



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 Instructional, 10” for T-ball
- **Bases** will be set at 40 feet.
- **Mount** 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.
- Players should be called out to enforce the rules of the game but given positive reinforcement for doing a great job
- 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 3rd 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 runner on first can only advance to 2nd.
- 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 and half hours; no new inning beginning after 1 hour and 10 minutes, the game will end no later than 1 and a half hours.
- **Innings end** - after 3 outs OR 5 runs scored.
- **Ball Size** - Regulation 11” safety fastpitch softball will be used
- **Bases** will be set at 60 feet.
- **Mercy Rule** - not needed as standings are not recorded.
- **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.
- **Scoring the game should be done on the GameChanger App. Standings are not recorded.**

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.

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 by the batter on overthrows to 1st base, but the other runners on base at the time of the overthrow to 1st can advance one additional base (e.g., a runner on 1st can advance to 3rd if there is an overthrow to 1st, a runner on 2nd can advance home).
- Runners can advance one base on an overthrow to 2nd or 3rd. 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.

Examples:

1. There is a runner on 1st base and the third baseman fields a ground ball and overthrows 2nd, the batter is not allowed to advance to 2nd and the runner is not allowed to advance to third.
2. Bases are loaded and the centerfielder fields a ball and overthrows 2nd, the runner on 3rd goes home, the runner on 2nd can advance to home at their own risk, the runner on 1st can advance to third at their own risk and the batter can advance to 2nd at their own risk

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 5 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 - 15 runs after three innings or 10 runs after four innings

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 catcher’s mask and chest protector. During the game, the catcher must wear all catching equipment and can use whatever glove she wants.
- There is no infield warm-ups prior to 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.
- 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.
- 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.

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 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. 3 steals to 2nd, unlimited to 3rd and no stealing to home are allowed each inning.

No infield fly rule or drop third strike.

No continuation (a batter who walks cannot continue running to 2nd base)

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.

No advancing to home on overthrow by catcher to third on a steal.

Batter and base runners may advance at their own risk on a hit.

Runner can advance one base on an overthrow. If the fielders overthrows again to the base that the runner advanced to, or to any other fielder, 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.

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 5 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 - 15 runs after three innings or 10 runs after four innings

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.

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.

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. 3 steals to 2nd, unlimited to 3rd and no stealing to home are allowed each inning.

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.



	T-ball	Rookies	Farms	Minors	Majors
Ball Size	10" safety ball	11" safety ball		11" fastpitch ball	12" fastpitch ball
Base Length	50 feet		60 feet		
Inning ends when...	all players bat each inning		3 outs / 5 runs	3 outs / 5 runs, except final inning	
Official Game	6 inning Games. 3 innings constitute an Official Game			6 inning Games. 4 innings constitute an Official Game	
Mercy Rule	None			15 runs after 3 innings / 10 runs after 4 innings	
Coaches	1 Manager and 2 coaches in dugout and on the field			1 Manager and 2 coaches in dugout, base coaches only	
Pitching	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'
Umpire	No	No	No	Yes	Yes
Universal Line Up (all players bat)	Yes	Yes	Yes	Yes	Yes
Score Recorded	No	No	Yes	Yes	Yes
Standings Recorded	No	No	No	Yes	Yes
Strikeouts	No	No	Yes	Yes	Yes
Walks	No	No	No	Yes	Yes
Stealing	No	No	No	Yes, crosses home plate, 3 to 2 nd , unlimited to 3 rd , no stealing home	
Bunting	No	No	No	Yes	Yes
Tag up on fly ball	No	No	No	Yes	Yes
Drop 3rd Strike / Infield Fly / Continuation	No	No	No	No	Yes
Advancing bases on a hit	Max 1	Max 1	Unlimited	Unlimited	Unlimited

Advancing on an overthrow	No	No	No at 1 st base, Max 1 to 2 nd or 3rd	Max 1, no advancing on a catcher overthrow on a steal	Unlimited
Courtesy Runner: Pitchers & Catchers w/two outs	No	No	Yes	Yes	Yes