

TWYSL

Competition Handbook

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MISSION STATEMENT

The Tri-West Youth Sports League INC (dba TWYSL) is a non-profit organization dedicated to managing a recreational softball league for girls attending North West Hendricks Schools or residing in nearby areas. TWYSL is committed to providing an experience that fosters positive self-esteem, sportsmanship and individual growth through personal and team achievement while developing athletic ability through teaching the fundamentals of softball in an environment that supports all skill levels.

SECTION 2 - GOVERNING RULES

2.1 ALL DIVISIONS

1. The League is governed by TWYSL Principles and Bylaws and by this TWYSL Competition Handbook, which takes precedence over The National Softball Association (NSA) rules and regulations where in conflict. The latest edition of the NSA Rule Book will govern any situation not covered by the Principles and Bylaws or by the TWYSL Competition Handbook. Violations of TWYSL rules and regulations by parents, managers, coaches, scorekeepers, or player-participants should be reported in writing to the Board.
2. All player-participants, managers, coaches, scorekeepers, and fans are expected to always conduct themselves in a sportsmanlike manner and are subject to ejection from the facility, if in the opinion of the umpire or TWYSL Board member, that they are disruptive.
3. Confirmed violations of these rules and regulations will be considered unsportsmanlike conduct and may be cause for suspension.
4. All games will be played as scheduled unless weather or other conditions prohibit the playing of the game. In the event of inclement weather, the President, Grounds and Maintenance; Division Directors; Vice President; or any other TWYSL board member in coordination with the Umpire in Charge (UIC) will determine if the facility will be closed. They will then notify umpires, coaches, and players of the park closure prior to the start of scheduled games.
 - a. Decisions on game postponements may be made at any time up to the scheduled game time. Postponement of a scheduled game does not mean automatic postponement of any subsequently scheduled game(s). TWYSL board members must take careful notice of playing field conditions by taking into consideration the workability of the diamonds and the willingness of the coaches and managers to help in preparing the fields for play before proceeding with a scheduled game.
 - b. Decisions on playing field conditions shall be made by the Grounds, and Maintenance; Vice President; President; or other Division Directors in the order listed as such persons may be present at the playing fields.
 - c. The start of the game will be delayed no more than thirty (30) minutes for weather conditions. If a game does not start with thirty (30) minutes of its scheduled start time, that game may be rescheduled to the first available time slot for rescheduled games.
 - d. It will be the responsibility of the umpire to determine if play is to continue in the event of inclement weather. In the event of inclement weather during a game, if any umpire suspends play on any diamond, League play will be suspended on all other diamonds. The President; Vice President; or other Division Directors may overrule an umpire's decision to continue play in the event field conditions are perceived to be dangerous to player-participants or if the playing fields could suffer damage by continuing play.
5. No more than three (3) and not less than two (2) practice sessions will be conducted by any team in any calendar week prior to the League's opening day and no team will conduct more than two

(2) practice sessions in any calendar week after commencement of the League's game schedule. A team must conduct at least one (1) practice session during each calendar week. No practice session during such calendar week will be required if a team is scheduled to play three (3) or more games during that calendar week. A calendar week begins on Sunday and ends on the following Saturday. No team practice session may be held earlier than the official start of practice date established by the Board, however team meetings are permissible.

6. Practice schedules and times at the TWYSL facility will be prepared by the President of the league. A practice may not exceed two (2) hours per practice for any player-participant.
7. A player-participant must attend practices or present a valid excuse to the manager or the manager is not required to play the player-participant in the next scheduled game. Player-participants who have been injured, are unable to play due to sickness, or are being disciplined by the manager may be seated on the team bench.
8. Managers must notify their Division Director in writing prior to the suspension of any player participant. Any manager found to be unfairly disciplining player-participants may be suspended by the Board.
9. Unless excused by the manager, all player-participants and coaches must remain in the dugout area when not participating on the playing field.
10. When a team is playing offense (batting), there may be a first base coach and third base coach allowed on the playing field within the area established for both bases respectively. A third coach may also be permitted to be outside the dugout on the playing field provided the coach remains against the fence at the entrance of the dugout only and is not allowed to leave the entrance area of the dugout under any circumstances except when time-out is called.
11. When a team is playing defense (in the field), there may be one coach permitted to be outside the dugout on the playing field provided the coach remains against the fence at the entrance of the dugout only and is not allowed to leave the entrance area of the dugout under any circumstances except when time-out is called.
12. All disputes will be settled on the field by the two (2) managers and the head umpire. If not, the umpire's decision will stand.
13. A player-participant and the manager will be warned by the umpire about throwing a bat on the first offense and will be called out for the second offense as determined by the umpire. The effect will be a dead ball and an out. The third offense will result in an out and dead ball and the batter will be ejected from the game and scratched from the batting order. The batter's position in the batting order will thereafter be skipped, with no additional outs being recorded.
14. Each team will be responsible for cleaning its dugout and bleacher areas after each game. Failure to leave these areas in a clean condition may result in the manager being suspended for the next game and not permitted any contact with their team during the game.

2.2 LEAGUE AGE DIVISIONS

The League will consist of 6-under (6U), 8-under (8U), 10-under (10U), 13-under (12-13U), Each player-participant will be registered in a division or divisions according to her age.

1. The league age divisions are as follows:
 - a. The 6U division will consist of player-participants who are at least five (5) years old before May 1st of the playing year, and who have not reached their seventh (7th) birthday before January 1st of the playing year.
 - b. The 8U division will consist of player-participants who are at least seven (7) years old before January 1st of the playing year, and who have not reached their ninth (9th) birthday before January 1st of the playing year.

- c. The 10U division will consist of player-participants who are at least nine (9) years old before January 1st of the playing year and who have not reached their eleventh (11th) birthday before January 1st of the playing year.
 - d. The 12U division will consist of player-participants who are at least eleven (11) years old before January 1st of the playing year, and who have not reached their thirteenth (13th) birthday before January 1st of the playing year.
2. Additional age divisions may be defined and instituted at the discretion of the Board, and as player-participants availability and interest dictates.
 3. Any player-participant wanting to move up an age division must submit their request, to the TWYSL Board of Directors. The Board will consider this request and make their decision prior to drafting teams. Once the draft process is complete and player participants are placed on teams, no one will be allowed to move to another team without extreme extenuating circumstances, which must be approved by the Board of directors.

2.3 LEAGUE REGISTRATION

1. Player-participant registration will be held as determined by the Board.
2. The registration fees will be determined annually by the Board.
3. Each player's parent(s) or legal guardian(s) will complete and sign the player-participant registration form (including online electronic forms) and any other form(s) that may be deemed necessary by the Board. When the above requirements have been met, and the League registration fees satisfied, the girl becomes a player-participant and is eligible to participate in League sanctioned activities.
4. Any eligible girl desiring to register may do so within the registration period, which usually closes one week prior to the draft process.
5. The general rules for refunds will be:
 - a. All requests for refunds must be made to the President in writing.
 - b. No refunds will be issued after the first practice.
 - c. Registration funds may be credited to future seasons at the Board's discretion in lieu of a cash refund.
6. Each player must make available to the league a copy of her birth certificate upon request.

SECTION 3—MANAGERS, COACHES AND TEAMS

3.1 Managers & Coaches

1. Managers will be selected, approved, and assigned to teams by the Board. Although not all-inclusive and in no particular order of importance, the board will use the following list of criteria when selecting Managers and Coaches:
 - a. Past experiences with youth coaching or leadership activities
 - b. knowledge and experience with the game of softball
 - c. Availability of and willingness to commit necessary time and resources to effectively manage and train young players
 - d. Prior managing and/or coaching experience with the League
 - e. Recommendations of parents and league patrons
 - f. Agreeing to conditions required of a manager and coach as established by the board.
 - g. Past written complaints files with the board will be reviewed
2. The board reserves the right to interview any and all returning managers from any previous season.
3. Managers are expected to attend all meetings of their respective divisions or have a representative present in their absence.
4. It will be mandatory for each manager or his representative to attend any umpire training, or rule clinics scheduled by the Board's respective committees. If a manager fails to attend two (2) successive

meetings or any mandatory clinics, the manager may be removed and replaced at the discretion of the Board.

5. Managers will make all final decisions on positions, and time-outs.
6. Both managers scheduled for the first game on any diamond on any day are responsible for lining the diamonds.
7. A person may manage only one (1) regular-season League team. A person may, however, manage a regular-season League team and a postseason team. A person may be officially affiliated with three (3) teams, provided the teams are in different divisions. For the purpose of this rule, postseason Tournament teams (See Section 5) are considered to be in separate divisions.
8. A manager will provide to the Division Director not more than two (2) coaches to be rostered and to assist with the team in addition to one (1) team parent. Coaches will assist the manager with training team members and will act in the same capacity as the manager in his absence.
9. If a manager is assigned a team after the teams are filled, and he has a daughter in the same division, his daughter will be assigned to his team, if requested by the manager.
10. Each manager will be responsible for the discipline, safety, and conduct of the team, families, and spectators during League sponsored activities.
11. The use of any and all tobacco products, including e-cigarettes and vapor pens is prohibited on all League owned property.
12. Use or possession of illegal drugs, profane or abusive language, or unsportsmanlike conduct of any kind during League sanctioned activities may be cause for the immediate suspension of any player-participant, scorekeeper, manager, team parent, spectator/fan or coach by any Board Member.
 - a. Any manager, coach, team parent, scorekeeper, or player-participant ejected from a game by an umpire is subject to: First offense—up to and possibly including a one game suspension pending board review. Second offense—up to and including possible suspension for the remainder of the season pending board review. All ejections will be reported immediately to the Board Member there on that day. The suspension of any player-participant, scorekeeper, team parent, coach, or manager may be appealed in writing to the Board. The written appeal must be personally received by a member of the board within twenty-four (24) hours after the suspension, but no later than two (2) hours prior to the scheduled start time of the suspended party's next game. At the time of the written appeal is personally received by any board member, that member will immediately, or as soon as otherwise practical, notify the President (or Vice President in the absence of the President). Timely receipt of the written appeal shall have the immediate effect of temporarily setting aside the suspension, pending the Board's hearing of the appeal. The Board will hear the appeal within forty-eight (48) hours from the time the written appeal is received by a member, and will act in one (1) of three (3) ways. The Board may:
 - a. Nullify or alter the suspension
 - b. Uphold and enforce a determined suspension
 - c. Continue the suspension indefinitely until such time as the condition resulting in the suspension has been rectified to the satisfaction of the Board. Such actions necessary, in the Board's view, to rectify the situation will be communicated directly and immediately to the suspended party by the Board.
17. Managers and coaches shall not attempt to distract or interfere with players by physical or verbal action. Any manager or coach who, in the judgment of the umpire, violates this rule may be ejected from the game by the umpire.
18. Managers will inform their team that only coaches, player-participants, scorekeepers, and team parents are allowed in the dugout. Managers shall be responsible for enforcing this restriction.
19. Any complaint must be written, signed, and submitted to a Board Member. Such complaints will be

heard by the Board and appropriate action will be taken no later than the next Board meeting.

20. The respective home team manager is responsible for maintaining the official score book for each game. Failure to abide by this rule will result in forfeiture of the game. Electronic bookkeeping applications such as Game Changer will be permissible as an official game book.

3.2 TEAM CONSTRUCTION

1. Teams will be reformed each year.
2. 6U teams will be drafted by a blind draw process.
3. Daughters, granddaughters, or other female relatives of a manager will be drafted by that manager in the round which they are available.
4. Draft order for each age group will be determined randomly by blind draw.
5. Girls will be ranked according to evaluation scores as described above, including all managers' daughters. The draft will commence with the pitchers and catchers being drafted first.
 - a. Girls will be placed into draft "rounds" which will consist of the highest scoring girls available, plus ties, equal to the number of teams in a division. i.e. if a division has 10 teams, the 10 highest scores plus ties will be considered the eligible girls for that round.
 - b. Siblings playing in the same division will be placed on the same team. Therefore, if a manager selects a girl with a sibling in that division, he is obligated to take her sibling in the round in which the sibling is eligible to be drafted.
6. Any player that has no score available will be subject to a blind draw.
7. There will be no guarantees of team placement. Ride requests, coach requests, and requests to be paired with certain players will not be arranged. If during the draft process, this happens naturally, it will be allowed. However, no particular request will be guaranteed.
8. Late registrations will be placed in the following order:
 - a. Teams with the lowest number of players will be filled first, until all teams have an equal number of players, starting with the team who would have been next in the draft order.
 - b. Once all teams are filled, late registrants will go to the team that would draft next.
9. The league will have the authority to review all evaluation scores and modify scores it deems erroneous.
10. Any deviation from these procedures, or decisions outside of these procedures, may only be made by the President.

3.3 LEAGUE PROVIDED EQUIPMENT

The League will furnish softballs, catchers' masks, and chest protectors. Such other equipment as deemed advisable by the Board will be furnished by the League and all said equipment will remain the property of the League. All protective gear must be worn when a player-participant assumes the catcher's position in games and practices. Any equipment used, whether or not furnished by the League, must meet NSA specifications. All equipment provided by the League must be returned to the League at the conclusion of your final game. It is the responsibility of the manager to report any non-working or defective equipment to their Division Director or the Equipment Manager for repair or replacement.

The league will not deny any participant the opportunity to participate due to lack of required protective equipment. The league will offer protective equipment such as face masks or batting helmets on loan for those families who cannot purchase this equipment.

3.4 UMPIRES

It is the policy of the League to utilize professional, paid umpires for all divisions except for the 6U division.

SECTION 4 – GAME SPECIFICATIONS

Unless otherwise specified, all playing rules default to the National Softball Association (NSA) rulebook

Rule 1 – Starting and Ending a Game

Article I. Starting a game

1. A team must be present and ready to play within 5 minutes of the scheduled game time or the umpire declares Ready to Play, whichever is later.
2. A team must have 8 players, including any substitutes as defined in Rule 2 Article 4 Section 1, to begin an official game. If one or both teams do not have enough players, the game may be played upon agreement by both managers but will be recorded as a forfeit against the team that does not have enough players or a double forfeit in the case that neither team is able to meet the player requirements.

Article II. Ending a game

1. No game shall start a new inning, excluding extra innings in the event of a tie, after the following times have transpired from the time the umpire declares Ready to Play, or 7 innings, whichever is first:
 - a. 8U: 60 minutes.
 - b. 10U and 12U Fast Pitch, and all slow pitch divisions: 65 minutes.
2. A game shall be declared official if after time has expired the designated home team is leading in the bottom half of an inning.
3. Any game suspended by weather shall be declared official if (35) minutes or (3) innings (2 – ½ if the home team is leading) have transpired.
4. If due to injury or illness a team roster is reduced to 6 or fewer players, the game shall be forfeited by the team short of players.
5. If a regulation game ends in a tie, one single extra inning shall be played. The last completed batter of the previous inning shall begin on 2nd base and there shall be 1 out. If the game remains tied after 1 extra inning, the game shall end in a tie.
6. Mercy rules will follow the NSA rulebook of 12/10/8 after 3rd/4th/5th innings.

Rule 2 – Players and Substitutes

Article I. Fielding

1. A team shall have up to 10 defensive players at one time with 4 players in the outfield at the release of the pitch.
2. All infielders are required to wear a protective face mask while on a TWYSL field.
3. No player shall sit defensively more than 1 consecutive inning or more than 2 of 7 innings per game.
Exception: If a player is being sat as result of disciplinary measures, the Division Director, opposing manager, and umpire shall be notified.

Article II. Batting

1. All rostered players present and able to play shall be in the batting line up.
Exception: If a player is being sat as result of disciplinary measures, the Division Director, opposing manager, and umpire shall be notified. If a player is removed during a game, the player's position in the batting order will be skipped with no penalty.
2. If a player is not available at the assigned position during the first rotation of the batting order, the player shall be moved to the bottom of the line-up.
3. If a player arrives after the first rotation of the batting line up, the player shall be added to the bottom of the lineup and thereafter be subject to rules defined in the handbook.
4. In Brownsburg, all players are required to wear chin straps on their helmets.

Article III Reentry

1. If a player must be scratched from a lineup due to injury or illness, the player may reenter 1 time regardless of number of times their batting position was skipped. A player subsequently removed shall be scratched from the remainder of the game.
2. In the event of a rescheduled game, a player scratched may re-enter in their original lineup.
3. In the event of a rescheduled game, players not in the original line up may be entered at the end of the lineup and any players unable to participate in the rescheduled game shall be removed without penalty.

Article IV. Substitutes

1. If a team is unable to begin a game as defined in Rule 1 Article 1 Section 3, substitute players may be used so long as the substitute(s):
 - a. Are registered in the same current TWYSL season, and same league division or younger. Players from current partner leagues and seasons are considered in "the same current TWYSL season" for substitute purposes.
 - b. May only be used to get a roster up to 9 players.
 - c. Plays in the outfield and bats last.
2. If substitute(s) does not meet requirements in Rule 2 Article 4 Section 1, the game may be played upon agreement of both managers but will be recorded as a forfeit against the team using the illegal substitute.

Article V. Courtesy Runner

1. A courtesy runner shall only be used for an injured player who reaches base safely.
2. If a player has a limiting condition preventing the player from running the bases, the umpire and opposing manager must be notified prior to the start of the game.
 - a. If using a courtesy runner due to limiting condition, the courtesy runner shall be used each time the player reaches base.
 - b. If the player with limiting condition tries for an extra base, the right to a courtesy runner shall be forfeited for the remainder of time on base.
3. A courtesy runner shall be the last completed batter not currently on base.

Rule 3 – Game Regulations

Article I. Umpire

1. Any umpire call involving judgement shall stand as called.
2. The UIC or President may be consulted in the case a rule not involving judgement is being violated or misapplication of a penalty.
3. No game shall be played under protest, nor shall a manager attempt to protest a game as protests are not allowed.

Article II. Game time

1. The umpire shall keep the official clock for a game.
2. During the last 5 minutes of a game, all called timeouts and injury timeouts shall result in the game clock being paused.
3. No team may deliberately delay taking the field or presenting a batter in order to run out the game clock. If, in the umpire's judgement, a team is deliberately delaying a game the umpire may declare another inning shall be played regardless of time expiring.
4. At the moment the 3rd out is recorded in the bottom ½ of an inning there remains time on the clock, another inning shall be played.
5. All games shall finish the inning (or ½ inning if the home team is leading). There is no drop-dead time.
6. Timeouts shall be limited to 2 per inning not exceeding 1 minute each. A third requested timeout by the defense shall require the removal of the pitcher for the remainder of the inning

Article III. Run limits

1. A team shall be limited to 6 runs per inning.
2. During the last inning of play as declared by the umpire based on pace of play, there shall be no run limits.
Note 1: If an umpire declares last inning and time remains on the clock at the innings conclusion, another inning shall be played with no run restriction.
Note 2: If an umpire fails to declare last inning for any reason, (requiring the visiting team was restricted to 6 runs), and time expires during that inning, the home team shall also be restricted to 6 runs and game shall be considered complete unless tied.
3. If the visiting manager does not bring to the attention of the umpire failure to declare last inning, prior to the bottom half of the inning, the inning will play as capped.

Article IV. Diamond Dimensions and equipment

1. Pitching rubbers and bases shall be kept at the following dimensions:
 - a. 6U, 8U, 10U (Fastpitch): 60' base length. 35' mound with 8' radius pitching circle.
 - b. 12U Fast Pitch: 60' base length, 40' mound with 8' radius pitching circle.
2. Divisions will use the following softballs for play:
 - a. 6U: 11" Softee (or other type of safety) ball
 - b. 8U: 11" Green Dot, or raised seam ball approved for fastpitch or slow pitch.
 - c. 10U Fast Pitch: 11" raised seam balls
 - d. 12U: 12" raised seam balls
3. Batting helmets with facemasks shall be worn in the following divisions: 8U, and all fastpitch divisions. Batting helmets with facemasks will not be required in 6U, or any slow pitch division.
4. Metal spikes may not be worn during practice or games.
5. No jewelry is to be worn during practices or games. However, items such as medical alert bracelets or items of jewelry identification, which must remain for medical or safety reasons and cannot be removed, must be taped or otherwise secured to the body so as not present exposed sharp or pointed edges or surfaces, nor to be loose on the body, nor otherwise present a safety risk to either the player or those participating with or against her.

6. In the interest of safety to all players, a player-participant wearing a cast will not be allowed to play.
7. All hair longer than shoulder length is to be tied back during games and practices.
8. Halters, slip-on shoes, sandals, and bare feet, are not permitted for any rostered player.

Rule 4 – Division Exceptions

Article I. 6U coach pitch game structure.

1. The 6U division will be training oriented and non-competitive. Scores will not be kept and there will be no wins and losses nor standings compiled.
2. It is strongly recommended that managers and coaches attend an 8U division game to familiarize themselves with the level of play expected in the 8U division in an effort to facilitate the effectiveness of their coaching in the 6U, and later in the 8U division.
3. Playing Rules
 - a. A “game” will consist of a maximum of fifty-five (55) minutes or called earlier due to inclement weather, whichever occurs first. Fifty-five (55) minutes after the game start time, the game immediately concludes.
 - b. An inning consists of each team having one time at bat. A team’s time at bat consists of each player on the roster having one (1) and only one (1) turn at bat during an inning. Each player on the roster shall bat each inning and the batting order will be adjusted so that each player bats in a different order throughout the season.
 - c. Each batter will be allowed three (3) pitches and then three (3) swings at the ball on a batting tee. If the batter is still not successful at hitting the ball into play, a coach will assist with the batter’s swing to place the ball into play. There will be no strikeouts in this division.
 - d. Runners may not continually advance on overthrows. If they are proceeding toward a base and an overthrow occurs, they may pass that base and try for one more only. If the ball is overthrown again (a double overthrow in one time at bat), the ball is dead and all activity shall stop.
 - e. Each time three (3) outs have been recorded by the defensive team, the bases will be cleared. A team’s time at bat will continue until the last player in that team’s lineup for that inning has completed her turn at bat.
 - f. Fielding positions-players will be alternated between all possible positions and should alternate between infield and outfield to the greatest extent possible. Injured players may reenter games an unlimited number of times. All players will play defense each inning.
 - g. The defensive team shall station a player, called the pitcher-player, within a circle drawn on the field. The pitcher-player will have both feet inside the circle until the ball is hit. The pitcher-player must wear helmet or face protection while on the playing field.
 - h. Including the “pitcher-player”, no more than seven (7) players may position themselves prior to any pitch in a non-outfield position, as defined by the Competition Committee prior to the start of the season. The team batting will have a coach serving as the catcher as there will be no catcher position in the 6U division.
 - i. The team playing in the field may have no more than two (2) coaches on the playing field while on defense. These coaches may position themselves anywhere on the field, fair or foul, but must be behind the baselines of the infield prior to each pitch and until the ball crosses home plate. These coaches may speak to the players and otherwise instruct them during both dead and live ball situations.
 - j. Any live ball, which strikes any coach on the field, shall result in an immediate dead ball.
 - k. The infield fly rule will not be in effect in this division.
 - l. Only the manager, coaches, scorekeeper, team parent, and players are allowed in the dugout.
 - m. Games will be umpired by the managers. Home team manager has final say.

- n. During games tees will be provided by TWYSL and ARE NOT TO BE REMOVED
- o. Coaches will use the balls that are given to them in the beginning of season

Article II. 8U Exceptions

1. A game will be limited to 6 innings, or to the time limits in Rule 1 Article 2 Section 1, whichever comes first.
2. During the last inning of play as declared by the umpire based on pace of play, teams will be allowed to bat until the entire lineup has batted, or three outs have been recorded, whichever occurs first.
 - a. In the event the teams have different numbers of players on the game roster, both teams will be allowed to bat as many batters, in order, as the larger of the two rosters.
3. Runners may not continually advance on overthrows. If the ball is put in play and remains on the infield dirt, the player will only be awarded first base, even if catch is missed at first base or otherwise overthrown. This is to encourage throws from the infielders to first base. If a play is made toward other base besides first base, overthrow rules apply as follows: If they are proceeding toward a base (but yet not reached the base) and an overthrow occurs, they may pass that base and try for one more only at the runners' risk. If the ball is overthrown again (a double overthrow in one time at bat), the ball is dead and all activity shall stop and the players will go back to the nearest base.
 - a. If a ball is put in play that rolls or otherwise lands in outfield grass as a fair ball, this rule is not in effect. This is to reward hitters for well struck hits.
4. If the team has batted their last rostered batter, all overthrow rules apply to advancing runners. If there are two outs then regular rules apply to the third out. If there are less than two outs, once a runner is out all runners behind that runner may not advance and any runner ahead of the out may score at their risk.
5. Pitching will be performed by the manager or coach of the team at bat, or by an adult designee of the manager. This "coach pitcher" shall pitch to the batters with an underhand motion in a coach pitch style. (SEE 2021 8U player pitching addendum)
6. The coach pitcher shall deliver each pitch starting with at least one foot inside the pitching circle. Failure to comply with this rule, in the judgment of the umpire shall cause the umpire to immediately rule and announce a "no pitch", resulting in an immediate dead ball. A "no pitch" shall not count against the batter's maximum of six (6) pitches.
7. The defensive team shall station a player, called the "pitcher helper" within the pitching circle. The pitcher's helper will have both feet inside the pitching circle at the time of the pitch release, and positioned so as not to interfere with the coach pitcher delivering the pitch to the batter. This player may not move outside the circle until the pitch has crossed home plate. No more than one pitcher's helper may be used.
8. No player shall station herself closer than ten (10) feet in front of the nearest baseline at the time of the pitch.
9. A player's turn at bat shall consist of a maximum of six (6) pitches. If a batter has not reached base safely or been put out by the defense (including by strikeout) after six (6) pitches, this shall be considered an out and the player's turn at bat ends. There are no base on balls. Any pitch not struck at by the batter is simply ruled a "pitch". Any pitch swung at and missed is a strike. Any pitch hit foul with less than two (2) strikes constitutes a strike. A two-strike foul is simply a "pitch" unless it is the sixth pitch, in which case one more pitch, for a total of seven (7) pitches will be allowed. However, a third strike foul tip caught and held by the catcher will be an out. Three (3) strikes constitute a strikeout, which ends the payer's turn at bat.
10. The team playing in the field may have no more than two (2) coaches on the playing field while on defense. These coaches may position themselves anywhere in the outfield, fair or foul territory. These coaches may speak to the players and otherwise instruct them during both dead and live ball situations.
11. Any batted ball which strikes any coach on the field, shall result in an immediate dead ball and shall not count against the batter's maximum of six (6) pitches.
12. The infield fly rule will not be in effect in this division.
13. The ball remains in play until the umpire calls time out. Time out will be called when in the

- opinion of the umpire, all play has stopped (does not require the ball to be in the pitcher's circle).
14. All foul tips hit by the batter must clearly be higher than the catcher's head and must be cleanly caught by the defense to be considered an out.
 15. All players are required to play a minimum of one (1) inning in the outfield each game, and one (1) inning in the infield, in a position other than catcher, each game. This must be kept in each team's scorebook and be available upon request. For rotation purposes only, catcher is considered an "outfield" position. Substitute players may not be placed at catcher and are not subject to rotation.
 16. Mercy rule will be 12/10 after innings 3 and 4, and after inning 5, it will be equal to the number of batters on the larger of the two rosters, plus 1 run.

Article III. 10U Exceptions (FP=Fastpitch only, SP=Slow pitch only)

1. (FP) There shall be no dropped third strike.
2. (FP/SP) There shall be no infield effect for this division.
3. (FP/SP) 6 run limit applies to each and every inning
4. During the regular season, both a player and coach shall pitch with the following regulations:
 - a. A player-pitcher shall deliver up to 5 pitches upon which strikes shall be recorded.
 - b. After 5 player pitches with the ball not having been put in play or the batter retired, a coach shall pitch up to 2 pitches. The batter retains the strike count and may strike out but cannot reach base on balls. The player pitcher shall remain on the field with at least 1 foot inside the circle and located not in front of the pitching mound.
 - c. If a batter is struck during a coach pitch, the pitch shall not count against the total.
 - d. If a coach is struck by a batted ball, it is a dead ball and the pitch shall not count against the total.
 - e. If the batter fails to make contact on the 3rd coach pitch, the batter is out.
 - f. (FP) The batter will receive unlimited fouls after two strikes, until the ball is in play or the batter fails to make contact.
 - g. (SP) The coach pitch will be delivered in an underhanded fashion and at a speed and arc consistent with NSA slow pitch rules. The pitch will be delivered from the 40' mound for 10U.
 - h. (FP) A coach must deliver the ball with an arc and speed consistent with a fastpitch delivery and must have at least 1 foot in contact with the pitching rubber.
 - i. The coach may not instruct a player after the pitch has been released and must vacate the field once the ball is put in play. The coach will remain outside the baseline and near the dugout entrance while not pitching.
 - j. (FP) During coach pitch, all stealing is suspended.
 - k. (FP) A runner may take a secondary lead. If a catcher attempts to make a play on a runner or throw the ball to anyone other than the coach or player-pitcher, the ball is live.
 - l. During the throw from catcher to girl pitcher, the ball is considered live at all times. Runners may advance at their risk if the pitcher misses the throw.
 - m. (FP) During the regular season, a different player pitcher must be used during innings 1 and 2. Teams may use more than two pitchers in a game if they choose.
 - n. All coach pitching shall be removed during the end of season tournament.
5. (SP) A foul ball on Strike 2 shall not constitute an out. Any additional foul ball will be an out.
6. (SP) A pitcher is not limited to the number of innings they may pitch.
7. Mercy rule will be 12/10/7 after innings 3, 4 and 5.

Delayed Steals: Clarification. A delayed steal is any steal that occurs after the pitch is delivered and during the return of the ball to the pitcher. The umpire's judgment of these actions shall determine whether a delayed steal has occurred.

Hesitation (Look Back) rule – When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the

pitcher has the ball within the pitchers' circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out. If the pitcher attempts or fakes a play on the runner, the look back is suspended until the pitcher regains control

Article III. 12U Exceptions

1. A pitcher may not pitch more than 5 innings in any one game.
2. A 6 run per inning limit shall apply to each and every inning.

Article V. Season Ending Tournaments

1. Season Ending League tournaments will be subject to the same rules that govern the regular season, with the exception of time limits in championship games.
2. The league will reserve the right to make exceptions to regular season rules, for tournament games, where necessary and will announce those prior to the tournament.
3. No more than two (2) substitute players will be allowed in any tournament game.

SECTION 5 – POSTSEASON TOURNAMENT TEAMS

1. Postseason teams will consist of a minimum of ten (10) player-participants, with the maximum number to be at the manager's discretion. If through attrition, injury, or other circumstance the number of player-participants falls below the minimum number, the manager, at his discretion, may add players to the roster. These additional players MUST be chosen from the pool of player-participants who were part of the original tryout process. All such additions must be reported to and approved by the President. If no players are available from that pool, the manager may select another eligible player from the same TWYSL division, upon board approval of that player.
2. The Board has the exclusive authority to approve, assign, remove, or replace Postseason team managers and coaches.
3. The TWYSL Board and President (which will serve as the Postseason Tournament Team Director) will have oversight of all postseason Teams activities set forth in the competition handbook. This includes but not limited to: Manager Selection, tryout process, player drafts, fundraising, practice schedules, tournaments, and equipment.

The manager (s) for all divisions will be selected and assigned by the Board from a list of those division managers requesting to coach a team

Participants will be selected to be asked and put forth by nomination by their coach.

Regular season conduct rules will apply to all participants.

All regular season protective equipment must be worn during postseason practice and play. All equipment will be returned to the League at the conclusion of the last tournament listed in this section.

Player-participants rostered on League sponsored postseason teams must be registered to the League and be on the roster of a regular season League team.

SECTION 6 - FAQ

Double First Base—First base at TWYSL diamonds is a “double” first base with an orange safety bag on the outside of the baseline and a white first base on the inside of the baseline. The runner shall make every effort to touch the orange safety bag while running through first base with a play incoming. If, in the umpire's judgement, the runner does not make this effort the runner will be declared out. If the defensive play takes the first baseman into foul territory, they become entitled to the orange bag and the runner must touch the white bag instead.

SECTION 7 - AMENDMENTS

Amendments to this TWYSL Competition Handbook may be proposed and voted upon at any regular board meeting. A proposed amendment will require a Majority vote of Active Board Members in favor to be approved.