



WILLIAMSON COUNTY PARKS & RECREATION

SPRING 2017 YOUTH SOFTBALL SUPPLEMENTAL RULES

Governing Body: the governing body will be Williamson County Parks and Recreation.

ASA Official Rule book and this WCPR Supplement will be the guidelines for all league play.

Age Divisions: The playing age will be determined by August 31 of the current school year. The following divisions will be offered each season; 6 & Under (6U), 8 & Under (8U), 10 & Under fast-pitch, 12 & Under fast-pitch (12U), 15 & Under fast-pitch (15U).

Practice Limitations: Pre-season there will be a limit of 3 hours per week of on field practice time. During the season there will be a limit of 1.5 hours a week of on field practice time.

Playing Time: Each player must play at least two (2) innings. If a team has 13 or more players and there is only a fifty-five (55) minute game, each player will only be required to play at least one (1) inning.

Base Lengths & Pitching Distances:

<u>Age Group</u>	<u>Base Length</u>	<u>Pitching Distance</u>
6 & Under (6U)	60'	Approximately 27'
8 & Under (8U)	60'	35' Coach pitch
10 & Under (10U)	60'	35'
12 & Under (12U)	60'	40'
15 & Under (15U)	60'	43'
18 & Under (18U)	60'	43'

Equipment: All equipment used by the players must meet the minimum criteria of the ASA rules. This is to include bats, balls, gloves, batting helmets/face masks, shoes, and catcher's equipment. Any equipment judged to be unsafe or damaged may be removed from play by an umpire.

No metal cleats are allowed for any age division.



RULE 3 EQUIPMENT:

SECTION 1: OFFICIAL BAT

- A. Certified/Approved: the official bat for ASA must meet all of the ASA specifications and the requirements of rule 3, Section 1 and:
1. The Official bat, made up of the knob, handle, grip, taper, barrel and end cap shall be free of dents, cracks, sharp edges, rattles, and show no signs of excessive wear. The Official bat shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The Official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. **The Official bat must be either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark (Slow Pitch only), as shown below and must be not listed on the ASA Non-Approved Bat List with 2000 or 2004 Certification Mark.**



2. Must be included on a list of approved bat models published by the ASA
3. Must in the sole opinion and discretion of the umpire, have been manufactured before 2000 and if tested would comply with the ASA Bat Performance Standard. This includes wooden bats.

Please see Pages 10 & 11 for Non-Approved Bat List

SECTION 2: OFFICIAL SOFTBALL

- A. Certified/ Approved: Only softballs which bear an ASA approved certification mark signifying compliance with the ball COR and ball compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA Championship Play.
- B. Cover: the official softball shall have a cover of leather or synthetic leather material. The ball shall be regular, smooth-seamed, and smooth-surfaced. Beginning January 1, 2010 the optic yellow ball shall be used.
- C. The 12 inch ball: the official 12 inch softball shall be at least 12.0 inches in circumference when measured across two seams, and shall weigh at least 6.750 ounces. The 12 inch ball shall have no fewer than 88 stitches in each cover, sewn by



the two needle method, or with an authentic facsimile of stitching as approved by the ASA.

1. The 12 inch fast pitch ball: the yellow optic cover, red stitch 12 inch ball with a ball COR of .470 or under and a ball compression of 375.0 lbs or under.

NOTE: This ball is used for 12U & 15U Fast-pitch divisions.

- D. The 11 inch ball: the official 11 inch softball shall be at least 11.0 inches in circumference. It shall weigh at least 6.0 ounces. The smooth-seamed style shall not have fewer than 80 stitches in each cover sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.

1. The 11 inch fast pitch ball: the yellow optic cover, red stitch 11 inch ball with a ball COR of .470 and under, and a ball compression of 375.0 lbs or under.

NOTE: This ball is used for divisions 10U and below, 12U slow-pitch, and also 18U slow-pitch.

SECTION 3: CATCHERS EQUIPMENT, FACE MASK/GUARDS & HELMETS

- A. Face mask/guards: Any defensive player or offensive player may wear a face mask/guard or batters helmet with attached face mask.

NOTE: All batters are required to wear an approved batting helmet with attached facemask. All catchers are required to wear an approved helmet with attached facemask, shin guards, and body protector.

NOTE: 6U pitchers are required to wear a helmet and face mask/guard while playing in the field.

NOTE: 8U and 10U pitchers are required to wear a face mask/guard while playing in the field. WCPR strongly encourages all pitchers to wear a face mask/guard while playing in the field.

RULE 4 PLAYERS, COACHES, AND SUBSTITUTES:

SECTION 1: PLAYERS

- A. A team shall consist of ten (10) players in the following positions: Pitcher, catcher, first base, second base, short stop, third base, left fielder, left-center fielder, right-center fielder, right fielder. **EXCEPTION: 6U teams will play the number of players present in the field.**

NOTE: This will remain throughout the entire season to include the end of season tournament: If a team chooses to play with a nine player defensive field that is allowed. The minimum playing time for all players must be adhering to.

NOTE: All age groups will bat the entire roster.



NOTE: Eight players must be present to start and complete a game. If 8 players are not present for a team, a 10-minute grace period will begin. If the short-handed team doesn't have enough players show up during the grace period, then a forfeit will be declared and the game will count as a loss. Once a forfeit is declared, then a scrimmage game is playable, but the end result will still be a loss for the record keeping. Umpires will work all games assigned.

Teams will be able to use "Pick up" players who are in the same age division or younger and from the same community rec program to field a complete team for the regular season only. "Pick-up" players must be currently registered in the program.

Teams who choose to play with only 8 players will be charged an out for the 9th batter during the regular season and tournament games except 6U teams. If teams have 9 players they will not need to take an out.

SECTION 2: SUBSTITUTES/ILLEGAL PLAYERS

G. Players may only be officially rostered to one (1) team per entire league.

SPRING SEASON ONLY: Official rosters must be submitted to WCPR representative by the 3rd week of the season. Failure to do so will result in the forfeiture of the opportunity to participate in the tournament. If a player is found to be playing on a team illegally, the offending team(s) will forfeit any remaining games in the tournament.

H. Middle School players are permitted to participate, but must play in at least half of the regular season games to be eligible to participate in the tournament.

I. High School players will not be permitted to play on a recreational league team.

J. Teams may not have more than 4 travel tournament players. (From the current year)

SECTION 3: DISQUALIFIED OR EJECTED PARTICIPANT

- A. A disqualified player is prohibited from playing but can remain in the team area or serve as a team coach/manager**
- B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.**

NOTE: Any player, coach, or parent ejected from a game will have a minimum of a one (1) game suspension and must also leave the property immediately upon being ejected. Suspension could be lengthened depending on the



severity of the incident. Abuse of umpires, supervisors and WCPR staff may result in suspension for two or more games, this includes after the game is complete. Any person involved in fighting will be immediately removed from the facility and will be suspended from all leagues and facilities indefinitely.

- C. Any arguing of the judgment of balls and strikes will result in a team warning. Any repeat offense will result in the ejection of the team member.
- D. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play cannot continue and the game is forfeited.

RULE 5 THE GAME:

SECTION 1: HOME TEAM

Prior to the start of the game, the home team shall be determined by a coin toss

NOTE: During the regular season when teams travel to other parks, the host association will be considered the home team. When there are two (2) host teams the home status will be determined by a coin toss.

NOTE: All tournament games shall be determined by a coin toss.

SECTION 2: FITNESS OF THE GROUNDS

The plate umpire shall determine the Fitness of the grounds for a game **when WCPR staff is not present.**

SECTION 3: REGULATION GAME

- A. A regulation game shall consist of seven (7) innings or a time limit or whichever comes first.
- B. During the regular season, games will end in a tie.**

SECTION 4: SCORING OF RUNS

- D. Each team may score a maximum of five (5) runs per inning.**

SECTION 5: TIME LIMIT

FALL SEASON: All age groups will be scheduled for doubleheader games during the week with a fifty-five (55) minute time limit. If teams choose to play one (1) long game then there will be a 7 inning limit or one (1) hour and



forty-five (45) minute time limit for all age groups other than 6U which will have a one (1) hour and thirty (30) minute time limit.

SPRING SEASON: 6 & under time limit will be fifty-five (55) minutes and all other age groups will have a one (1) hour and twenty (20) minutes time limit. If teams are scheduled for doubleheader games and choose to play one (1) long game, then there will be a 7 inning limit or one (1) hour and forty-five (45) minute time limit.

NOTE: If time expires when the visiting team is batting, the inning will continue and the home team will have the opportunity to bat only if they are losing and are down by 5 or less runs.

RULE 6 PITCHING REGULATIONS:

SECTION 1: INTENTIONAL WALKS AND ILLEGAL PITCHES

If the pitcher desires to walk a batter intentionally, all pitches must be legally delivered to the batter.

NOTE: Intentional walks will not be permitted in any Slow Pitch Divisions.

NOTE: Illegal pitches will not be called, but the umpires will help to communicate with the pitcher when they notice if the pitch is illegal.

SECTION 2: 10U PITCHING

1. 10U Pitching Rule: After three (3) consecutive or four (4) batters per inning, have been awarded base by either four balls or being hit by pitch, the offensive team's manager or coach comes in to pitch the rest of the inning.
 - a. The pitches from the offensive fast pitch coach must be at minimum a modified fast pitch. The coach pitcher must pitch from the 35' pitching rubber. The defensive pitcher must remain even with or behind the 35' rubber, with at least one foot in the pitching circle. No stealing will be allowed once the offensive coach comes in to pitch.
 - b. Once a coach comes in to pitch the same coach will have to remain pitching for the completion of the inning.

SECTION 3: DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory except the catcher who must be in the catcher's box or arc.

NOTE: No player will be permitted to play a defensive position other than the catcher within thirty (30) feet of the batter.



RULE 7 BATTING:

SECTION 1: BATTING ORDER

- A. The batting order shall show the names, first and last, in the order in which the players are scheduled to bat.

NOTE: Each team will bat the entire roster during the course of the game using the normal batting routine.

RULE 7 BATTING:

SECTION 2: A STRIKE IS CALLED BY THE UMPIRE

The 6U Division will have three (3) pitches from the coach to put the ball into play; after three (3) pitches the batter will use a Tee until the ball is hit into the field. A ten (10) foot arc measured from the back of the plate will be used to determine a fair ball into the field. The coach has the option for use the Tee without using the three (3) pitches first. NOTE: There is no out for the batter at the plate in this division.

The 8U Division will have five (5) pitches or three (3) strikes, whichever comes first, to put the ball into play. The batter will be declared out if the ball is not put into play after the fifth pitch, unless the fifth pitch is a foul ball. In this case the batter will have another opportunity to put the ball into play. NOTE: No batter will be called out for a foul ball. A batter may be called out if a hit ball is legally caught in foul or fair territory. Also a batter may be called out if the batted ball goes sharply and directly from the bat to the catcher's hand or glove and is legally caught (foul tip).

RULE 8 BATTER-RUNNER AND RUNNER:

SECTION 1: THE BATTER BECOMES A BATTER-RUNNER

- A. **For all fast pitch divisions, except 10U-B fast-pitch division:** the batter becomes a batter-runner when the catcher fails to catch the third strike before the ball touches the ground and there are:
1. Fewer than two (2) outs and first base is not occupied at the time of the pitch or
 2. Any time there are two (2) outs

NOTE: When the batter-runner fails to advance to first base and enters the team area (dug-out) the batter-runner will be declared out.



SECTION 2: BATTER-RUNNER IS OUT

I. Infield fly rule is not in effect for any level of play.

SECTION 3: RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY

Slow Pitch Divisions are not permitted to steal any base.

10U- B Division is permitted to steal second base and third base, but not home plate, and cannot leave the base until the pitched ball has crossed home plate.

- *Once on third base, the only way a runner can advance to home plate is on a ball put into play by a batter.*
- *10U Division (Coach Pitch) – Once a coach has been called to pitch because of the consecutive walks by the player-pitcher, no runners on base are allowed to steal.*

10U A, 12U, and 15U Divisions are permitted to steal every base and can leave the base when the ball has been released from the pitchers hand.

SECTION 4: RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY

G. Overthrow rule:

For 6U: a ball thrown to a live base will result in a stoppage of play if the **THROWN** ball gets through, around, or over the player who is receiving the throw. As a result, the base runners will not be able to advance beyond the base they occupy at the time of the overthrow. The ball must be thrown to a live base. Play will not stop until, in the opinion of the umpire, the defense has made an actual attempt to put out a runner, lead or otherwise, meaning the defense will not be awarded “time” if the ball is thrown to third and there is no runner on second or third. Throws to a pitcher inside the pitching circle will no longer constitute stoppage of play.

For 8U: On a ball thrown from the infield: Runners may attempt to take one (1) base. The coach has the option to send the runner, this base is not given. The defensive team can put out the runner attempting to take the extra base if the ball remains live. The runner will only be able to advance one (1) base after the first overthrow. Example: A ball thrown to 1st base from the infield gets by the fielder. The batter reaches first base and attempts to go to second base. The fielder retrieves the ball and throws the ball to second base to try to put out the runner. The ball goes past the fielder on second base. The play will be called dead and the runner will be stopped at second.



H. Stopping the runner:

For 6U, time will be called when a defensive player has possession of the ball in the base path. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base.

- Hash marks will be placed in the middle of the bases between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate to help determine if the players were more than halfway to the next base.

For 8U: The ball will be declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play had been stopped, no other runners may advance beyond the last base tagged.

SECTION 5: COURTESY RUNNERS (FAST PITCH/MODIFIED)

WCPR Rule: Each team will be allowed one (1) courtesy runner per inning, plus an additional courtesy runner for the catcher. Any player can be used, but if the courtesy runner is still on base when her turn at bat comes up, and out will be recorded at the plate, Teams may use courtesy runners for catchers at any point in the game. If a courtesy runner is used, then the catcher must be ready to be behind the plate when then half inning changes.

RULE 9 PROTESTS:

SECTION 1: PROTESTS

All protests will be handled by the Umpire-In-Chief; otherwise the WCPR League Supervisor will receive the protest. Judgment calls cannot be protested and post game protests will not be considered.

A. Misinterpretation of a playing rule must be made to the head umpire:

1. Before the next pitch legal or illegal
2. Before the next play
3. Before all infielders have left fair territory
4. On the last play of the game, before the umpire leaves live ball territory

B. Illegal player protests must be made to the head umpire while the player in question is in the game and before the umpires leave the playing field.

C. Ineligible player protests can be made any time. Eligibility is the decision of WCPR staff. If a player is deemed ineligible, any games that the player played in will be considered a

forfeit. If it is determined, during the tournament, that the player in question is ineligible, then the team(s) the player played for will be forfeited out of any remaining games.

ASA Non-Approved Bat List with Certification Marks 2/4/2014

-  Bass Quake
-  Combat - VIRSP3 Lady Virus
-  Easton - SCX2 Synergy
-  Easton - SCX22 Synergy 2
-  Louisville Slugger - FP136
-  Louisville Slugger - FP1368
-  Louisville Slugger - FP1369
-  Louisville Slugger - FPC305 Catalyst (-8)
-  Louisville Slugger - SB304
-  Louisville Slugger - SB34 Genesis
-  Louisville Slugger - SB404
-  Louisville Slugger - SB73V TPS Voltage
-  Miken - MSF Freak
-  Miken - Ultra
-  Miken - Ultra II
-  Miken - Ultra Maxload



Nokona - Tomahawk



Schutt - Red/Silver Schutt Bat



Worth - EST9



Worth - QESTFP



Worth - SBWK (Wicked)



Worth - SBWKA



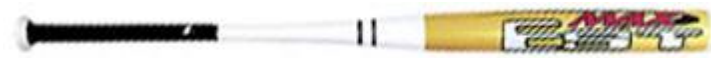
Worth - WWSC Wicked Comp. (SP Only)



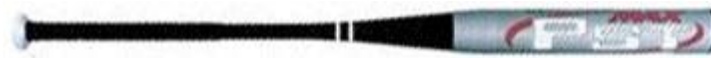
Worth - WWSCA



Worth - XEST9X



Worth - XGold



Worth - XPST4



Worth - XRed



Worth - XWICKX Wicked (SP Only)