

WGSA RULES – 6 AND UNDER - INSTRUCTIONAL LEAGUE 2019

The performance objective for the instructional league program is for our children to participate in coach assisted instructional games that will be used to develop individual player skills in a non competitive environment. The rules are simplified to accommodate young beginner players. The program emphasizes skill development and sportsmanship over winning. There is no score keeping. Make the game fun.

Performance Goals:

- Familiarize players with the concept of teamwork and with the responsibilities of a good team member.
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the softball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in softball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will be able to hit a ball off the tee when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the softball ready position on defense.
- Players will be able to field a ground ball.

Safety is always first.

- Only "Softie" style softballs will be used during instructional play.
- No throwing the bat.
- All batters will wear a batting helmet while both at bat and on base.
- No sliding.
- No base stealing.
- A team should appear at the field, ready for play, 15 minutes prior to the scheduled start of the game.
- Each game will consist of approximately 1 hour of playing time.
- All players present will be placed in the batting line-up and will bat in the order listed.
- Each coach shall be responsible for the conduct of his players and fans/spectators.
- Both Teams are responsible for cleaning up the area after each game.
- If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.
- On defense, the players will be positioned at 1B, 2B, SS, 3B, and pitcher. All other players will be positioned evenly in the outfield area.
- It is required that coaches rotate their players at the different defensive positions. Generally try to have a player play the same position for no more than two innings per game.
- Coaches or assistants will be at the batting tee instructing the children while their team is at bat.

- Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
- A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as repositioning the fielders and relaying information.
- There will be no official score keeping. This is a non competitive league.
- During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
- The next batter will not approach the plate until called by the batting coach.
- The batting coach will place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter).
- The batting coach may adjust and reposition the batter at any time as long as the ball is not in play.
- All batters will hit off the tee. No pitching to more advanced players.
- When you have a stronger batter up, please notify the other coach so he can protect his smaller players.
- The batting coach will remove the tee from the playing field after the ball is hit.
- If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.
- In Instructional League play, the play is considered 'over' when the ball is returned to a player at the mound or any base.
- Runners may advance to the next base on an overthrow out-of-bounds.
- Runners cannot advance on any foul ball.
- The runner may not leave the base until the ball is struck by the batter.
- Leading off is not permitted.
- Base stealing is not permitted.
- An inning is not three outs. An inning will end after all batters in the batting line-up have batted. The order will continue during the next inning.
- In setting up defensive positions, the pitcher shall not play closer to home plate than the pitching rubber in place on the field
- Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past.
- Games beginning on or after June 1st, coaches will pitch to batters and a catcher should be utilized with a coach as a backup.
- If a batter swings and misses 3 times, the tee should be used to allow the batter to hit and continue the game. No batter will strike out.
- There will be one practice and one game per week as scheduled by the WGSA
- Teams may begin and play game with 7 players. Less than 7 players will cause a team to forfeit.
- Teams may borrow players from any team in the same age group to avoid a forfeit.
- Games will start at 6pm. There will be a 15 minute grace period to allow for missing players to arrive if the team is unable to field a team at 6pm.
- Games shall consist of play during the designated time frame of 1 hour 30 minutes.

