



## T-BALL & Rookies DIVISIONS

### General Rules

- **Official Game** - 6 inning Games. 3 innings constitute an Official Game.
- **Time Limit** – games are 1 hour; no new inning beginning after 50 minutes, the game will end no later than 1 hour and 10 minutes
- **Innings end** - after all players bat
- **Ball Size** - Regulation 11" safety fastpitch softball will be used for Rookies, 10" for T-ball
- **Bases** will be set at 40 feet.
- **Mound** will be set at 30 feet from home plate.
- **Mercy rule** - not needed as the score is not recorded.
- **Darkness or weather** is the call of the WLL Softball Board members which overrides all time rules above if the game is called for time limit, weather or darkness.
- No Umpires

### Coaches

- Only 1 manager and 2 coaches are allowed in the dugout or on the field.
- No one is permitted behind the backstop during the game. This includes all coaches, parents and children.
- No **NEGATIVE CHANTING** from players, coaches, parents and children – respect the team you are playing against.
- All players should be in full uniform; shirts must be tucked into pants.
- There are no infield warm-ups prior to the game; outfield only.
- Coaches should enforce the rules of the game fairly and consistently. If a player is called out, they will remain on base to continue learning game situations. Coaches should use these moments to teach proper play while also recognizing and praising players for their efforts, good sportsmanship, and improvements throughout the game
- All dugouts should be cleaned out after your game.
- Due to time constraints, teams need to exit the dugouts expeditiously to allow the

incoming teams to set up. Postgame team discussions to be held outside of the Field.

- All teams must make reasonable efforts to play or make up their games.

## Pitching

- A batting tee will be used; at some point during the season, some players may transition to coach pitch as determined by the manager and coaches.
- Pitches can be thrown by the coach to the batter. No balls. No walks. If on the 3<sup>rd</sup> pitch, the batter does not make contact with the ball (foul or in play), the batter hits off of the batting tee.

## Fielding

- A team must field at least 4 players to start a game.
- All players will play the field with no players on the bench.
- All fielders should be rotated each batter or inning to learn the defensive positions.
- All outfielders must be on the edge of the grass and cannot start on the infield
- Only one player allowed per infield position
- All fielders must wear a fielding mask/guard.

## Batting

- UNIVERSAL BATTING must be used.
- The last batter of the inning is the home run hitter and runs around the bases to home plate to finish the inning (even if the ball is hit in the infield and a play is made).
- All players should be rotated each inning in the batting order to allow the last batter to be the home run hitter.
- At the end of each game, the final on deck batter should be the first batter for the next game.
- Only the player at bat can have a bat in their hands.
- All batters and base runners must wear helmets.
- If equipment is Intentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction. A second infraction will cause the removal of that player.
- If equipment is Unintentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction.

## Base Running and Advancing Runner

- Stealing is not ALLOWED.
- No leading.
- No infield fly rule or drop third strike.
- No barreling. You must slide or give yourself up on any play to a base or home plate.
- No bunting.

- No tagging up on a fly ball.
- Batter and base runners may advance up to 2 bases at their own risk if the ball goes past the infield to the outfield on a fly or ground ball. Once the ball arrives in the infield, runner must stop at the base they are advancing to.
- If a ball does not reach the outfield, the runners can only advance one base. For example, the batter can only advance to first. Or a running on first can only advance to 2<sup>nd</sup>.
- There is NO ADVANCING on any overthrows.

## Farms DIVISION

### General Rules

- **Official Game** - 6 inning Games. 3 innings constitute an Official Game. Games can end in a tie.
- **Time Limit** – games are 1 hour and 30 minutes; no new inning begins after 1 hour and 10 minutes, the game will end no later than 1 and a half hours.
- **Innings end** - after 3 outs OR 4 runs scored.
- **Ball Size** - Regulation 11” safety fastpitch softball will be used
- **Bases** will be set at 60 feet.
- **Mercy Rule** - no mercy rule.
- **Darkness or weather** is the call of the WLL Softball Board members which overrides all time rules above If game is called for time limit, weather or darkness.

### Coaches

- Only 1 manager and 2 coaches are allowed in the dugout or on the field.
- No one is permitted behind the backstop during the game. This includes all coaches, parents and children.
- No NEGATIVE CHANTING from players, coaches, parents and children – respect the team you are playing against.
- All players should be in full uniform; shirt must be tucked into pants.
- There is No infield warm-ups prior to game; outfield only.
- Players should be called out to enforce the rules of the game but given positive reinforcement for doing a great job
- To keep the game moving:
- Players should know where they are going before the inning is over.
- Catchers/Pitchers on base after two outs have been recorded should be replaced with a courtesy runner. The courtesy runner will be the last batter out.
- All dugouts should be cleaned out after your game.
- Due to time constraints, teams needs to exit the dugouts expeditiously to allow the incoming teams to set up. Postgame team discussions to be held outside of the Field.
- All teams must make reasonable efforts to play or make up their games.
- If teams end up not playing equal # of regular season games, then standings will be based on Winning Percentage. Tie breakers (in order): head-to-head, win/loss record, fewest runs allowed, most runs scored.
- Scoring the game should be done on the GameChanger App. Winning Managers should report the final score to the Division head. Standings will be updated on the league website.

### Respect the Umpire

- Coaches will be acting as the Umpire. Coaches of the fielding team will call balls/strikes and outs.
- There is no questioning a judgment call – this means managers, coaches, players, and spectators.
- Yelling or commenting on a call will not be tolerated. This can result in being asked to leave the field.

## Pitching

- Player/Coach pitch at ~30 feet with a player catching. Distance is measured from back of home plate to back of pitching rubber.
- Maximum of 5 warm-up pitches, 8 for new pitcher entering in the middle of an inning.
- Mound Visits – The manager is permitted to visit the mound three times per game (4th visit is to remove pitcher).
- Pitcher can use windmill or modified pitching.
- Player pitcher throws until the count ends. 4 ball and 3 strike count will be used.
- No **WALKS**. Strike-outs enforced.
  - If the count ends in a walk, the coach will come in to pitch.
  - Only 4 pitches from the coach. Batter will get an extra pitch if 4th pitch is fouled off.
- If a player pitcher hits a batter on any of her pitches, the coach automatically comes in to pitch to that batter.
- If a pitcher hits 3 batters in an inning she must come out but may go back in the next inning. If she hits 4 she must be removed from pitching the rest of the game. Hit by pitch – is a judgment call by the umpire as to whether or not the girl attempted to get out of the way of the pitch.
- 2 innings a pitcher, max. **A single pitch in any inning counts as a whole inning.**

## Fielding

- A team must field at least 8 players to start a game. If you have less than 8, you can only pull a player from the Player Pool or another Farm's team to make 8.
- 10 girls on the field at a time. Outfielders must play 4 across.
- Each player must play the infield for at least two full innings.
- All outfielders must be on the edge of the grass and cannot start on the infield
- Only one player allowed per infield position.
- All fielders must wear a fielding mask/guard.

## Batting

- UNIVERSAL BATTING must be used (all batters are in the line-up).
- If a player leaves the game due to an injury or another commitment, the spot in

the lineup is skipped and no out is incurred.

- Only the player at bat can have a bat in their hands.
- Only approved ASA softball or little league bats are allowed.
- All batters and base runners must wear helmets with a mask.
- If equipment is intentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction. A second infraction will cause the removal of that player.
- If equipment is unintentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction.

## Base Running and Advancing Runner

- Stealing is NOT allowed.
- No infield fly rule, drop third strike, or tagging up.
- No leading.
- **No barreling.** You must slide or give yourself up on any play to a base or home plate. On the violation, the play is dead and the runner is called out. Note that the defensive player cannot block the plate or bag without the ball in glove/hand.
- Time out when the ball is returned to the pitcher on the mound. A runner more than half-way to the next base when the ball is returned to the pitcher on the mound can advance. A runner less than half-way will return to the previous base.
- Bunting is not allowed.
- Batter and base runners may advance at their own risk on a hit.
- There is NO ADVANCING on overthrows to 1<sup>st</sup> base.
- Runners can advance one base on an overthrow to 2<sup>nd</sup> or 3<sup>rd</sup>. If the fielders overthrows again to the base that the runner advanced to, then the runner can continue to advance another base. Fielders can call time-out in the infield to get the ball safely back to the pitcher.

## Minors DIVISION

### General Rules

**Official Game** - 6 inning Games. 3 innings constitute an Official Game.

**Time Limit** – 2 hour games; no new inning beginning after 1 hour and 40 minutes, the game will end no later than 2 hours. Extra innings are allowed within the time limit, but non-playoff games can end in a tie due to time.

**Innings end** - after 3 outs OR 4 runs scored. Except for the last inning, which are

unlimited runs. The designated “last inning” will be Umpires discretion. She/he will inform the Managers.

**Mercy Rule - Twelve (12)** runs after three innings or 10 runs after four innings. Drop Dead rule if any team is up by 10 runs after 1 hour and 40 minutes.

**Ball size** - Regulation 11” fastpitch softball will be used

**Bases** will be set at 60 feet.

**Darkness or weather** is the call of the WLL Softball Board members which overrides all time rules above If game is called for time limit, weather or darkness.

## Coaches

- Only 1 manager and 2 coaches are allowed in the dugout, no coaches on the field.
- No one is permitted behind the backstop during the game. This includes all coaches, parents and children.
- No **NEGATIVE CHANTING** from players, coaches, parents and children – respect the team you are playing against.
- All players should be in full uniform; shirt must be tucked into pants.
- Players should be called out to enforce the rules of the game but given positive reinforcement for doing a great job.
- Any catcher warming up a pitcher or participating in the infield or outfield drills as a catcher must wear a catcher's mask and chest protector. During the game, the catcher must wear all catching equipment and can use whatever glove she wants.
- There are no infield warm-ups prior to the game; outfield only.

To keep the game moving:

1. Players should know where they are going before the inning is over.
  2. Catchers/Pitchers on base after two outs have been recorded should be replaced with a courtesy runner. The courtesy runner will be the last batter out.
- All dugouts should be cleaned out after your game.
  - Due to time constraints, teams need to exit the dugouts expeditiously to allow the incoming teams to set up. Postgame team discussions to be held outside of the Field.
  - All teams must make reasonable efforts to play or make up their games.
  - Last minute cancellations by teams (i.e. insufficient players, no shows, etc.) will be a forfeit.
  - If teams end up not playing equal # of regular season games, then standings will be based on Winning Percentage. Tie breakers (in order): head-to-head, win/loss record, fewest runs allowed, most runs scored.
  - **Scoring the game should be done on the GameChanger App. Winning**

**Manager makes sure the final score is correct and uploaded to the League in the GameChanger App.**

### Respect the Umpire

- Only Managers may approach the umpire for rule interpretation.
- There is no questioning a judgment call by the Umpire – this means managers, coaches, players, and spectators.
- Yelling or commenting on a call will not be tolerated. This can result in being asked to leave the field.

### Pitching

- Player pitch at ~35 ft with a player catching, measured from back of plate to back of pitching rubber.
- 4 ball and 3 strike count will be used. Walks and strike-outs enforced.
- Intentional walks are allowed but limited to two times per game and once per any single player.
- Maximum of 5 warm-up pitches, 8 for new pitcher entering in the middle of an inning.
- Mound Visits – The manager is permitted to visit the mound three times per game (4th visit is to remove pitcher).
- Pitchers can use windmill or modified pitching.
- Pitcher's front foot must start on the rubber.
- If a pitcher hits 3 batters in an inning she must come out but may go back in the next inning. If she hits 4 she must be removed from pitching the rest of the game. Hit by pitch – is a judgment call by the umpire as to whether or not the girl attempted to get out of the way of the pitch.
- 3 innings a pitcher, max. **A single pitch in any inning counts as a whole inning.**

### Fielding

- A team must field at least 8 players to start a game. If you have less than 8, you can only pull a player from the Player Pool of another Minor's team.
- 10 girls on the field at a time. Outfielders must play 4 across.
- Each player must play the infield for at least one full inning.
- All outfielders must be on the edge of the grass and cannot start on the infield.
- Only one player allowed per infield position.
- All fielders must wear a fielding mask/guard in the infield.

### Batting

- UNIVERSAL BATTING must be used (all batters are in the line-up).
- If a player leaves the game due to an injury or another commitment, the spot in the lineup is skipped and no out is incurred.



- Only the player at bat can have a bat in their hands.
- Only approved ASA softball or little league bats are allowed.
- All batters and base runners must wear helmets with a mask.
- If equipment is intentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction. A second infraction will cause the removal of that player.
- If equipment is unintentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction.

## Base Running and Advancing Runners

- Bunting is allowed.
- Stealing is ALLOWED. A runner can steal once the ball crosses home plate. Unlimited steals to 2nd, unlimited to 3rd and 3 steals to home are allowed each game.
- No infield fly rule or drop third strike.
- Continuation is not allowed.
- **No barreling.** You must slide or give yourself up on any play to a base or home plate. On the violation, the play is dead and the runner is called out. Note that the defensive player cannot block the plate or bag without the ball in glove/hand.
- Time out when the ball is returned to the pitcher on the mound. A runner more than half-way to the next base when the ball is returned to the pitcher on the mound can advance. A runner less than half-way will return to the previous base. This is up to the Umpires discretion.
- Base runners may tag up on fly balls.
- Advancing to home on an overthrow by catcher to third will count as a steal of home.
- Batter and base runners may advance at their own risk on a hit.
- Runner can advance one base on an overthrow. If the fielder overthrows again to the base that the runner advanced to, or to any other fielder, then the runner can continue to advance to another base. Fielders can call time-out in the infield to get the ball safely back to the pitcher.

## Majors DIVISION

### General Rules

**Official Game** - 6 inning Games. 3 innings constitute an Official Game.

**Time Limit** – 2 hour games; no new inning beginning after 1 hour and 40 minutes, the game will end no later than 2 hours. Extra innings are allowed within the time limit, but non-playoff games can end in a tie due to time.

**Innings end** - after 3 outs OR 4 runs scored. Except for the last inning, which are unlimited runs. The designated “last inning” will be Umpires discretion. She/he will inform the Managers.

**Mercy Rule - Twelve (12)** runs after three innings or 10 runs after four innings. Drop Dead rule if any team is up by 10 runs after 1 hour and 40 minutes.

**Ball size** - Regulation 12” fastpitch softball will be used

**Bases** will be set at 60 feet.

**Darkness or weather** is the call of the WLL Softball Board members which overrides all time rules above If game is called for time limit, weather or darkness.

## Coaches

- Only 1 manager and 2 coaches are allowed in the dugout, no coaches on the field.
- No one is permitted behind the backstop during the game. This includes all coaches, parents and children.
- No NEGATIVE CHANTING from players, coaches, parents and children – respect the team you are playing against.
- All players should be in full uniform; shirt must be tucked into pants.
- Players should be called out to enforce the rules of the game but given positive reinforcement for doing a great job.
- There is No infield warm-ups prior to game; outfield only.
- Any catcher warming up a pitcher or participating in the infield or outfield drills as a catcher must wear catcher’s mask and chest protector. During the game, the catcher must wear all catching equipment and can use whatever glove she wants.

To keep the game moving:

1. Players should know where they are going before the inning is over.
  2. Catchers & Pitchers on base after two outs have been recorded should be replaced with a courtesy runner. The courtesy runner will be the last batter out.
- All dugouts should be cleaned out after your game.
  - Due to time constraints, teams need to exit the dugouts expeditiously to allow the incoming teams to set up. Postgame team discussions to be held outside of the Field.
  - All teams must make reasonable efforts to play or make up their games.
  - Last minute cancellations by teams (i.e. insufficient players, no shows, etc.) will be a forfeit.
  - If teams end up not playing equal # of regular season games, then standings will

be based on Winning Percentage. Tie breakers (in order): head-to-head, win/loss record, fewest runs allowed, most runs scored.

- **Scoring the game should be done on the GameChanger App. Winning Manager make sure the final score is correct and uploaded to the League in the GameChanger App.**

## Respect the Umpire

- Only Managers may approach the umpire for rule interpretation.
- There is no questioning a judgment call by the Umpire – this means managers, coaches, players, and spectators.
- Yelling or commenting on a call will not be tolerated. This can result in being asked to leave the field.

## Pitching

- Player pitch at ~40 feet with a player catching. Distance is measured from back of home plate to back of pitching rubber.
- 4 ball and 3 strike count will be used. Walks and strike-outs enforced.
- Intentional walks are allowed but limited to two times per game and once per any single player.
- Maximum of 5 warm-up pitches, 8 for new pitcher.
- Mound Visits – The manager is permitted to visit the mound three times per game (4th visit is to remove pitcher).
- Pitcher can use windmill or modified pitching.
- Pitcher's front foot must start on the rubber.
- Balks: There will be 1 warning per pitcher
- If a pitcher hits 3 batters in an inning she must come out but may go back in the next inning. If she hits 4 she must be removed from pitching the rest of the game. Hit by pitch – is a judgment call by the umpire as to whether or not the girl attempted to get out of the way of the pitch.
- 3 innings a pitcher, max. **A single pitch in any inning counts as a whole inning.**

## Fielding

- A team must field at least 8 players to start a game. If you have less than 8, you can only pull a player the Player Pool to make 8.
- 10 girls on the field at a time. Outfielders must play 4 across.
- Each player must play the infield for at least one full inning.
- All outfielders must be on the edge of the grass and cannot start on the infield.
- Only one player allowed per infield position.
- All fielders must wear a fielding mask/guard.

## Batting

- UNIVERSAL BATTING must be used.
- If a player leaves the game due to an injury or another commitment, the spot in the lineup is skipped and no out is incurred.
- Only the player at bat can have a bat in their hands.
- Only approved ASA softball or little league bats are allowed.
- All batters and base runners must wear helmets with a mask.
- If equipment is intentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction. A second infraction will cause the removal of that player.
- If equipment is unintentionally thrown, the offending team will receive a warning from the opposing Manager at the time of the infraction.

### Base Running and Advancing Runners

- Bunting is allowed. Fake/slash bunts are NOT permitted; the Batter will be called out.
- Stealing is allowed. A runner can steal once the ball crosses home plate. Unlimited to 2nd, unlimited to 3rd and 3 steals to home are allowed each game.
- Infield fly rule and drop third strikes are permitted.
- Continuation allowed (i.e. if a batter walks, they can advance to second, at their own risk, on the walk)
- **No barreling.** You must slide or give yourself up on any play to a base or home plate. On the violation, the play is dead and the runner is called out. Note that the defensive player cannot block the plate or bag without the ball in glove/hand.
- Time out when the ball is returned to the pitcher on the mound. A runner more than half-way to the next base when the ball is returned to the pitcher on the mound can advance. A runner less than half-way will return to the previous base. This is up to the Umpires discretion.
- Base runners may tag up on fly ball outs and advance.
- Batter and base runners may advance at their own risk on a hit.
- Runner can advance at their own risk on overthrows.

# Softball Rules 2025



	2025 T-ball	2025 Rookies	2025 Farms	2025 Minors	2025 Majors
<b>Ball Size</b>	10" safety ball	11" safety ball		11" fastpitch ball	12" fastpitch ball
<b>Base Length</b>	50 feet		60 feet		
<b>Inning ends when...</b>	all players bat each inning		3 outs / 4 runs	3 outs / 4 runs, except final inning	
<b>Official Game</b>	6 inning Games. 3 innings constitute an Official Game			6 inning Games. 4 innings constitute an Official Game	
<b>Mercy Rule</b>	None			12 runs after 3 innings /10 runs after 4 innings	
<b>Coaches</b>	1 Manager and 2 coaches in dugout and on the field			1 Manager and 2 coaches in dugout;, base coaches only	
<b>Pitching</b>	Tee & Coach Pitch, 3 pitches	Tee & Coach Pitch, 3 pitches	Player pitch(Coach after 4 Balls or HBP); 30'	Player pitch; 35'	Player pitch; 40'
<b>Umpire</b>	No	No	No	Yes	Yes
<b>Universal Line Up (all players bat)</b>	Yes	Yes	Yes	Yes	Yes
<b>Score Recorded</b>	No	No	Yes	Yes	Yes
<b>Standings Recorded</b>	No	No	Yes	Yes	Yes
<b>Strikeouts</b>	No	No	Yes	Yes	Yes
<b>Walks</b>	No	No	No	Yes	Yes
<b>Stealing</b>	No	No	No	Yes, crosses home plate, unlimited to 2 <sup>nd</sup> , unlimited to 3 <sup>rd</sup> , 3 steals to home	
<b>Bunting</b>	No	No	No	Yes	Yes
<b>Tag up on fly ball</b>	No	No	No	Yes	Yes
<b>Drop 3<sup>rd</sup> Strike / Infield Fly / Continuation</b>	No	No	No	No	Yes
<b>Advancing bases on a hit</b>	Max 1	Max 1	Unlimited	Unlimited	Unlimited
<b>Advancing on an overthrow</b>	No	No	No at 1 <sup>st</sup> base, Max 1 to 2 <sup>nd</sup> or 3 <sup>rd</sup>	Max 1	Unlimited
<b>Courtesy Runner: Pitchers &amp; Catchers w/two outs</b>	No	No	Yes	Yes	Yes