

# Wylie Softball Association

## *Fast Pitch Softball Rules*



Revised – 9/2016

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# Article I POLICIES AND PROCEDURES

## Section 1 - AUTHORITY

The WYSA Softball program is conducted by authority of the Board of Directors of the Wylie Softball Association (WYSA), Wylie, Texas.

## Section 2 - PURPOSE

The purpose of WYSA Softball is to promote the highest ideals of sportsmanship, fellowship, athleticism and fair play by providing recreation, fun, and cooperation through voluntary participation. In no manner is this program intended to hinder school athletic programs, but rather, it is intended to give all eligible individuals the opportunity to participate in the tradition of softball.

## Section 3 - ADMINISTRATION

- A. Wylie Softball Administration Vice-President will act as the presiding officer of the Softball Board, which will have the responsibility for the administration and conduct of the WYSA Softball program within guidelines established by USSSA.
- B. The League Director for each playing league will be designated by the Board, and will be responsible for assisting the Vice-President in the direction of their league.
- C. The Softball Board is comprised of the Vice-President, Player Registrar, Secretary, Treasurer, League Directors, and other board members as determined by the Board.

## Section 4 - ELIGIBILITY

- A. Players
  1. Eligibility is based on Amateur Softball Association rules, where applicable, which are based on the birth year of the player and the calendar year of competition. The following table is provided as a guide.

Birth Year	Competition Year			
	2013	2014	2015	2016
1998	14U	N/A	N/A	N/A
1999	14U	14U	N/A	N/A
2000	12U	14U	14U	N/A
2001	12U	12U	14U	14U
2002	10U	12U	12U	14U
2003	10U	10U	12U	12U
2004	8U	10U	10U	12U
2005	8U	8U	10U	10U
2006	T-Ball	8U	8U	10U
2007	T-Ball	T-Ball	8U	8U
2008	T-Ball	T-Ball	T-Ball	8U
2009	N/A	T-Ball	T-Ball	T-Ball

2. A player may play on only one WYSA Softball team per season.

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3. Players may play in a league equivalent to one year above their birth year with parent request and Board approval.
- B. Coaches
1. An individual may be denied coaching privileges for any violation of WYSA code of ethics, coach's contract or conduct code.
  2. Eligibility for adults as coaches in the WYSA Softball Program is as follows:
    - a. Coaches must demonstrate knowledge of Softball rules.
    - b. The assignment of coaches will be at the discretion of the Softball Board.
    - c. All head coaches and assistant coaches must pass a thorough back ground check.
    - d. The Softball Board will be the final judge of fact in all questions of eligibility.
    - e. Coaches are not allowed to be the head coach of two teams in the WYSA.

### **Section 5 - TEAM AND LEAGUE ORGANIZATION**

- A. The Softball Board reserves the right to consolidate or split one or more leagues, if it deems necessary for the benefit of the program.
- B. Teams will be formed in the following manner:
  1. Player Assignment:
    - a. Players not on a Pre-Formed Team will be placed in the draft and assigned to a team.
    - b. A returning player from the previous Spring has the option of choosing her prior coach or entering the draft. If her coach is unavailable, she may attempt to find a team of her choice prior to being placed in the draft. Spring players have first option over Fall players when returning to a previous team in the Spring season.
  2. Pre-Formed Teams:
    - a. Coaches may bring their own teams (pre-formed teams) provided the head coach submits a roster of player's names to WYSA by the deadline. This deadline will precede the draft. Submission of name roster does not constitute registration of players (see below).
    - b. Each player must register individually and must have paid their registration fees by the registration deadline.
    - c. When registering, parents must request that their child be placed on the head coach's pre-formed team.
    - d. Coaches of pre-formed teams should ensure that each parent registers their child correctly.
    - e. No roster size minimum, but the maximum number of players shall not exceed 13 without approval of the Board. If the team does not have enough players, it will be filled in by the player assignment process (draft), combined with another team, or the players will be assigned to other teams.
    - f. Coaches will not be allowed to add to their rosters after the deadline without the approval of the League Director, Player Registrar and VP.
    - g. Players will not be added to teams once the season has started without the approval of the League Director and WYSA Board.

### **Section 6 - PRACTICES AND GAMES**

- A. No player or coach may participate in any league sponsored team meetings, workouts or games until she is officially assigned to the team and has completed her player/coaches certification (where applicable). Any events that occur prior to the issuance of a team roster will not be sanctioned by, or covered under the insurance of the Wylie Baseball and Softball Association (WBSA).

## Section 7 - CODE OF CONDUCT

- A. The WYSA Softball program strives to develop softball skills, teamwork, achievement and good sportsmanship among all participants. Winning is secondary to these objectives. Coaches and fans are expected to abide by these principles.
- B. All coaches must demonstrate good sportsmanship and fair play at all times to fans, officials, and players.
- C. Players, coaches, officials, and participants are subject to, and must abide by, the WYSA Code of Conduct.
- D. Head coaches are responsible for the actions of their team's players, coaches, and fans. Coaches must explain to their parents and players that any negative actions they take before, during or after a game in relation to the officials, coaches, players, or spectators will have a negative impact on the game and will potentially result in game penalties against their team as well as the individuals taking the actions.
- E. Fighting will not be tolerated. Players or coaches who fight, start, or instigate a fight will face disciplinary action. If there is any physical altercation or if a punch is thrown, whether it connects or not, the Wylie Police Department will be called and the individual or individuals responsible will be suspended from further league play pending an investigation.
- F. All coaches and players should shake hands at the conclusion of their game.
- G. Violation of the conduct described in this Section may result in an immediate suspension or other penalty as determined by the Board.

## Section 8 - AWARD GUIDELINES

The following guidelines establishing a method to award players for their effort while participating in WYSA Fast Pitch Softball. Awards may be given as trophies, shirts, medals, or pins. League play and tournament play may be given different types of awards.

The following will be used for distributing awards at the end of the regular season or postseason tournament play. No awards are given for pre-season tournament play or for Fall Season play.

- A. T-Ball 4U Awards
  - 1. Spring Season - All players will receive participation awards
- B. T-Ball 6U Awards
  - 1. Spring Season - All players will receive either a participation award or a placement award, but not both. Placement awards, if provided, will be distributed to players of top placing teams, based on the results of the end of season tournament (EOS).
- C. 8U - 14U Awards
  - 1. Spring Season - All players will receive either a participation award or a placement award, but not both. Placement awards, if provided, will be distributed to players of top placing teams, based on the results of the end of season tournament (EOS).

## Article II - GENERAL RULES (ALL LEAGUES)

### Section 1 – USSSA Softball

- A. USSSA rules apply, unless superseded by these WYSA softball rules.

### Section 2 - PLAYERS

- A. Teams may play with up to 10 defensive players at one time, including 4 outfielders unless specified below.
- B. Teams must field at least 5 players in 4U and 7 players in 6U and 8 players in 8U & up for an official game. Less than the minimum number of players will result in a forfeit.
- C. In the event a team has less than 9 rostered players at a game,
  - 6U – 10U - the team may play with up to 2 additional players currently registered on another WYSA team in the same league in order to play with a total of up to 9 players. The additional players count toward the minimum number required for an official game. The additional players may only play in the outfield and must bat last in the initial batting order.
  - 12U – 14U – see InterLeague Rules at the end of the document for further information.
- D. Each eligible player present at the start of a game must play at least 1 inning on defense if 2 or 3 innings are played, at least 2 innings on defense if 4 or 5 innings are played, and at least 3 innings on defense if 6 or more innings are played, unless the player leaves the ball fields during the game, or if disciplinary action, injury, or illness prevents any player from satisfying their playing time.
- E. Coaches are allowed free fielding substitutions, without formal notification requirements.

### Section 3 - COACHES

- A. Coaches must be a minimum of 21 years of age.
- B. A Maximum of 4 Adults are allowed to be on the field or in the dugout during a game. This includes the Head Coach, assistant coaches, and team parent.
- C. All Coaches and team parents must pass a background check prior to being allowed on the field.
- D. **No one other than the rostered team members and the 4 above mentioned adults are allowed on the field or in the dugout during a game.** This applies to all leagues. No siblings, friends, cousins, etc. are allowed to be on the field or in the dugout during the game.
- E. Defensive Positions
  - 1. No defensive coaches are allowed on the field at any time. Coaches may not position themselves any closer than the last pole of the dugout closest to home plate.
    - \* - See 6U and 8U League exceptions below
- F. Offensive Positions
  - 1. First Base Coach - must remain in the coach's box.
  - 2. Third Base Coach - must remain in the coach's box.
  - 3. Lineup / Batting Coach - must remain against the fence in front of his/her team's dugout. This coach is responsible to ensuring that the batting order is maintained and may retrieve bats from the field after they have been used.
  - 4. Dugout Coach / Team Parent - must remain inside the dugout at all times during game play. Is responsible for maintaining order inside the dugout and ensuring a smooth and seamless transition between half innings.
    - a. All players in the batting rotation should have their helmets and/or gloves on and be prepared to go on deck for their at bat.
    - b. All players that are not expected to bat should be prepared for their next defensive position.

## Section 4 - GAME

- A. The home team is responsible for the bases.
  - 1. The stowed bases are located in a lockbox in the 3<sup>rd</sup> base dugout on Fields A and B. If it's the first game of the day on the field, the home team must put out the bases according to their league guidelines. The base plugs should be removed carefully and placed in the 3<sup>rd</sup> base dugout.
  - 2. If it's the last game of the day on the field, the home team is responsible for taking up the bases and replacing the base plugs on the field. The bases should be stowed in an orderly fashion in the lockbox.
  - 3. If a WYSA Board member is not present, the last team to leave the complex is responsible to locking the lockbox and returning the key to the concession stand.
- B. In fast pitch softball, the home team is assigned to the 3<sup>rd</sup> base dugout; the visiting team will use the 1<sup>st</sup> base dugout.
- C. Home and visitor are labeled as such on the schedule.
- D. Regular season games can end in a tie.
- E. Home team will keep the Official Scorebook for each game.
- F. Visiting team will run the scoreboard for each game.
- G. The home team coach is responsible for recording the scores and entering them on their team page. (Spring season only).
  - 1. All scores must be posted within 24 hours of game completion. Once the score is entered, it cannot be edited. If a mistake is made, please contact your league director as quickly as possible to get the correction posted.
  - 2. Disputes of any scores posted on the website must be submitted to the league director or their designee within 48 hours of game completion.
- H. **After any time limit is reached, the game will be stopped at the completion of the current batter if the game is an unreachable/un-tieable state.**
- I. If a game that is called due to weather or darkness is rescheduled, it will be restarted at the exact point at which it was called, and will continue until the completion of a regulation game or the expiration of a new, complete time limit - whichever comes first.

## Section 5 - POST-GAME

- A. After the game, the teams should line up at the base nearest their respective dugouts to shake hands/high five and greet the opposing team with something to the effect of "Good game." Normally, each team starts walking from their respective base and both teams meet at the pitcher's rubber. The coaches may either lead or follow, but leading and setting the example is preferable. Please listen for any derogatory comments by players that show poor sportsmanship. If it is your player, please have a conversation with them to explain the importance of good sportsmanship. If it is an opposing player, please let their coach know.
- B. After post-game handshakes, please clear the dugout as quickly as possible for the next team to take the field if there is one.
- C. Be sure to discard any trash left in the dugout.
- D. Don't forget to stow the bases and replace the base plugs if you are the last home team of the day to play on that field.
- E. Don't forget to enter your score! This is for the spring season only, scores are not kept during the fall season. (see Section 4.G above).

## Section 6 - POSTSEASON TOURNAMENT

- A. Each league will have a double elimination Tournament at the conclusion of the 12 game regular season in each Spring Season. Placement awards will be determined by the End of Season Tournament.



## Section 7 - BATTING

- A. Unless specified differently below, WYSA uses a continuous batting order for all games meaning that all players bat from the first player to the last player, whether they play the field or not. The batting order does not reset at the beginning of each new inning, rather picks up where it left off with the next batter in line after the last official at-bat batter in the prior inning.
- B. Each eligible player will be listed in the batting order and will bat their turn even if they are not playing a defensive position during the inning.
- C. The shorthanded rule does not apply, and no outs will be charged for vacant positions in the batting order.
- D. No outs will be charged for batters who have left the game due to illness or injury, or who have left the ball fields.
- E. Batting order must be provided to opposing coach prior to the beginning of the game. The batting order is only required to list the player's first or last name and jersey number.
- F. Players arriving after the umpire has started the game will be entered at the end of the batting order.
- G. Batters who throw the bat will be given a warning and may be called out at the umpire's discretion.

## Section 8 - RUNNERS

- A. Substitute Runner - A substitute or pinch runner for an injured player will be the batter who made the last out.
- B. Courtesy Runner - Coaches may put in a runner only for the catcher and/or pitcher and only if there are 2 outs. The courtesy runner is the last person to be out. The courtesy runner is not restricted from playing in any position during the next inning. The catcher replaced by the courtesy runner must catch at least the first entire at-bat when the team next returns to the field.

## Section 9 - UNIFORMS

- A. Hats, Visors, Pants, Sliding Pants and Undershirts are at the discretion of the coach/team. Players can wear shorts if that is part of the team uniform.
- B. All uniform components are the responsibility of each individual player unless otherwise specified by WYSA.
- C. The following guidelines should be followed when selecting uniforms:
  - 1. Shoes - NO METAL CLEATS ARE ALLOWED
    - a. 4U & 6U - players must wear sturdy tennis shoes or shoes designed for softball/baseball with hard rubber cleats or turf cleats.
    - b. 8U & up - players must wear softball/baseball shoes with hard rubber cleats.
    - c. Under no circumstances will a player be allowed to take the field wearing sandals, flip-flops or any other type of shoe except those specifically listed in b. and c. above.
  - 2. Pants / Shorts - All players must wear softball pants or softball shorts of a matching color. Uniformity should be displayed by the whole team - either all shorts or all pants.
  - 3. Shirts / Jerseys - All uniform tops should be either a softball jersey or shirt made of appropriate materials and properly displaying the team name and player's number. No player names are to be placed on the jerseys.
  - 4. Hats / Visors - Hats or visors are optional. If a team selects a hat or visor to be worn at the games, all players should wear them as part of their uniforms.
- D. Coaches may not require their players to spend more than \$30 on shirts and socks.
- E. All team logos must be approved by the WYSA Board.
- F. All sponsors to be placed on the jerseys must be approved by the WYSA Board.

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- G. Ultimately, each head coach is responsible for the appropriateness of his/her team's jerseys.

### **Section 10 - LEAGUE STANDINGS**

- A. Team standings will be determined by winning percentage, with a tie counting as ½ a win.

### **Section 11 - MISCELLANEOUS**

- A. Weather – After the field hotline has been updated by the Wylie Parks & Recreation Department, it is up to the umpire as to whether the game will be played as scheduled.
- B. Game time starts on the first pitch to an opposing batter. Teams must be warmed up and ready to play at the scheduled start time of the game. If the field is being used for another game prior to the scheduled games, teams should warm-up outside the fences or on adjacent unused fields.
- C. Only 5 warm-up pitches will be allowed between half-innings.
- D. If used, bat persons must wear helmets and must wait until the completion of any play before leaving the dugout to retrieve a bat.
- E. No Coach or player shall, at any time, use language, cheers or arbitrary noises which are intended to affect the performance of an opposing player. Cheers, of a positive nature only, are allowed from the dugout area.

### **Section 12 - PROTESTS**

- A. All game protests must comply with USSSA Rules and be submitted in writing to the applicable League Director, or delivered to a WYSA board member and addressed to the applicable League Director, within 72 hours of the scheduled start time of the game under protest.
- B. The WYSA Board will consider the protest and render a decision. The decision of the Board is final.

### **Section 13 - EXCEPTIONS**

- A. All items not covered by these rules will be decided by the WYSA Board.
- B. The WYSA Board is the final judge of fact and interpretation of these rules.
- C. All complaints must be submitted to the WYSA Board in writing.
- D. The WYSA Board reserves the right to make exceptions in special cases for all rules, procedures and policies.

## Article III - 6U RULES

### Section 1 - PLAYERS

- A. As stated above, a minimum of 7 players must take the field or a forfeit will be called.
- B. All players on the team will be played simultaneously during defense. Once the normal infield positions have been filled, all remaining players must be played in the outfield and can be placed in any manner the coach deems appropriate.
- C. If, for any reason, a game is forfeited, the umpires will not be allowed to remain on the field. However, the two teams may still use the field to scrimmage until 30 minutes prior to the next game starting.
- D. Outfielders *must be clearly in an outfield position clearly behind the 2<sup>nd</sup> and 3<sup>rd</sup> baseline and at least 10' behind said baseline.*

### Section 2 – COACHES

- A. A Max of 4 Coaches (including Dugout Mom/Dad).
- B. Offensive Play - up to 3 coaches allowed on the field.
  - a. If less than 4 coaches (including dugout mom/dad), then base coaches will not be allowed. Each team must have an Adult in the dugout at all times.
  - b. One coach will work with the batter hitting off of the tee for his/her own team.
    - i. The coach may place the ball on the tee for the batter if an umpire is not present or at the umpire's discretion.
    - ii. 75-100% of the tee must be touching home plate.
    - iii. After placing the ball on the tee, the coach should move into position behind the umpire and catcher so as to not interfere with the catcher.
  - c. Two base coaches will be allowed on the field at 1st base and 3rd base and must remain in the coach's box.
- C. Defensive Play - Up to 3 coaches allowed on the field
  - a. Two defensive coaches can be on the field in the outfield area to help the outfielders keep their attention on the game.
    - i. Should a ball be hit into the outfield, a coach is not allowed to touch it. If a coach touches (accidentally or intentionally) the ball in the outfield, the batter will be awarded a home run.
    - ii. The coach can only instruct the outfielders as to what to do to get the ball back into the infield.
    - iii. The coach may not touch the outfielders to direct them to the ball.
    - iv. At no time shall a defensive coach be allowed to be in the infield during a live ball.
  - b. One defensive coach can be in front of his/her dugout to help instruct the infielders.
    - i. The coach must stay between the dugout poles and no closer to home plate.
    - ii. The coach may not enter into fair territory during a live ball and must stay close to the dugout fence and not the foul line.
- D. Coaches must not create a distraction or interfere with play. Coaches violating this rule may be warned once, and then prohibited from coaching for the remainder of that game, and may be subject to further disciplinary action.

### **Section 3 - GAME PLAY**

- A. Home team will be responsible for putting out the bases if they are not already out and for storing the bases if the last game of the day.
- B. All coaches and umpires should meet at home plate five (5) minutes prior to the start of the game to go over any rule clarifications or any other questions or concerns that may come up.
- C. The league will provide one umpire for each game. In the event that no umpire is available at the scheduled start time, each team will supply a parent to act as an umpire. The visiting team parent will umpire home plate and the home team parent will umpire at 2nd base. If a parent cannot perform the duty, then an assistant coach may fill in as umpire, but that assistant cannot participate in the game as a coach. Please contact your league director within 24 hours to notify them of an umpire's absence.
- D. All games will be played for 60 minutes & finish the inning. Games ending in a tie will be ruled a tie during the regular season.
- E. A game that is called due to weather or darkness is considered complete after 35 minutes of play provided two complete innings have been played.
- F. Each team will be limited to 5 runs per ½ inning.
- G. A half-inning consists of either 5 runs being scored by the offense or three outs being recorded by the defense. After either of these conditions are met, the teams will switch between the offensive and defensive positions. The home plate umpire will be notified by the home team score keeper when one of these conditions has been met.
- H. The infield fly rule do not apply.
- I. All Players are required to hit off of the tee. No coach pitching allowed.
- J. Play is started by the home plate umpire saying, "Play ball." This should be done each time, prior to the batter swinging at the ball on the tee. For instance, if the batter misses the ball or fouls the ball, she must reset and wait for the umpire to say, "Play ball," again before swinging.

### **Section 4 - BATTING**

- A. Hitting solely off the tee
  - 1. Each swing that does not put the ball into play counts as a strike. Foul balls count as strikes.
  - 2. Each player may take up to three swings off the tee to put the ball in play.
  - 3. If, after three swings, the batter still hasn't put the ball into play, she will be out.
- B. There are no walks.
- C. Bunting and "slap-hitting" is not allowed.
- D. Intentionally attempting to "dribble" to ball off the tee in an attempt to get on base is not allowed.
- E. There should be a semi-circle line 3 feet in front of home plate. The ball must travel beyond this line to be considered a fair ball. Any ball failing to travel beyond this line will be considered a strike.
- F. If a batter throws the bat while batting or after hitting the ball, a dead ball will be called immediately. If the thrown bat occurs prior to the final swing by the batter, she will be able to continue her at bat with the swing being counted toward her swing limit. If it is the final swing of an at-bat, the player will be called out on strikes. The second thrown bat by a team will result in a team warning and all other thrown bats will be considered automatic outs. Any time an umpire rules that a bat was thrown, play will stop immediately and no base runners will be allowed to advance.

### **Section 5 - BASE RUNNERS / BATTER - RUNNER**

- A. Runners are not allowed to advance except on a fair batted ball.
- B. Base runners must maintain contact with the base until a ball is put into play by being hit by the batter. No leading off is allowed.

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- C. The ball is dead once it is in the possession of an infield player on the infield dirt. If the ball is hit into the outfield and the outfielder retrieves the ball and throws it toward the infield, once the ball touches the infield dirt or is touched by an infielder on the fly, the play is considered a delayed dead ball, although the runners may advance to the next base if they have already passed a base when the ball is considered dead. However, advancing runners do so at their own peril and a play can be made to get them out. In any case, if an attempt is made to get the runner out, all runners must stop at the base they were heading to when the ball initially hit the infield dirt. No runners may advance again under any circumstance.
- D. There are no advancements on overthrows or missed balls other than the base the runner would normally obtain on a normal play. If the ball is stopped before it gets to the outfield, the batter can only take one base.
- E. The base runner's path is defined as the path the runner takes while going between bases and is not necessarily a straight line, because the runners are not very fast and usually run one base at a time. However, if a runner is rounding 2nd and takes a large arcing turn heading to 3rd base, then the base path is the direct line she takes heading to 3rd base after completing her turn. The runner cannot then make a turn to the left or right to avoid a tag by a fielder. This would be considered out of the base path. The position of the fielder and runner must be taken into consideration when making such a call.
- F. Offensive coaches are not allowed to touch a base runner during a live ball in an attempt to direct the runner to a base. During the regular season, the umpires will issue a warning for the first occurrence.
- G. Once the ball reaches the infield (dead ball), if a runner continues around the next base acquired, the defense may still attempt to tag the runner out. If the base runner makes it safely to the next base and stops or steps on home safely, play will be stopped and the runner will be returned to the correct base. Also, if the runner returns safely to the last base touched and stops, play will be stopped.

### Section 6 - PITCHER - PLAYER

- A. A ball that is fielded by the pitcher-player must be thrown (overhand) if the play is at 1st, 2nd or 3rd base. The pitcher-player cannot chase down runners going to these bases. If no catcher is played, the pitcher-player can chase and tag out a runner that is attempting to run home or can make a force out at home plate. However, if a catcher is played, the pitcher must throw the ball to the catcher and allow the catcher to make the play. This rule is in effect to keep bigger players from chasing down smaller players as well as to teach them to throw the ball.

### Section 7 - CATCHER

- A. Catchers are not required for 6U play.
- B. If a team chooses to play a catcher, she must wear full catcher's gear, including a catcher's helmet with a face mask and chin strap, chest protector and knee & shin guards. **Dangling throat guards are not required** of all catchers. If any of this equipment is missing, the catcher will not be allowed to play the position and must play an outfield position.
- C. It is not necessary for a catcher to use a catcher's mitt in Tee Ball.
- D. If only 7 players are present for a game, a catcher cannot be used and must play an outfield position.

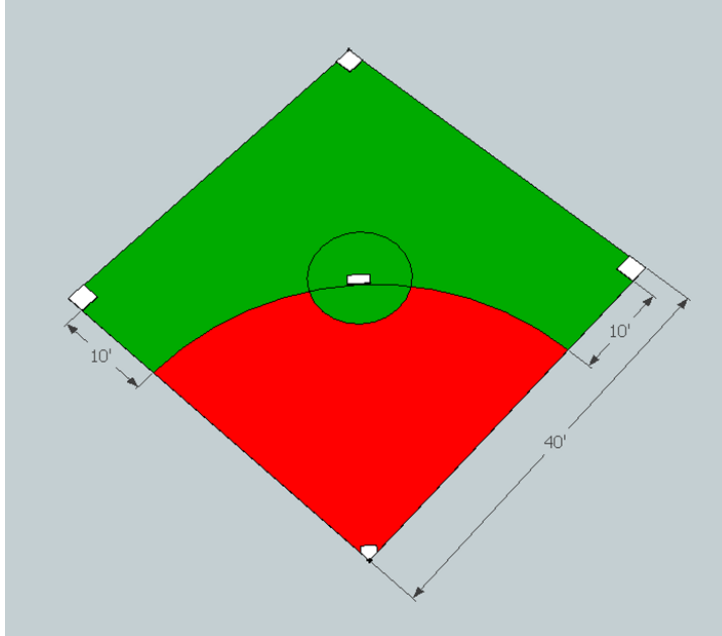
### Section 8 - INFIELD/OUTFIELD PLAYERS

- A. 1st, 2nd, 3rd and shortstop fielders cannot advance closer than the distance from home plate to the pitching rubber towards home plate until the ball is hit. (see red area in the diagram below)
- B. Only positions players (infielders) can make plays at the bases. Outfield players must throw the ball into the infield to an infield player for the infielder to make a play at a base. Even if the outfielder is standing on the infield dirt, if she holds the ball, the runners may still advance. The ball **MUST** be thrown by the outfielder or touched by an infield player to stop the base runners from advancing. No outfielder can cover an infield

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position (ie - center field cannot move to cover 2nd base). For games played on adult or full-size fields, outfielders should remain 10 feet beyond the baseline prior to the ball being put into play.

- C. As stated above, once the ball reaches the infield dirt, runners may continue to the next base or return to their previous base (where possible). However, runners that choose to advance do so at their own risk.



### Section 9 – Field SPECS

- A. Bases will be set at 40 feet.
- B. Pitching rubber will be set at 30 feet.
- C. A 16 foot diameter circle will be chalked around the pitching rubber.
- D. Official ball: 11" diameter Safe-T-Ball.
- E. Bats may be metal, wood or composite and cannot be more than 2-1/4" in diameter.

### Section 10 - 6U SCENARIOS

#### A. OVERHAND THROWS IN MOST CASES

In most cases an infielder is expected to throw the ball in a normal overhand throwing motion to make a play on a runner. The intent of the rule is to teach the kids the proper throwing motion and prevent a player from fielding a ball and rolling it to a base to gain an out. If, in the umpire's discretion, the player was too close to throw the ball in an overhand motion without potentially causing injury to another player, the player may flip the ball in a underhand motion to make the play. For purposes of clarification let's assume that the pitcher fields a ball a few feet from first base and flips the ball to the 1st baseman covering the bag. If an out is made at 1st base, the play should stand. If, however the pitcher fields the ball, in the circle for example, and the pitcher runs to within 3 feet of 1st base and flips the ball and an out is made, the base runner should be awarded 1st base as the pitcher should have made an overhand throw from the area that the ball was caught. In this scenario, 3 feet was used as an example only. Please remember that the umpire has sole discretion on the play.

- B. **INTERFERENCE & OBSTRUCTION** (ALWAYS at the discretion of the umpire) - please remember this is Tee Ball and these are little kids still learning the game!
- 1. **Interference** - Occurs when a base runner prevents a fielder from making an attempt on a batted ball.

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Once the fielder makes an attempt on the ball, the ball is no longer considered a batter ball, and if the base runner runs into the fielder then there is no interference on the play. If interference is called, the play is dead and the runner is out. The batter-runner is awarded first base and all other runners must return to the base they occupied at the time the ball was put into play.

- a. Example 1 – A ball is hit off of the tee, the first baseman is playing behind the bag at first. The base runner from first leaves on contact and is stuck by the batted ball or runs into the 1st baseman prior to being fielded by the first baseman. If, in the view of the umpire, the first baseman could have made a reasonable attempt at making the play, then the runner leaving first would be called out. The batter would go to first and all other runners would return to the base they occupied at the time the ball was put into play.
  - b. Example 2 – Same thing except the first baseman is in front of the bag at first. The ball goes between the first baseman's legs and strikes the runner leaving first base. In this case the runner at first is not called for interference and the play continues.
  - c. Example 3 – If the 1st baseman is playing even with the bag and only a couple of feet from 1st base and does not give the base runner the proper amount of room to avoid contact, this may not be considered Interference by the umpire and in fact may be called against the defense for obstruction.
2. **Obstruction** - occurs when a fielder, not making a play on a batted ball, impedes the runner from advancing. In this case, if a play is not being made directly on the impeded runner, play can continue and the umpire can award additional bases to the runner at the conclusion of the play. If a play is being made on the impeded runner, then play should be called dead and the runner is awarded the next base.
- a. Example 1 – Bases Loaded - A batter hits the ball off of the tee against a team with no catcher, both the third baseman and the pitcher charge the ball. The pitcher gets the ball and both the pitcher and the third baseman continue to the plate. The third baseman (without the ball) bumps into the runner going home. If, in the view of the umpire the runner would have reached home before the pitcher (with the ball), then obstruction can be called, the run is scored, and no out is awarded to the defense. If, however, the umpire does not feel that the runner would have beat the pitcher to the plate, the out is recorded and obstruction is not called.
  - b. Example 2 – no one on. Batter hits a ball to the outfield and while rounding first, he runs into the 1st baseman and falls down. This would be considered a delayed dead ball. The runner may continue to advance as far as he can on the play. Once the play is over the umpire can award as many bases as deemed appropriate. In this example the runner makes it to third as the ball hits the infield, the umpire, may determine that the player would have already been around 3rd base, if the Obstruction had not occurred and the player may be awarded home, thus awarding the batter with a homerun. In the event the umpire determines the player would have only reached third base without being obstructed and the player continues to home and attempts to score and is tagged out on the play, the out can be recorded for the defense.

### C. **OUTFIELDER FIELDING THE BALL IN THE INFIELD**

Outfielders may not force a runner out at a base or tag a runner out from a batted ball. They must throw the ball to an infielder to stop the runners from advancing, just like if they were standing in the grass.

### D. **INFIELDER FIELDING THE BALL IN THE INFIELD**

From a batted ball, each baseman (1st, 2nd, 3rd, catcher) can tag their own base to force a runner out as well as tag a runner out between bases. The shortstop can force a runner out at second base without throwing the ball. The shortstop may not field a ball and run to 3rd to force the runner out. In this case they must throw the ball to 3rd or tag the runner to record the out. As stated above, the pitcher must throw the ball to a base to record the out and may not chase down runners with the exception of home. When the catcher position is not

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being played, the pitcher may field the ball and run to home plate and force out the runner (if applicable) or tag the runner. Again, this only applies to the batted ball. If the ball is thrown in from the outfield, then any infielder can tag a runner out. The intent of this rule is to teach the kids to make the proper throws to the proper base to record an out and to prevent the more advanced kids from making all of the defensive plays. It is a team game and all kids need to be involved in the game.

### E. **INFIELD FLY RULE DOES NOT APPLY**

As stated above, there is no infield fly rule in effect for Tee Ball. Even though the infield fly rule is not called, the same rules apply to any fly ball that is caught. Example - A fly ball is hit to the shortstop. The ball is caught by the shortstop. Base runners must tag up prior to advancing.

### F. **TAG OR NO TAG**

A fielder must tag the player with the ball or with the glove (if the ball is in the glove) to record an out. Tagging a runner with an empty glove is not considered a tag.

### G. **STAY OR GO**

Runner on 1st and 3rd, one out. A ball is hit back to the pitcher. The runner at first must advance to 2nd. The runner at third is held at third until the ball is thrown by the pitcher to first. The player may advance home and score as long as they do so prior to an overthrow occurring. Once the overthrow has occurred a delayed dead ball is in effect and any runner that was attempting to advance from the base they occupied at the time the ball was put into play by the batter, may continue to advance. If the runner at third was simply standing on the base at the time of the overthrow, they must remain at third base. If they were attempting to advance home prior to the ball entering into foul territory, then they can continue at their own risk.

### H. **ONLY ONE SET OF EYES...** Please remember that there will often only be one umpire on the field for Tee Ball games. They cannot see everything so they will have to use their best judgment on some plays. Their ruling is final.



## Article IV - 8U RULES

### Section 1 - PLAYERS

- A. As stated above, a minimum of 8 players must take the field or a forfeit will be called.
- B. A player may sit up to two innings in the dugout during defensive play, but the innings cannot be consecutive.
- C. If, for any reason, a game is forfeited, the umpires will not be allowed to remain on the field. However, the two teams may still use the field to scrimmage until 30 minutes prior to the next game starting
- D. Outfielders must have feet in the grass when the ball is pitched.

### Section 2 - COACHES

- A. A Max of 4 Coaches (including Dugout Mom/Dad).
- B. Offensive Play - up to 3 coaches allowed on the field and one in the dugout.
  - 1. If less than 4 coaches (including dugout mom/dad), then base coaches will not be allowed. Each team must have an Adult in the dugout at all times.
  - 2. One coach will act as pitcher for his/her own team
    - a. The coach-pitcher cannot leave the pitching circle to instruct his/her batters. However, they may motion for the batter to move around in the box.
    - b. Once a pitched ball has been put into play by the batter, the coach-pitcher must immediately exit the field of play opposite the direction the ball was hit and behind any advancing runners.
  - 3. Two base coaches will be allowed on the field at 1st base and 3rd base and must remain in the coach's box.
- C. Defensive Play - Up to 3 coaches allowed on the field and one in the dugout
  - 1. Up to two defensive coaches can be on the field, but must remain in foul territory on either side behind the offensive coach's box.
    - a. The coach can only instruct the outfielders as to what to do to get the ball back into the infield.
    - b. The coach may not enter the outfield or touch the outfielders to direct them to the ball.
    - c. At no time shall a defensive coach be allowed to be in the infield during a live ball. The only coach that should ever be in the infield in fair territory during a live ball is the coach-pitcher and, as stated above, he/she must make every effort to exit fair territory during the play and should not re-enter fair territory during a live ball.
  - 2. One defensive coach can be in front of his/her dugout to help instruct the infielders.
    - a. The coach must stay between the dugout poles and no closer to home plate than the end of the dugout.
    - b. The coach may not enter into fair territory during a live ball and has to stay as close to the dugout fence as possible – no closer to the foul line on their side.
- D. Coaches must not create a distraction or interfere with play. Coaches violating this rule may be warned once, and then prohibited from coaching for the remainder of that game, and may be subject to further disciplinary action.
- E. The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.
- F. The coach pitcher may pitch anywhere within the 16 foot circle as long as his/her foot is on or in front of the halfway line.
- G. The coach pitcher must always keep at least one foot within the 16 foot pitching circle when the ball is released. Penalty: Dead ball; add 1 pitch to count. If after the 4th pitch, batter will be declared out.
- H. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch. Once the batter becomes a batter/runner, the coach may continue to talk to the batter/runner as long as he/she is moving to foul territory and does not interfere with the play. Violation: Removal of coach pitcher.

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- I. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory, away from the play. In the judgment of the umpire, the coach pitcher intentionally interferes with the play:
  1. The ball is declared dead.
  2. The batter is awarded 1st base.
  3. All other base runners will advance 1 base, only if forced by the award of 1st base to the batter.
  4. The batting team is given an out.
  5. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, then that runner will be the out mentioned above.
  6. Unintentional interference:
    - a. Dead Ball
    - b. No out will be charged.
    - c. Forced run may score.

### Section 3 - GAME PLAY

- A. Home team will be responsible for putting out the bases if they are not already out.
- B. All coaches and umpires should meet at home plate five (5) minutes prior to the start of the game to go over any rule clarifications or any other questions or concerns that may come up.
- C. All games will be played to 75 minute time limit.
- D. **After any time limit is reached, the game will be stopped at the completion of the current batter if the game is an unreachable/un-tieable state.**
- E. ***A maximum of 6 innings will be played.***
- F. A game that is called due to weather or darkness is considered complete after 35 minutes of play provided two complete innings have been played.
- G. Each team will be limited to 5 runs per ½ inning.
- H. A half-inning consists of either 5 runs being scored by the offense or three outs being recorded by the defense. After either of these conditions are met, the teams will switch between the offensive and defensive positions. The home plate umpire will be notified by the home team score keeper when one of these conditions has been met.
- I. The dropped 3rd strike rule does not apply.
- J. The infield fly rule does not apply.
- K. The look-back rule does not apply.

### Section 4 - BATTING

- A. There will be a ball/strike count kept. A batter will have up to 5 pitches to hit a fair ball. Should a batter fail to hit a ball at the end of 5 pitches, the batter will then be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch – if the 6<sup>th</sup> is fouled off, she will be allowed a 7<sup>th</sup> pitch, on the 7th pitch the batter has still failed to hit a fair ball, the batter will be declared out. Three (3) swinging pitches is an out if on the 3rd swing, the ball is missed.
- B. ***Bats must be approved for USSSA softball. Tee Ball bats may not be used.***

### Section 5 - BASE RUNNERS / BATTER - RUNNER

- A. Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from.
- B. Runners who are already over half way to a base may continue to the next base. If the runner is less than half

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way to base when the ball becomes dead, they must return to the last base occupied.

- C. **Runners are allowed to take a one step lead off AFTER the ball has been released by the coach-pitcher. If the lead is taken then tag up rules still apply in the event of the caught fly ball.**
- D. **Batter-Runners, at their own risk, may advance one base on live-ball overthrows or passed balls towards first base. Runners occupying other bases can, at their own risk, advance one base only when forced to advance by the overthrown batter-runner. Runners are not allowed to advance additional bases on an overthrow to any base other than first base.**

**Example #1: Runner on second base when a ground ball is hit to second baseman. Second baseman overthrows first base. Hitter can advance to second base, at their own risk, but the runner on second can only advance on the hit and may not advance on the overthrow unless forced by the runner reaching second as a result of the overthrow. If there were runners in the above example on first AND second, the runner on second could advance to home since she is "forced" home by the runner on first advancing to third.**

**Example #2: Runner on 3rd base when a ground ball is hit to second baseman. Second baseman overthrows first base. Runner on third can advance to home if they were already passed the base (including the one step lead after ball has the coach's hand) and continue to the next base.**

- E. All players present must bat. In the event a girl has to leave, she will be skipped in the lineup. If a girl shows up late, she will be added at the bottom of the lineup.
- F. There will be free defensive substitution.
- G. Stealing is not allowed.
- H. Bunting is not allowed.
- I. No chopping down on ball
- J. No slap Bunting/Hitting

## Section 6 - PITCHER - PLAYER

- A. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. The four outfielders will remain behind baselines until the ball has been hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base. (Hit ball means fair or foul.)
- B. A play will be considered dead once the defensive pitcher had control of the ball within the 16ft circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead or in the judgment of the umpire, all play has come to a complete halt, dead ball will be declared
- C. **Defensive pitchers must make an overhand throw to plays at first base and CANNOT chase down players running to first base, unless the batted ball takes her in the direction of the first baseline outside the pitching circle.**
- D. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

## Section 7 - EQUIPMENT

- A. There will be no bat restrictions except that they will be made of wood or metal only. The bat safety grip and knob must meet USSSA specifications.
- B. An 11" ball must be used.
- C. All players batting must wear a batting helmet equipped with a chinstrap. 8U players must wear a face guard

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attached to the batting helmet that meets USSSA safety requirements.

- D. Catchers must wear full catchers gear. Soccer type kneepads and shin guards are allowed. The knee and shin must be covered.

### **Section 8 – FIELD SPECS**

- A. Bases will be set at 60 feet.
- B. Pitching rubber will be set at 35 feet.
- C. A 16 foot diameter circle will be chalked around the pitching rubber.
- D. Official ball: 11" Fast Pitch Softball.

## Article V - 10U RULES (MKP)

### Section 1 – Players

- A. As stated above, a minimum of 8 players must take the field or a forfeit will be called.
- B. A player may sit up to two innings in the dugout during defensive play, but the innings cannot be consecutive.
- C. If, for any reason, a game is forfeited, the umpires will not be allowed to remain on the field. However, the two teams may still use the field to scrimmage until 30 minutes prior to the next game starting
- D. Outfielders must have feet in the grass when the ball is pitched. A ball will be called on the pitcher if this rule is violated.

### Section 2 - COACHES

- A. Offensive Play - up to 2 coaches allowed on the field unless a coach-pitcher is required, then refer to Section 5 below.
  - 1. 1st base and 3rd base coaches must remain in their respective coach's box at all times.
  - 2. Coach-pitcher must remain against the dugout fence in foul territory to be available immediately should he or she be needed to pitch.
- B. Defensive Play - no defensive coaches are allowed on the field at any time. During your teams defensive play coaches may not be positioned any closer to home plate than the end of the dugout.
- C. Coaches must not create a distraction or interfere with play. Coaches violating this rule may be warned once, and then prohibited from coaching for the remainder of that game, and may be subject to further disciplinary action.

### Section 3 - GAME PLAY

- A. Home team will be responsible for putting out the bases if they are not already out.
- B. All coaches and umpires should meet at home plate five (5) minutes prior to the start of the game to go over any rule clarifications or any other questions or concerns that may come up.
- C. All games will be played to a 1 hour 15 minute time limit. The conclusion of the current inning when the time limit is reached will conclude the game. Games ending in a tie will be ruled a tie.
- D. A game that is called due to weather or darkness is considered complete after 45 minutes of play provided two complete innings have been played.
- E. Each team will be limited to 5 runs per ½ inning.
- F. A half-inning consists of either five (5) runs being scored by the offense or three (3) outs being recorded by the defense. After either of these conditions are met, the teams will switch between the offensive and defensive positions. The home plate umpire will be notified by the home team score keeper when one of these conditions has been met.
- G. The dropped 3rd strike rule, infield fly and look-back rules do not apply.

### Section 4 - BATTING

- A. Batter is allowed to bunt unless coach is pitching.
- B. If a batter throws the bat while batting or after hitting the ball, a dead ball will be called immediately. If the thrown bat occurs prior to the final swing by the batter, she will be able to continue her at bat with the swing being counted toward her swing limit. The second thrown bat by a team will result in a team warning and all other thrown bats will be considered automatic outs. Any time an umpire rules that a bat was thrown, play will stop immediately and no base runners will be allowed to advance.

## Section 5 - BASE RUNNERS / BATTER - RUNNER

- A. All runners and batter-runners must stop advancing when the pitcher has control of the ball in the circle.
- B. The only exception to Rule A is when a runner is advancing to home from 3rd. Runners may score as the result of a batted ball only. They may not score on an overthrown ball. For example, if a batter hits the ball and runs to first, and the fielder overthrows first base, that batter-runner may advance to 2nd and 3rd at their own risk (if the pitcher does not have control of the ball in the circle) but may not score as a result of the overthrow to first. Also, if there is a base runner on 2nd when the ball is hit, and the same overthrow is made to first, that base runner may advance to 3rd, and may (at the discretion of the umpire) be allowed to advance home if the runner has rounded 3rd when the overthrow was made. Again, this is at the discretion of the umpire if they believe the runner had already rounded 3rd base and was headed home when the overthrow was made (and would have scored anyway as a result of the hit)..
- C. A runner or batter-runner which has rounded (past) the base may, at her own risk, advance to the next base.
- D. If the pitcher in control of the ball in the circle attempts a play on any runner or batter-runner, all runners and batter-runners may continue to advance until the pitcher once again has control of the ball in the circle.
- E. Base Stealing:
  - 1. Base runners may not leave the base until the ball has left the Player-Pitcher's hand.
  - 2. Base runners may not steal a base when a coach is pitching.
  - 3. **Base runners may take a 1 step lead AFTER the COACH Pitcher has released the ball. If the lead is taken, then tag up rules still apply in the event of a caught fly ball.**
  - 4. Base runners may advance to 3rd on an overthrown ball when stealing 2nd base; however, they may not advance to home. Again, they may only score as a result of a batted ball.
  - 5. Base runners are allowed to steal 2nd and 3rd bases only. Base runners may never steal home.
- F. Any runner or batter-runner who has safely advanced to a base beyond that allowed by subsection B or D of this Section will be returned to the allowed base without liability to be put out.

## Section 6 - PITCHING

- A. There is no limit to the number of innings or pitches a pitcher may pitch in one game.
- B. The batter will be awarded a ball, but base runners will not be awarded a base, on an illegal pitch.
- C. No walks will be awarded to the batter
- D. The batter will be awarded first base if hit by a pitch throw by the player pitcher.
- E. If the pitcher delivers 4 balls with less than 3 strikes, a coach-pitcher of the hitting team will begin pitching with the existing strike count.
- F. A pitch delivered by the coach with an arch exceeding six (6) feet above the ground will result in a dead ball strike.
- G. Each pitch delivered by the coach-pitcher will count as a strike.
- H. There is no limit on fouled third strikes whether pitched by the pitcher or the coach.
- I. If a coach is pitching, the batter will not be awarded a base if hit by a pitch.
- J. If a coach is pitching, the player-pitcher will have at least one foot inside the circle behind the pitching rubber.
- K. If a coach is pitching, the player-pitcher will not interfere with the delivery of the coach's pitch.
- L. If a coach is pitching, the coach must start with at least one foot in contact with the pitcher's rubber. The coach must pitch underhand, but no other formalities apply to the pitching coach.
- M. **If two batters in a single inning are awarded first base because they are 'hit by pitch' from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. If a single pitcher is replaced in two innings of the same game for too many 'hit by pitch' calls, the pitcher must be replaced for the remainder of the game.**

## Section 7 - FIELD SPECS

## Wylie Youth Softball Association (WYSA) - Fast Pitch Rules

- A. Bases will be set at 60 feet.
- B. Pitching rubber will be set at 35 feet.
- C. A 16 foot diameter circle will be chalked around the pitching rubber.
- D. Official ball: 11" Fast Pitch Softball.

## Article VI - 12U & 14U RULES

### Section 1 - GAME PLAY

- A. Home team will be responsible for putting out the bases if they are not already out.
- B. All 12u games will be played with 10 players on the field (4 outfielders) for games against Allen and Wylie teams and 9 players (3 outfielders) for games against Rockwall, Community, Caddo Mills, and Royce City..
- C. All 14U games will be played with 9 players on the field (3 outfielders).
- D. All coaches and umpires should meet at home plate five (5) minutes prior to the start of the game to go over any rule clarifications or any other questions or concerns that may come up.
- E. All games will be played to a 70 minute time limit (games against Rockwall, Community, Caddo Mills, and Royce City) 75 minutes (games against Allen and Wylie). After any time limit is reached, the in-progress inning will end when the home team takes a lead in the bottom half of the in-progress inning, or when each team has three outs.
- F. An in-progress inning will not be stopped merely because one team cannot score enough runs in the inning to tie or win the game.
- G. Games ending in a tie will be ruled a tie.
- H. The dropped 3rd strike rule is in effect.
- I. The infield fly rule is in effect.
- J. The look-back rule is in effect.

### Section 2 - FIELD SPECS

- A. Bases will be set at 60 feet.
- B. Pitching rubber will be set at 40 feet for 12U play and 43 feet for 14U play..
- C. A 16 foot diameter circle will be chalked around the pitching rubber.
- D. Official ball: 12" Fast Pitch Softball.

### Section 3 – INTER-CITY RULES SUMMARY

**For a complete set of rules to be used for the InterCity Games between Allen, McKinney, Frisco, and Wylie, please go to the 12U or 14U game schedule page on the [wyliesports.org](http://wyliesports.org) website. Below is a summary of the rules.**

[Agreed upon by Wylie, Allen and McKinney on 12/15/2014](#)

- **Minimum Players** - Must have 8 to start a game. Can play to 7 due to in-game injury. Playing with 6 results in a forfeit.
- **Short-handed Rule –**
  - A. Failure to have 9 players present at the completion of the first time through the batting order, will result in an automatic out at the end of the batting order.
  - B. Players leaving the game due to injury will be declared an out at their spot in the batting order if the injury results in the batting lineup falling below the 9 player minimum.
    1. If the injury occurs during and the player is not able to complete the AT BAT, the player cannot be substituted for and the AT BAT will also be declared an out.



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2. If the injury occurs after the completion of an AT BAT (Batter-Runner reaches First Base), the player can be replaced by a Substitute Runner.
  3. Players leaving the game due to injury cannot return to the lineup.
- C. A maximum penalty of 1 automatic out per time through the batting order will be imposed per team. (To be removed if 8-player minimum agreed upon).
- **Pick Up Player Rule** - In the event a team has less than 9 rostered players at a game, the team may play with up to 2 additional players ("Pickup Players") currently registered on another InterCity Team (ASA, MGSA, WYSA) in the same division (8U, 10U, 12U, 14U) in order to play with a total of up to 9 players.
    1. Pickup Players count toward the minimum number required for an official game.
    2. Pickup Players may only play in the outfield and must bat last in the initial batting order.
    3. Pickup Players must wear the uniform of their original team.
    4. Pickup Players are not allowed to play up into an older division or play down into a younger division.
    5. Pickup Players cannot be added to the lineup after the start of the game.
    6. Rostered players arriving after the umpire has started the game will be substituted in the lineup in place of any Pickup Player utilized.
    7. Violation, witnessed by a Board Member, of the Pickup Player rules will result in the following penalties.
      - a) 1st Offense - Suspension of the Head Coach for 1 game
      - b) 2nd Offense – Coach subject to Appeals & Discipline Hearing
  - **Dugouts** - Home (1B) Visitors (3B), excluding teams already occupying a dugout as a result of a scheduled double-header or tournament game.
  - **Scorebook/Scoreboard** - Home keeps the book. Visitor keeps the board.
  - **Warm-up Pitches** – Only 5 warm-up pitches will be allowed between half innings.
  - **Game Start Time** - Game time starts on the first pitch to an opposing batter. Teams must be warmed up and ready to play at the scheduled start time of the game.
    1. EXCEPTION : Failure of the Head Coach to have their team ready to play at scheduled game time will result in the game clock starting at the scheduled game time.
    2. If the field is being used for another game prior to the scheduled games, teams should warm-up outside the fences or on adjacent unused fields.
  - **Defensive Positioning** - No requirements for starting location for outfield positioning.
  - **Game Duration** – 75 minutes
  - **End of Game** - After any time limit is reached, the game will be stopped at the completion of the current Batter if the game is in an unreachable/un-tieable state.
  - **Runs ahead rule** - There is no runs ahead rule as run differential is not a tie breaker in the standings.
  - **Weather**
    - A. A game that is called due to weather or darkness is considered complete after 45 minutes of play provided two complete innings have been played.
      1. If a game is called in the middle of the 3rd or subsequent innings, the final score will revert back to the score at the last completed full inning.
    - B. If a game that is called due to weather or darkness is rescheduled, it will be restarted at the

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exact point at which it was called, and will continue until the completion of a regulation game or the expiration of a new, complete time limit—whichever comes first.

- **Hit Batters** - If three batters in a single inning are awarded first base because they are 'hit by pitch' from a single pitcher, the offending pitcher must be replaced for the remainder of the inning. There are no limits to how many times this rule will be invoked per game.
- **Throwing Bats** - Batters who throw the bat will be given a warning and may be called out at the umpire's discretion.
- **Substitute Runner** - A substitute or pinch runner for an injured player will be the last batter in the lineup to be declared out. The same Substitute Runner can only be used one time per inning. Additional Substitute Runners used in the same inning will revert to the next previous batter in the lineup to be declared out.
- **Courtesy Runner** – A Courtesy Runner can be used for the Pitcher and Catcher only.
  1. Courtesy Runner must be the last batter in the lineup to be declared out.
  2. The same Courtesy Runner cannot be used for both Pitcher and Catcher in the same inning.
- **Batpersons** – No non-rostered Players or Coaches are allowed in the dugout or on the playing field.
- **Cheering** - No Coach or defensive player shall at any time, whether in the Coach's box or on the playing field, use language, cheers or arbitrary noises which are intended to affect the performance of an opposing offensive player. Cheers, of a positive nature only, are allowed from the dugout area while occupying the offensive position.
- **Protests**
  - A. All game protests must be submitted in writing to the applicable League Director within 72 hours of the scheduled start time of the game under protest.
  - B. The Softball Board will consider the protest and render a decision. The decision of the Softball Board is final.
- **Post-Season Tournament**
  - A. The team with the lowest numerical seed is the home team, except as noted below. 1. The winner of the winner's bracket is the home team against the winner of the consolation bracket. 2. The winner of the winner's bracket is the visiting team when the "if" game is required.
  - B. If the game is tied at the end of regulation play, the game will continue under normal playing rules for 1 (one) additional inning.
  - C. If the game remains tied at the end of the additional inning, all subsequent innings will be played utilizing starting the last out from the previous inning at 2nd base.
- **Standings**
  - A. Team standings will be determined by winning percentage, with a tie counting as  $\frac{1}{2}$  a win.
  - B. In the event that 2 or more teams finish the regular season with an identical winning percentage, the following system of tiebreakers will be used to determine the team standings and post-season tournament seeding:
    1. If two or more teams are tied, the team standings will be determined by the highest winning percentage considering only games between the teams that are tied. All games between the teams that are tied are considered—even if such teams did not play each other an equal number of times.
    2. If still tied, the team standings will result in a tie. Post-season tournament seeding

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will be determined randomly, such as by a coin toss, random drawing

- **Awards**

**Spring Season** – Placement awards, if provided, will be distributed to players of top placing teams, based on the results of post-season tournament play, in accordance with paragraph D-1 below. NO participation awards are awarded.

**Fall Season** – Placement awards, if provided, will be distributed to players of top placing teams, based on regular season play, in accordance with paragraph below. NO participation awards are awarded.

Placement Awards - League or Tournament placement awards will be will be given by the following scenarios:

- a) Leagues or divisions with 4 teams or fewer, awards will be given to all players on the 1st place team.
- b) Leagues or divisions with 5 to 10 teams, awards will be given to all players on the 1st place and 2nd place teams.
- c) Leagues or divisions with 11 teams or more, awards will be given to all players on the 1st place, 2nd place and 3rd place teams.

**Note: If there is a tie for 1st place or 2nd place, all teams involved in the tie may be given awards, but it may affect awards given in other places.**