

# PWYSA SOFTBALL LEAGUE

## RULES OF PLAY

### 10U/ Player Pitched

#### 10U player pitched with modifications

### Batting

1. In all divisions, the Batter is required to wear a helmet with facemask while batting.
2. The batter does not walk on four balls (See Pitching Rule No. 9)
3. The batter does strike out on three strikes.
4. A Batter hit by the pitched ball automatically advances to first base. This does not apply if the coach comes in to pitch.
5. On a dropped 3<sup>rd</sup> strike, the batter is out. The batter can not attempt to run to 1<sup>st</sup> base.
6. Bunting is allowed.
7. Throwing the bat after hitting the ball is an automatic out in all divisions. Coaches will remind the players of this rule prior to each game. No base runners can advance on an automatic out. Safety of the players is a major concern.
8. In 10U, a “round robin” batting will be used. A team batting order will be made and followed through the entire season, starting each game where the previous game ended.
9. No changes to the batting order will be made except in case of injury. The opposing Coach and Umpire will be informed and agree to the decision. Late arrivals will be added at the bottom of the batting order. Substitute players will also be added at the bottom of the batting order.
10. If a player bats out of order and a pitch is thrown to them, the batter is out.
11. If the last out occurs while a batter is in the batters box and they do not complete their at bat, that batter then bats first in the next inning.

### Pitching

1. This division is fast pitch. Pitchers are allowed to take a full 360-degree arm swing, but they are not required to do so.
2. The strike zone is horizontally across the widest part of the plate, and vertically between the batter’s armpits and kneecaps.
3. There is no arc limit, so long as the ball crosses the plate within the vertical and horizontal strike zone.
4. **Legal Pitch Requirements-** failure to follow these requirements is considered a balk and will result in a verbal warning from the umpire. A second balk will result in a ball to the batter and an advance base to all base runners.
  - a. The pitch starts when the pitcher steps on the rubber, hands must be apart when stepping on the rubber.
  - b. Pivot/push foot must be in contact with the rubber, non-pivot foot must be on or within 24 inches of the rubber.
  - c. Hands come together, to start the pitching motion, and at this point, the pitcher must deliver the pitch.
  - d. She is allowed 1 forward step off the mound with their non pivot foot, cannot take more than one step/push off of the mound before delivering the pitch.
  - e. Pivot foot can push off and drag, but cannot crow hop. No steps backwards allowed at this point.
  - f. Snap of the ball must be at pitchers hip, no higher than her elbow; no side arm and no contact with the ground with her arm on delivery.
  - g. The release of the ball and follow through of the hand must be forward.
  - h. The pitcher shall not deliberately drop, roll, or bounce the ball to prevent the batter from hitting it (this would be an illegal pitch and would result in a ball for the batter).
5. Pitchers are limited to pitching four innings in one game. It is encouraged that that pitchers are rotated so that no pitcher pitches more than two straight innings, allowing the development of multiple pitchers through the season. Throwing one pitch in an inning constitutes an inning pitched.
6. There must be a change of Pitchers if in one inning a third time-out is called and the Coach visits the pitching mound. Note with free substitution the Pitcher could re-enter the game in a later inning if the maximum innings had not been reached.
7. In the judgment of the Umpire, a Pitcher who intentionally hits or attempts to hit a Batter with a pitched ball will be removed from the game and referred to the Division Coordinator for possible further sanction. The Umpire will inform the coach of the action in such a manner as to not embarrass the player. If an intentional hit or attempted hit is called, the Batter will advance to first base. **The Umpire’s ruling on this matter is final.**

8. The Umpire, at their discretion, can remove a Pitcher that hits three Batters in one inning. **The Umpire's ruling on this matter is final.**
9. A foul ball on the third strike is not an out no matter how many are hit with one exception. A Batter who fouls the ball while attempting to bunt on the third strike is out.
10. A pitcher will pitch a maximum of four (4) pitches ruled balls to the batter. After ball four (4) the coach will step in to pitch until the batter puts the ball in play or strikes out. The pitcher will then resume with the next batter.
  - a. When it is ball 4, the ball is a dead ball. A runner on 3<sup>rd</sup> can't steal home.
  - b. The catcher can throw the ball directly to the coach pitching, it does not need to go back to the pitcher each time.
11. When the coach steps in to pitch the pitcher must remain within the pitching circle.
12. Batters can get on base via a hit/bunt, error in the field, or hit by pitch. They cannot walk.

## Baserunning

1. In all divisions, base runners are required to wear a batting helmet.
2. Sliding
  - a) 1st Base: Slides into first base are not allowed. A base runner attempting to slide will be called out. An orange safety base is used on all fields, and the base runner must run over the orange safety base or be called out.
  - b) In a close play, where the ball and runner are arriving at the base around the same time, the runner must slide (with exception of 1<sup>st</sup> base.) If the runner does not slide, she is out. The umpire has final decision on this call.
3. Interference
  - a) If the runner runs into the fielder blocking the orange base (even if catching or fielding the ball), this is deemed defensive interference, and the runner will be awarded the base.
  - b) If a runner makes contact with a defensive player who is **not** actively engaged in a play in the field-fielding/catching the ball, whether the player is on the base or in the base path, this is considered interference and the runner is awarded the base they are attempting to reach.
  - c) If the runner is hit by a ball off the hit, that has not been touched by a fielder, the runner is out.
  - d) If the runner makes contact with a fielder while fielding the ball, this is offensive interference, and the runner is out.
4. Advancing Bases
  - a) One step towards the base constitutes an attempt at that base.
    - i. If an attempt is made towards 2<sup>nd</sup> base after running through 1<sup>st</sup> (i.e. if she takes 1 step towards 2<sup>nd</sup>) the runner can be tagged out if caught off the base.
    - ii. So long as an attempt towards a base has been made, upon a interference or balk call, runners are considered attempting toward the next base.
  - b) Over Throws:
    - i. On overthrows where the ball remains in play and not in a fielder's possession, the base runner can advance, **one base per overthrow**, at her own risk.
    - ii. Runner can advance on overthrows a throw-down to any base
    - iii. Runner can advance on an overthrow to the pitcher only if the ball goes past the pitcher and out of the pitching circle.
    - iv. Advancing to home on an overthrow is allowed, in the above situations
  - c) Stealing & taking a lead
    - i. There is no lead off from the base before the ball leaves the pitcher's hand. A base runner leaving the base before the ball leaves the pitcher's hand will be called out.
    - ii. Baserunners may steal one base per pitch, they can advance one additional base if there is an overthrow.
    - iii. Baserunners cannot steal home on a pitch
  - d) Any runner purposely stopping between bases to draw a throw from the pitcher or other fielder after time is called, will be called out. The umpire will call time/play ended when the pitcher has the ball within the pitching circle and/or he/she has deemed the play to have stopped.
  - e) Once the pitcher has control of the ball and is in the pitching circle, runners must stop at the base they occupy at that time. If between bases, they must immediately continue to the next base or return to the previous one.
  - f) There is no delayed stealing- running after a clean throw from an infielder to the pitcher.

## Fielding

1. Fair Play
  - a. An attempt must be made to have each child play each position evenly throughout the season.
  - b. Rotating defensive positions at least every two innings is mandatory to provide the players a chance to enhance learning and to gain confidence.
  - c. All players should play a non-outfield position for 1 full inning within the first 3 innings of every game at which they arrive on time.
  - d. All players present will play at least half the game defensively, unless this is impossible because of a shortened game, the run rule, or removal of a player for unsportsmanlike conduct.

- e. A Coach who pulls or benches a player due to injury or unsportsmanlike conduct will advise the Umpire and opposing Coach of the removal.
2. 10 players are allowed to play at traditional positions. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, short-stop, pitcher, catcher, left field, left center, right center and right field.
3. Where bunting is allowed, the infielders can station themselves inside the base path more than five feet.
4. Outfielders are only required to station themselves on the outfield grass.
5. Free substitution of defensive players is allowed.
6. Fielders may only cover the base or be in the baseline when catching or fielding the ball. Contact with a runner when not making a play is defensive **interference** and runner is awarded the next base they are attempting to take. (One step is deemed an attempt)

## Stoppage of Play/Time Out

1. In all divisions when an Umpire is present, the ball remains alive/in play until the ball has been returned to the pitcher and/or play has stopped on the field & time called by the umpire.
2. A base runner off of a base at that time must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the base runner, there is no obligation on the Pitcher to look, fake or throw.
  - I: Failure to immediately proceed to the next base or return to the last base after the pitcher has the ball in the pitching circle will result in the base runner being called out.
  - II: Once the runner has returned to any base for any reason, she will be declared out if she leaves said base unless (1) a play is made on her or another runner, (2) the Pitcher leaves the pitching circle or drops the ball, or (3) the Pitcher releases the next pitch.
  - IV: When a base runner has been declared out, the ball is ruled dead. It is not possible for more than one out, if two runners left early, the lead runner will be declared out.

## Equipment

1. Batting helmets with face masks will be worn when batting and base running.
2. The Catcher will wear a mask with a chest protector and shin guards.
3. When a player is warming up a Pitcher either on or off the field, face mask is required and full protection is recommended.
4. Steel spikes or cleats are not allowed; players may wear rubber cleats or tennis shoes.
5. 11 inch ball will be used.
6. All fielders should be wearing fielding facemasks.

## Sportsmanship

1. All players, coaches and spectators will treat all participants with respect and dignity – before, during and after the game.
2. Players may be removed from a game for unsportsmanlike conduct at umpire or coaches discretion.
3. As part of being a good sport, teams will line up and shake hands after each game.

## Game, Time Limit, Innings of Play

1. Innings of play:
  2. We play up to seven innings.
  3. If the game is tied at the end of the allowed innings, the game will be continued by playing additional innings until one team has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
  4. During each additional inning, the offensive team shall begin its turn at bat with the last player who batted in the previous inning being placed on second base with one out.
  5. The game will continue for a minimum of one inning or longer if conditions permit.
  6. A tie game will be declared if the score is equal when the Umpire because of dark or weather or other reason calls the game.
7. Time limits: except for tie games, no inning will start after one hour and 20 minutes of play.
8. During doubleheader games, teams should be ready to take the field immediately following the end of the game they are following.
9. A total of five runs per inning can be scored.
10. Games may be called for inclement weather at any time. If lightening can be seen or thunder heard, the game must be stopped immediately because the storm is within 10 miles.
11. A game will be complete if at least one inning has been played. In the event that a game is called during an inning, if the visiting team is batting, the game score reverts back to the score at the end of the previous inning. If the home team is batting and they are winning the game with out the inning being complete, then the home team wins.

## Field Dimensions

1. As defined in the ASA rulebook with the following exceptions.
2. Exceptions: 60' base path, 35' pitching

## Substitute Players

1. Substitute players may not play more innings in the field than rostered players from the team. They must be from the same division or a lower division.
2. Substitute players will only play in the outfield and will bat at the end of the batting order.

## Umpires' Authority

1. Umpires are in charge of the game. The Umpire has the authority to remove players, coaches and spectators from the playing field area and the stands if they are disruptive and abusive to anyone on or off the playing field.
2. Umpires will call illegal or no-pitch prior to the pitched ball crossing the plate, where possible. Balls and strikes will be called after the ball crosses the plate.
3. **Once a call is made the decision is final.** Only in an event of interpretation of the rules can any protest be addressed. At this time, both coaches should meet with the umpire to discuss the call. Protests cannot be made on judgment calls.
4. In the event of inclement weather, the Umpire will confer with the two Coaches as to continuation of play or delay. Under no situations will play continue or begin when thunder or lightning is present.

## Coaching

1. Coaches and umpires should start each game with a pre-game conference to discuss any rules of play, substitutions, and start of game time. (Being upfront before the game helps with potential conflicts later.)
2. Only the head Coach or designated head Coach will confer with the Umpire or be allowed to protest a call. The designated Coach will meet with the Umpire prior to game starting.
3. Coaches or parents (if cleared by your association) may coach first and third bases. One coach per base. A Coach cannot touch a player to get them to advance to second or home. If a player is touched to encourage them to advance, the runner is out.

## Forfeits

1. A forfeit will be declared if there are less than seven players present from a team ten minutes after the scheduled start of the game.

## Protests

1. Any protest has to be filed with the Division Coordinator within 24 hours following the end of the game being protested. A protest committee will consist of the Division Coordinator and two members of the PWYSA Board of Directors.
2. Protests must concern matters of misinterpretation of a playing rule, failure of the coach (umpire) to apply the correct rule to a given situation, or failure to impose the correct penalty for a given violation. Protests concerning a judgment decision will not be considered.
3. Notification of intent to protest must be made immediately and before the next pitch.

## Miscellaneous

1. No smoking or alcoholic beverages are permitted on the field. Suspension may result.
  2. The Home Team is responsible for any field set up (such as pitching rubber or bases being moved) prior to the game and for clean up after the game.
  3. The Home Team will supply a new ball to the Umpire prior to the start of the game.
  4. The Home Team has infield practice up to 15 minutes before the start of the game. The Visitors Team has the final 15 minutes.
  5. The Home Team scorebook is the official scorebook. It is recommended that each team compare scores. The Umpire does not keep score and will stand by the Home Team scorebook.
  6. During games players and coaches are encouraged to stay on the bench, in the dugout or in the batting boxes.
  7. Pitchers may not wear any yellow articles of clothing, unless team jersey is yellow.
  8. No player that arrives on time will sit out two innings until all players have sat out one inning. The only exception is for a player who has been removed for unsportsmanlike conduct or injury.
- If a player gets injured in a game, their place in the lineup will be skipped and not considered an out.