

WCRL 10U GIRLS FAST PITCH RULES-2019

Coaches: No swearing or obscene gestures at practice or games. Smoking or chewing tobacco products on the field or in or around the dugouts is prohibited. Penalty: 1st offense is automatic ejection from the present game and the following game. 2nd offense, coach is banned from participation in any league function, I.E. coaching, scorekeeper, etc. **The umpire(patch or non patched)/commissioner will call the coaches conduct.**

To all spectators, parents, coaches and players: Anyone causing a disturbance with Umpires or Coaches will be asked to leave the property of the ball diamond. If they refuse to leave, their team will forfeit the game. If offending Spectator is a parent, then both parent and player will be ejected from that game and the commissioners will be notified. If the same parent repeatedly causes issues, they will be banned from all WCRL properties for one year. The player may return to the next game. **The umpire is in control of the game. If a call is made and the coach continues to complain then the coach will be given a warning and restricted to the bench. If he is given a second warning then the coach is automatically ejected. If it's a coaches first offense then a verbal/written warning will be given to that coach in question with their league commissioner. A second offense will result in a punishment decided by the league commissioners.**

- 1. MAKE SURE THAT ALL OF YOUR COACHES AND UMPIRES ARE PLAYING BY THESE RULES FIRST, AND THEN REFER TO THE IHSAA RULES FOR FAST PITCH. NO TOWN MAY PLAY BY THEIR HOMETOWN RULES.**
- 2. Age limits: a girl's league age for the next season is determined by whatever age she is on January 1. If your birthday is January 1, the age you become on that day will be your league age the next season. 10U are from 10 years old and under, and if a girl turns 11 on January 1, she cannot play as a 10-year-old.**
3. During league or tourney play, if a team will be short players for a game, a lower age division player may move up a division. The lower division player's first commitment is to the roster she is on. If her team has a game at the same time as the upper division, she must play with her own lower division team. As long as no conflicts occur, enough girls can move up a division to make a *maximum of 10 players for the game*. The players moving up must be registered on a league team and on a roster in the community they are playing for. After the game, the players can return to their original team to play ball. **The opposing coach must be notified at the start of the game, when players are moving up for a game.** If at any time, a girl makes a permanent move to an upper division, with no intention of playing in her original division, the league commissioner must be notified, and a

girl cannot return to her age division. If a team starts with less than 10 players and a player comes late, she can play and make a full team. If players show up late to make more than 10 players, refer to rule #10, and all the playing requirements must be met.

4. *There will be 10 players on the field, with a minimum of 7 players to start the game. **EACH TEAM MUST BAT ALL ROSTERED PLAYERS PRESENT. THERE ARE NO OFFENSIVE SUBSTITUTIONS. HOWEVER, A COURTESY RUNNER MAY BE USED FOR PITCHERS, CATCHERS, OR ANY PLAYER DEEMED AS INJURED AND THE OPPOSING COACH WAS NOTIFIED PRIOR TO THE GAME.*** The injured player, pitcher, or catcher must have made it onto base safely and the play has stopped, at that point a runner may be substituted.
5. There is no automatic out if a team is short on players.(Example: batter 8 and/or batter 9 will not be an automatic out at the start of the game) All participants must play 1 inning in the field and have at least 1 time at bat in a completed game. This rule will be true for all divisions. Failure to meet these rules will cause a forfeit. If a player is on the bench for disciplinary reasons, the opposing coach must be notified before the start of the game. If a maximum amount of players are present, they must play.
6. *Fast pitch will play 6 innings.* All games will have a 15-minute grace period to start before a forfeit can be called. If the game ends in a tie, it will be the umpire's discretion whether to continue or call because of darkness. If the game is called because of darkness, it will be rescheduled at the earliest convenient time for completion. Umpires are to give a 15-minute warning to both teams before time limit is to expire. All innings in process (even if started with 2 minutes left) shall be completed but cannot start another inning after time limit is met.
7. **In 10U fast pitch there will be 6 runs per inning limit. 10U fast pitch will have a 1hr & 45 min. game time limit in reg. season and no time limit in the championship game of the tournament.**
8. *Fast pitch pitching distance is 35ft.* where a 16 ft wide circle will be chalked around the pitcher's rubber.

9. There is no infield fly rule in 10U fast pitch. There will be 4 outfielders and no rover. Leading off a base is not permitted. Base runners may steal once **the ball leaves the pitcher's hand**. Any base runner leaving before the ball leaves the pitcher's hand can be called out. Dropped 3rd strikes are NOT allowed.
10. **Defenders must have possession of the ball in order to block the runner's access to the base. Blocking without possession will result in the affected runner being awarded the next base.**
11. The home team scorebook is the official scorebook, providing there are no signs of the book being tampered with.
12. **We will use the part in the rulebook about an ejected player or an injured player being an out. It will count as an out when that player comes to bat in the batting order. Once a player has been removed for injury only, they can re-enter the game.**
13. **A player showing up but before the third inning and is on the lineup card, she can play as a sub. If she reports after the beginning of the third inning, she cannot play. *Coaches can only bring up enough players to have 10 in fast pitch.* Any girls brought up will remain in the game even if a late player enters the game.**
14. It is mandatory that catchers wear full gear in fast pitch. Batting helmets are mandatory when the player is at bat or on the base paths or the on deck circle. It is also required that chinstraps are attached to the batting helmets and worn securely under the chin. Face masks on the batting helmets are required. Face protection is required for the pitcher, first baseman, second baseman, shortstop and third baseman. Heart Protector is required for the pitcher.
15. The 10U fast pitch league will use an 11-inch ball. The stitching on the optic yellow balls can be either red or white.(The balls will say Max 375 lbs. & Core .47 on them) Each home team will furnish two softballs for its games. One will be new and the other a used one, but in good condition. **This includes tourney games.**

16. Pitcher rules are as follows: Fast pitch will get 5 warm-up pitches between innings all the rest refer to Rulebook. **10U pitchers can only pitch 3 innings per game. If a pitcher hits two batters in the same one inning, pitcher must be pulled from the mound for that inning but may return to pitch the next inning if she is still has innings left to pitch. Pitch count is three innings and if game goes into extra innings, pitchers are given ONE extra inning**

17. Pitchers will perform a windmill delivery(sling shots aren't allowed).The pitcher may NOT step back off the rubber. Both feet must be in contact with the rubber at the start of the delivery. The pitchers hands may only come together once prior to starting the delivery. The pivot foot must be in contact with the ground throughout the delivery. ANY VIOLATIONS OF RULE 17 WILL BE DEEMED AN ILLEGAL PITCH. Illegal pitches will be a ball added onto the pitch count, as well as any and all current baserunners being awarded the next base.

18. Bunting, slapping or any variations of the“short game”is permitted.

19. A live ball will remain live until the pitcher has possession of the ball inside the chalked 16' circle. Base runners may continue to advance **forward** at their risk. Its only when they've stopped trying to advance, and have retreated back to the previous base that the play is deemed over. Assuming the pitcher still has possession within the circle. If a runner stops, retreats and starts back to the previous base, the play is at that point dead, however if she tries to advance forward after having retreated, she will be called out (this is commonly known as a waffle)

20. Any base runner that comes into contact with a batted ball is out, however if the batted ball either touches a defensive player(other than the pitcher) or the defensive player makes a reasonable attempt at the ball then the runner is not out and can advance at their own risk. If a batter comes into contact with the ball she has just hit and is out of the batter's box and is in fair territory, she too will be called out

21. All teams playing with less than 10 players will not be penalized when the missing players would have come up to bat and no out will be given.
22. Fast pitch follows IHSAA rule book for all ages unless over written by “our league.”
23. Only games cancelled due to rain will be rescheduled. Games must be rescheduled within 7 days and are to be played before the tournament. Failure of the home team coach to contact the opposing coach within 7 days is an automatic forfeit. Contact the league commissioner if unable to contact the opposing coach within 7 days. **All other reschedules must be approved.**
24. In case of rain, less than 4 complete innings-game starts over. 4 complete innings will be considered a complete game provided the home team has gotten their final bottom half of the 4th or 5th inning. Unless they were already leading.
25. All ties for 1st, 2nd place in the league for all age groups must be played off before their tournaments.
26. Games not made up before tournament play will be a loss for both teams.
27. In case of bleeding due to an injury, the player must be taken out and cleaned up and have any open wounds covered up. If blood is on clothing, it must be changed. If no longer bleeding the player may re-enter at the umpire’s discretion. The game can be held up for the player to get ready.
28. Absolutely no jewelry or metal barrettes are to be worn. This includes earrings, necklaces, bracelets(ankle & wrist), rings, watches, pins, or bobby pins. No cell phones will be allowed in dug out except for coaching staff.
29. **There will be no swearing by players, coaches, or commissioners on the playing field. If caught, the umpire or commissioner will remove them from the game. If a coach or player is removed from the game there will be a**

mandatory 1 game suspension (this will be your next game). The commissioners reserve the right to over-rule the umpire's decision on a case to case basis. If you are ejected and want to dispute this before your next game, contact your commissioner.

30. Players will remain in the dugout during the game for safety.
31. All regular games have to be played before the tourney.
32. Any player throwing bat will be warned on 1st offense, and the play stands. 2nd offense batter is out—and all runners return to original base. **The warning is an individual warning against each batter.** If the umpire determines that the throw was an intentional act in anger, the player may be ejected by the umpire without warning
33. All bats that are illegal & banned by ASA & NFHSA will be BANNED IN THIS LEAGUE AS WELL .NO TOWN IN THE LEAGUE CAN BAN A BAT IN THEIR OWN TOWN IF IT IS NOT ON THE ASA OR NFHSA BANNED BAT LIST.
34. All umpires are to be ASA, USSSA, NSA, IFA or IHSAA patched unless there are circumstances beyond your control. Home plate umpire is required to be in full umpire gear and maintain position behind the plate. **MAKE SURE THAT ALL OF YOUR COACHES AND UMPIRES ARE PLAYING BY THESE RULES FIRST, AND THEN REFER TO THE IHSAA RULES FOR FAST PITCH. NO TOWN MAY PLAY BY THEIR HOMETOWN RULES.**
35. No commissioner can umpire during any league tourney.
36. All leagues will keep score.
37. Base lines for all of fast pitch 60'.

38. **In case of a tie game, each team will start next inning with runner on 2nd with 1 out.** The runner on second will be the last out from the previous inning.
39. ALL TOWNS WILL FOLLOW THIS SET OF RULES ALONG WITH THE RULEBOOKS FOR FAST PITCH SOFTBALL. NO TOWN MAY MAKE THEIR OWN SET OF RULES TO PLAY BY WHEN PLAYING IN THIS SOFTBALL LEAGUE. THE 1ST OFFENSE WILL BE A VERBAL WARNING. THE 2ND OFFENSE WILL BE WRITTEN WARNING. THE 3RD OFFENSE WILL BE BROUGHT IN FRONT OF THE BOARD OF COMMISSIONERS FOR PENALTY. (ie: PROBATION FOR ONE YEAR AND OR FINE. DOLLAR AMOUNT TO BE DECIDED BY BOARD.)
41. The following ISHAA rule will apply to ALL boys and girls teams for **LIGHTNING OR THUNDER DISTURBANCES:**
- a. **Suspension of play criteria:** when thunder is heard or lightning in any form (cloud-to-ground, cloud-to-cloud, etc.) is seen, which means that the thunderstorm is close enough to strike your location with lightning, the suspension of play at contests and at practices is warranted and the execution of your school's emergency/severe weather action plan, including the taking of shelter immediately, is recommended.
 - b. **Return to play criteria (thirty-minute rule):** once play in a contest or practice has been suspended, resumption of play, if warranted, should not occur until at least thirty (30) minutes has passed since the last thunder was heard or the last flash of lightning was witnessed. Note that any thunder heard or lightning seen after the beginning of the 30-minute count resets the clock and another thirty (30) minute count begins.

