

# *Western Reserve Fastpitch League*

## **2019 Rules 10U (Final Update – 02.05.2019)**

The USA (Formerly ASA) Softball rules govern play except as superseded by the following Western Reserve Fastpitch rules:

1. Girls softball league is reserved for girls with playing ages of 10 or less as of January 1st of the playing year in accordance with USA Softball.
2. Each game (limited to 6 complete innings) is scheduled with a 1 hour 50 minute time limit from the actual start of the game. No new inning can begin once the time limit is reached. Upon completion of regulation play (6 innings) and the score is tied, if time permits, International Tie Breaker (ITB) Rule is applicable. ITB innings will begin with the last batted out from previous inning as a base runner on 2nd base and the game will be played until a winner is declared or time expires, the earlier of the two...games may end in a tie. In the event of lightning and/or thunder, game/game time will be suspended immediately and all players must leave the playing field (dugout included) to seek shelter until conditions improve. Upon observance of a lightning strike or thunder, no game can resume until 30 minutes after the last lightning strike or thunder was witnessed. Suspended time does not count against time limit. NOTE: A new inning begins when the third out of the bottom of an inning is recorded. Refer to Rule #20 for additional details on Suspended Game Rules.
3. The softball utilized for each game shall be a 11” Ball. Leather covered balls. NO synthetic. .47 core.
4. **ELITE/LOWER DIVISION ONLY:** All team players must play at least 2 innings on defense. All substitutes must be in the game by the third inning.
5. The team roster size shall be limited to 18 unless the League Commissioner determines otherwise due to season ending injury or re-location of a player. Players must play in more than 50% of regular season WRF games to be eligible for playoff roster.
6. **ELITE/LOWER DIVISION ONLY:** A pitcher may pitch at most nine (9) outs during the regulation play (first six innings of a game). No restrictions exist for International Tie Breaking (ITB) inning(s). Every time a player makes an appearance as a pitcher and throws a pitch, even if an official out is not recorded, each appearance will count as an out. **NO Pitching limit for Premier/Upper Division.**
7. Run Limit Innings: A five (5) run limit per half-inning limit.
8. Round Robin batting will be employed. Any player arriving after the game begins are to be placed at the end of the batting order. LATE ARRIVING players must be noted with Umpire at ground rules meeting and listed on batting card. In the event, a listed player is not present at their initial “at bat”, such batter will be removed from the batting order and skipped over without a recorded out. Upon arrival of a “late player”, such player shall be added at the end of the batting order and reported to the opposing team prior to their first “at-bat” pitch. Failure to notify the opposing team prior to the first “at-bat” pitch will be recognized as “batting out-of-order” and applicable rules will be enforced. Purpose of this rule is NOT to penalize players/parents arriving late due to traffic/work/conflicts.

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9. If a player must leave for any personal reason, the opposing coach, or scorekeeper must be notified and the first “missed” plate appearance shall be recorded as an out. Any/all subsequent missed plate appearances shall be skipped over without further penalty. In the event such player returns, she shall be re-entered in their original batting order position and the opposing team must be notified prior to the first returning “at-bat” pitch. Failure to properly notify the opposing team prior to the first returning “at-bat” pitch will be recognized as “batting out-of-order” and applicable rules will be enforced.
10. A warning will be issued to each team by the umpire for any bat that has been thrown (regardless of intent) and is judged to put any person(s) in danger. The next occurrence will result in the offender being called out. Any equipment thrown in anger (as defined by the umpire), will result in that player being ejected from the game. **NO ADDITIONAL WARNINGS!** An out will be taken in the batting order for that player for all further “missing” plate appearances.
11. A maximum of 5 warm-up pitches will be allowed for the start of an inning OR for a pitcher coming into a game for the first time as a replacement. A pitcher re-entering a game in the middle of an inning will be awarded 3 warm up pitches. Exception: if a pitcher is re-entering an inning that she has already participated in as a pitcher in that inning – NO warm up pitches will be awarded.
12. All offensive players are required to wear batting helmets with a protective face guard and chin strap while on the playing field at all times. In the event a player is in violation of this rule, both teams will be issued one warning. Any/all subsequent violations of this rule will result in the offending player being recorded as an out. If a base runner intentionally removes her helmet during play, she may be called out at the discretion of the umpire.
13. If a manager, coach, players, or parents attempt to stall a game in any way, the umpire can allow the game to continue without regard to a time limit or if darkness is an issue, the game can be rescheduled by the League Commissioner.
14. Violations of any of the WRF or Governing Body rulings shall be subject to discipline (including forfeiture of the game) of the offending team, as determined by the WRF Board.
15. If a school event (awards ceremony, carnival, etc...) OR Community Event conflicts with a scheduled game, the Coach or Coach Representative must notify the Coach from the opposing team at least 48 hours prior to the date of that game. And, both coaches must put forth “best effort” to reschedule the game. The WRF Board reserves the right to award a forfeit to the team in violation of “best effort” attempt (as determined by the WRF Board) to reschedule a game.
16. All games that are rained-out or cancelled must be rescheduled and communicated with Jim Wagner via email to [jim.wags@sbcglobal.net](mailto:jim.wags@sbcglobal.net). When attempting to reschedule game(s), “best efforts” (as determined by the WRF Board) must be implemented by both teams. The WRF Board reserves the right to award a forfeit to the team in violation of “best effort” attempt to reschedule a game.

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17. **GAME START TIMES:** Start times must be mutually agreed upon (in advance) by the respective team coaches...a target of 6:30pm for weekday games when possible. A team needs a minimum of eight (8) players to begin an official game. A 15 minute grace period is afforded a team waiting to reach the minimum number of players. If after the grace period, a team does not have 8 players, the team will have to forfeit.
18. The official timekeeper is the umpire and will call out the start time of the game. And, the home team will maintain the “Official” scorebook. The visiting team scorekeeper is encouraged to confirm matching scoresheets after each inning. Any unsettled disputes will go with the Home team scorebook.
19. Both teams must report the final score of each game by email to [jim.wags@sbcglobal.net](mailto:jim.wags@sbcglobal.net) within 48 hours upon completion of the game.
20. Suspended game due to inclement weather or darkness, the following rules apply:
  - A. If the game has completed 5 innings (4 ½ innings with the home team winning) the game is over and constitutes a full and complete game. No innings will be made up at a later date.
  - B. Suspended games will be considered any game that has not completed 5 innings (4 ½ innings if home team is winning) and will resume at the exact point of play when halted. Teams will finish the next time they meet if they meet during the season. “Best Effort” (as determined by the WRF board) to re-schedule suspended games must be implemented by both teams. The WRF Board reserves the right to award a forfeit to the team in violation of “best effort” attempt to reschedule a suspended game. If the teams do not meet, the League Commissioner will reschedule the game.
  - C. Upon resuming a Suspended Game, players in original lineup who are not present for games’ completion are skipped in the batting order – No out is to be taken.
  - D. Players not in original lineup who are present for the games’ completion are added to the bottom of the batting order.
21. **Speed Up Rule** – A Courtesy Runner may be used for Pitcher and/or Catcher with less than 2 outs. And, a Courtesy Runner is mandatory for the Catcher when there are 2 outs. Courtesy runner is the last batted out.
22. **Metal Cleats** are prohibited. Any player entering/playing in a game with metal spikes will be recorded as on out and subject to ejection as determined by the umpire.
23. **Residency Rule** – Max of total roster is 18 players. Upper/Premier Division team must have no less than 50% from Community OR School District. Lower Elite Division team may have no more than 4 players from outside community or school district. Exceptions must be approved by WRF Board.

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24. Exempted players will not count towards non-resident players. Those are players who did not make their home community team. Or players released from their community team. Players with these qualified exemptions will be ‘grandfathered in’ on their existing team’s roster for as long as they remain with that team or organization.

25. No Dropped 3<sup>rd</sup> Strikes and No Continuous Walks.

26. BASE STEALING:

A. Elite/Lower Division:

- No Stealing of Second Base.
- Maximum of one (1) successful steal of home base per inning.

B. Premier/Upper Division:

- Maximum of two (2) successful steals of home base per inning. Once achieved, the defensive team may still attempt to “pick-off” a baserunner leading-off at third base without further liability of the baserunner advancing to home. In the event baserunner “successfully” advances when WRF Rules “prohibit” such advancement, ball will be considered “dead” and baserunner(s) must return to their originating base.

C. BOTH DIVISIONS:

- Only one (1) stolen base per pitched ball. In the event the ball is overthrown by the Catcher when attempting to “throw-out” a baserunner that is stealing, such baserunner may NOT advance to an additional base.
- All baserunners are subject to being “picked-off/thrown-out” by the defensive team regardless if the baserunner is “allowed/not allowed” to steal a base (i.e. once a team has achieved its “successful” steal(s) of home, the defensive team may still attempt to “pick-off” the baserunner leading-off at third base without further liability of the baserunner advancing to home). In the event baserunner “successfully” steals a base when WRF Rules prohibit such advancement, the ball will be considered “dead” and baserunner(s) must return to their originating base
- No Delayed Steals.
- The ball is considered “Dead” when the Catcher is throwing the ball back to the Pitcher.