

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.
- b) Bases 60 Ft., Safety base is highly encouraged
- c) All Extra rubber mounds must be removed
- d) Chalking a pitching circle is highly recommended

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, **shin guards**, 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- Official softball bat
- 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) Games will be played at 6pm and 7:30pm unless agreed on by coaches.
 - i) Fields that do not have lights will have no games starting after 6pm
- b) Length of game:
 - (1) 6 innings or 90 Minutes, whichever comes first.
 - (2) No new inning shall begin 90 minutes after the start of the game.
 - (3) The NEW inning starts immediately after last out of previous inning. Once an inning has started the inning must be completed if the home team is behind.
 - (4) Games tied after 6 innings or 90 Minutes, whichever comes first
 - (i) The game is scored as a tie.
- c) 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.
- d) Mercy rule: 10 run rule after completion of 4th inning, 3 ½ if the home team is ahead.
- e) 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.
- f) Teams must bat the entire bench in all league games/tournament games.
- g) **Injuries:**
 - i) If there is a legitimate injury, the line up condenses and no out is taken.
 - ii) If injury occurs during a play, last out can run for injured player one time
 - iii) No Re-Enter of injured player
- h) Outfielders/rover should be ~ >20 feet behind baseline. No extra infielder.

- i) 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.
- j) Team MUST stay in their designated dugout during the duration of the game.
- k) Taunting players or teams is STRICTLY prohibited and may be subject to disciplinary actions
- l) Game Delays:
 - (1) Lightening delay is 30 minutes
 - (2) If a game ends early due to darkness or weather, the game is considered complete if 3 1/2 innings are completed with the home team is ahead, or 4 innings are complete, with the visiting team is ahead.
- m) Rescheduling of Game:
 - (1) Both teams must try to reschedule the game.
 - (2) Games not completed before the regular season deadline 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. Game resumes in the inning that the delay was called, with the outs recorded, and remaining time.
 - (5) Forfeited games are entered as a 6-0 win.
- n) Communities will not play each other in regular season. UNLESS a community has 3 or more teams in one age group.

4) **RUNNER**

- a) No stealing.
- b) Once the pitcher has the ball in the circle runners
 - i) Runners may continue to next base IF already in motion
 - ii) Retreat to base if they hesitate
- 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 she 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) Strike count continues from youth pitcher
 - (2) Umpires continue to call balls and strikes
 - (3) Called strikes count as well as swings.
 - (4) Displaced pitcher must be in the vicinity of the mound, No 5th infielder
 - (5) A batter CAN strike out and be called out looking
 - (6) 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.
 - (7) Batters hit by pitch from coach are not awarded a base.
 - (8) Coach will pitch from the rubber.

- (9) 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.
- (10) 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 the game.
- f) **Displaced pitcher should have 1 foot in imaginary pitcher's circle, no 5th infielder.**
- g) Catchers replacing pitchers
 - (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.
- h) Pitchers are allowed to wear sunglasses. (Unless obvious glare that affects vision of home plate umpire)

7) PLAYER ELIGIBILITY

- a) Each team can have a maximum of 2 players from outside the team's community or school attended.
 - i) The board needs to be petitioned by assigned date for approval of these changes.
- 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/accurate record for each game. Teams may use a scorebook or any electronic form of scorekeeping. The SWCL board may request access to any form or scorekeeping at any point of the season and will be granted that access or a forfeit of the game(s) in question. *Coaches must verify final score with opponent.*
- 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 league, 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, face mask, and close toed shoes.
 - (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 eligibility.
- c) Seeding of the Tournament
 - i) Tie breaker for teams with same record in each division uses the following criteria.
 - (1) Head-to-head
 - (2) Winning %
 - (3) Runs allowed
 - (4) Run Differential
 - (5) Flip of a coin
 - ii) Seeding Teams for the Tournament Bracket
 - (1) Division winners are seeded 1-4, Second teams seeded 5-8, Third teams seeded 9-12, Fourth teams seeded 13-16
 - (a) Seeding determined using the following criteria
 - (i) Winning %
 - (ii) Runs allowed
 - (iii) Run Differential
 - (iv) Flip of a coin
- d) The location of games will be:
 - (1) Monday through Wednesday at the higher seed location.
 - (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 team.
 - ii) Championship Game:

(1) Undefeated team will get home field advantage

(a) If second game is needed, higher seed team get will get home field advantage.

- 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) 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.
- h) Games have a 90 min time limit.
 - (1) No new inning starts after the 90 min.
 - (2) Rainout/delay games will be completed to 6 innings or time limit, unless the 10-run rule applies.
- i) If the game is tied after 6 innings of play or time limit.
 - (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) Pitcher earns extra innings in extra innings played. No consecutive innings. Pitch 1, Rest 1
 - (a) Ex. If pitching 4,5,6 innings pitcher cannot pitch again until the 8th inning
- j) Regular season pitching game rules, see #6, Pitching
- k) The community that hosts the year end tournament will receive \$125 per game for umpires.
 - (1) The home plate umpire at the host site must be WIAA Certified Thursday, Friday, and Saturday.