required to wear shin guards, chest protector, and face mask. *Home plate umpire is to print name in both team scorebooks. Home plate umpire should not be father, mother, brother, sister or boyfriend of pitcher or head coaches.*
24. Rainouts will continue where you left off. A complete game is 3 innings played. 2 ½ innings if home team is ahead.
25. 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 need to make suitable arrangements to makeup game or forfeit the game, too many teams are cancelling on playable nights.
26. 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.
27. Jersey must have numbers on back and teams must keep complete scorebooks at each game with batter's 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.
28. The **WINNING** team needs to report scores to Jess Hisel via our website (SWCL.org). Failure to report the score will result in forfeit by both teams. *Scores should be verified by coaches at end of game and coaches should sign opponent's book.*
29. 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.
30. **TOURNAMENT, NO TIES**. Any extra innings, each team will start with the last out from the previous inning as a runner on second base. *No time limit in tournament games. All tournament games should be completed to 5 innings unless both coaches agree.* Pitchers get one extra inning of eligibility starting in 7th, 9th, 11th inning.
31. Players must play 50% of their normal team's games during regular season to be eligible to play in tournament. 3rd and 4th graders can play up in 5th/6th tournament.
32. Tournament seeding tiebreaker: 1. Head to Head. 2. Least runs allowed. 3. Record against higher seeds. 4. Coin flip.