

3rd & 4th Grade SWCL Softball Rules

WIAA RULES WILL BE USED EXCEPT FOR CHANGES LISTED BELOW

1) FIELD

- a) Pitcher's mound is **35 feet** from the back of home plate to the front of the pitcher's mound rubber.

2) EQUIPMENT

- a) Helmets with face guards must be worn on offense. Helmet is to be worn until back at bench/dug-out area.
 (1) 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.
- b) Catcher Gear: Mask, chest protector and helmet are required equipment for catchers.
- c) Cleats: There are no metal spikes allowed
 (1) Team will be given a verbal warning for first offense.
 (2) Potential game forfeit for continued disregard for rule.
- d) **All infielders including pitcher must wear fielders face mask.**
- e) Bats- NO Bat Guidelines
- f) Balls: Must be 11" Yellow, Core Max of .47. **NO SYNTHETIC BALLS.**
 (1) Suggested Dudley Balls
 (2) Home teams are responsible for furnishing 1 new softball, plus 1 good spare softball.
- g) Player Number: All players must have a number on their uniform/shirt.

3) GAME

- a) Each game is 6 innings.
 (1) **90 Minute Time Limit. No new inning shall start after 90 minutes from start of game. Next inning starts immediately after last out of previous inning.**
 (2) Games tied after 6 innings or 90 minutes.
 (a) **Scored as a tie.**
- b) If a game ends early due to darkness or weather, the game is considered complete if 3 1/2 innings are completed and the home team is ahead, or 4 innings are complete, and the visiting team is ahead.
- c) Rescheduling of Game:
 (1) Both teams must try to reschedule the game.
 (2) Games not completed before the tournament will be scored a tie.
 (3) If a team cancels for reasons other than weather, the requesting team will be responsible for makeup date suitable with the other team or forfeit the game.
 (4) IF a game is called due to weather and not considered complete you will continue where you left off prior to the end.
- d) Innings 1 thru 3 are closed innings, **you can score max of 4 runs per inning. NO CONTINUATION.** The 4th – 6th innings are open innings.
- e) Mercy rule: 10 run rule after completion of 4th inning
- f) Number of Players
 (1) 10 players are allowed defense.
 (2) **Game is Forfeited** if less than 8 players to start the game. May play game but a forfeit is recorded.
- g) Teams must bat the entire bench in all league games/tournament games. No out for legitimately injured player. The last out may courtesy run for the pitcher or catcher if there are 1 or 2 outs.
- h) Infield fly will be called with runners on first and second or bases loaded with less than two outs.
- i) Outfielders/rover should be ~ >20 feet behind baseline. No extra infielder.
- j) Fielders are never allowed to block a base/plate without the ball, this is obstruction.
 (1) Base runners have the right to the base if the ball is not there.

(2) Runners SHOULD AVOID MALICIOUS CONTACT **OR** SLIDE when there is a play at any base and home plate, or she will be called out.

(3) If defender does not have control of the ball, runner must avoid malicious contact.

4) **RUNNER**

- a) No stealing.
- b) Once the pitcher has the ball on the pitcher's mound runners must be on base.
- c) No leaving base until ball has crossed home plate.
- d) Home is closed, until ball is in play.
- e) Runner(s) may not advance when the catcher overthrows the pitcher.
- f) Runners must return to the base before the next pitch.

5) **BATTER**

- a) NO Dropped 3rd Strike: The batter cannot attempt to advance to 1st base. They are out.
- b) No bunting, no fake bunting (slashing).
- c) The batter must call time if he needs to talk to his coach.
- d) NO WALKS. If the pitcher throws 4 balls to the batter, it is not a walk. A coach from the batting team will come in to pitch to each batter.
 - (1) Called strikes count as well as swings.
 - (2) A batter CAN strike out.
 - (3) Batters hit by pitch from opposing pitcher count and is awarded a base.
 - (a) **If the pitch rolls on the ground to hit the batter in the foot please encourage the batter to continue the at bat.**
 - (4) Batters hit by pitch from coach **are not** rewarded a base.
 - (5) Coach will pitch from the rubber.
 - (6) Max of 4 pitches from the coach unless foul ball.
 - (a) After the fourth pitch from coach, the batter will be out.
 - (b) If a player fouls off on the Coach's 4th pitch it will be treated like a foul ball on a second strike. The batter will be allowed another pitch.
 - (c) If the batter does not swing on the 4th pitch, the batter is out.
 - (7) Displaced pitcher should have 1 foot in imaginary pitcher's circle, no 5th infielder.

6) **PITCHER**

- a) Pitchers are allowed to leap.
- b) Pitchers **are not** allowed to double plant or crow hop.
 - (1) Crow hopping is not legal in high school and this league is to prepare players for high school. Coaches need to teach the correct techniques.
 - (2) There are no illegal pitches called in this league currently, but it doesn't do girls any good to do it incorrectly.
 - (3) Please view the videos at wiaawi.org if you have questions.
- c) Pitchers are limited to 5 warm up pitches between innings.
- d) Pitchers can pitch 3 innings.
 - (1) One pitch counts as a full inning pitched.
- e) If the pitcher hits 3 batters in one inning, they will be removed from pitching and cannot return as pitcher for this game.
- f) **Displaced pitcher should have 1 foot in imaginary pitcher's circle, no 5th infielder.**
- g) Pitchers are allowed to wear sunglasses. (Unless obvious glare that affects vision of home plate umpire)
- h) Catchers cannot come into pitch unless there is an injury.
 - (1) a catcher cannot come into pitch within the same inning unless there is an injury. If a player is not catching that inning, they can pitch.

7) **PLAYER ELIGIBILITY**

- a) Each team can have a maximum of 2 players from outside the team's community or school district.
- b) Rosters need to be completed and submitted to Softball VP by determined date.

- (1) Roster forms can be found on the SWCL website. Forms need to include players full name, jersey number, grade completed, school attended, shirt size.
- (2) Any alterations to rosters must be submitted to the Softball VP prior to game.
- c) Players are only allowed to play on one team in each division (3/4,5/6,7/8) Players are not allowed to play both softball and baseball.
- d) 2nd Graders may be brought up during the season to participate in 3/4 Grade to help make a complete team.
 - (1) It is required that the player currently be participate in that community's rec program.
- e) Players are not prohibited from playing in other organized youth softball programs.
- f) A player playing on more than one team of the same age group, or playing on a younger team, is strictly prohibited.
 - (1) Forfeits the game(s)

8) RECORD KEEPING

- a) Teams must keep complete books for each game. *Coaches must verify final score and sign opponent's book.*
- b) Records need to include (at minimum):
 - (1) Players' full name
 - (2) Players' uniform number
 - (3) Number of runs scored by each team.
 - (4) Number of innings each pitcher pitched.
- c) WINNING team is to report game score on league website (SWCL.org), tie game home team reports. Failure to report the score of a game will result in a forfeit by each team. Coaches should verify final score and sign opponent's book. Any team with 2 or more unreported scores by the deadline, the current head coach will not be allowed to coach the next year unless a \$150 fine is paid to the SWCL.
- d) Teams participating in the SWCL Tournament need to be able to produce their full set of game records from all SWCL league games and present them to the coach (or record keeper) of the opposing team, if requested.

9) OFFICIATING

- a) Umpire Qualifications
 - (1) League Games:
 - (a) The home plate and base umpires must be high school age (at least 15 years old).
 - (b) The home team is responsible for providing the home plate and base umpires.
 - (c) Plate umpire is required to wear shin guards, chest protector, and face mask.
 - (d) Plate umpire is to print name on both team score books.

10) SWCL TOURNAMENT

- a) Players must have played in at least 50% of their teams SWCL games during the SWCL regular season to participate in the SWCL Tournament.
 - (1) Exemption: If a player is injured (e.g., broken arm, etc.) and is unable to play and travels with his team he may participate in the league tournament.
 - (2) 1st & 2nd graders must participate in their community rec program to qualify to play in end of year tournament.
- b) The SWCL Board will make the final decision whether a player is eligible.
- c) Tie breaker for seeding teams with same win/loss record.
 - (1) Head-to-head
 - (2) Least runs given up per game (if more that 2 teams have same win/loss record)
 - (3) Sum is among teams that are tied.
 - (4) Record against higher seeded teams
 - (5) By flip of a coin
- d) The location of games will be:
 - (1) Monday through Wednesday at the higher seed location.
 - (a) When the seeds are equal, western division is home during even years, eastern division in odd years.

- (2) Thursday Night Winners bracket will be played at the host site. Losers Bracket will be played at the higher seed location.
 - (3) All games will be played at the host site Friday and Saturday.
- e) Home team:
- (1) The higher seed will be home Monday through Wednesday.
 - (2) Thursday, Friday, and Saturday the home team will be determined by the flip of a coin.
- f) Coaches must bat their bench in League and SWCL Tournament games. No outs will be taken for less than 10 players in the tournament. Teams can play with 8 players.
- g) Pitchers may pitch a maximum of 8 innings per day.
- h) Balls: must be 11" Yellow, Core Max of .47. **NO SYNTHETIC BALLS.**
- (1) Suggested Dudley Balls
 - (2) Monday through Wednesday the home team is responsible for providing one new ball and one good spare.
 - (3) Thursday, Friday, and Saturday the tournament host will provide one new and two good spares for each game.
- i) Games do not have a time limit.
- (1) Rainout/delay games will be completed to 6 innings, unless the 10-run rule applies.
- j) If the game is tied after 6 innings of play.
- (1) The last player that made an out, from both teams, will be placed on 2nd base at the beginning of their half of the 7th inning and any necessary innings.
 - (2) The last out will continue to be placed on 2nd base until an extra inning ends without a tie.
 - (3) Pitchers get one extra inning of eligibility starting in 7th, 9th, 11th inning.
- k) The community that hosts the year end tournament will receive \$100 per game for umpires.
- (1) The home plate umpire at the host site must be WIAA Certified Thursday, Friday, and Saturday.