

WOODCROFT ATHLETIC ASSOCIATION
CITY OF DURHAM PARKS & RECREATION DEPARTMENT
SOFTBALL RULES (updated 6/14/10)

ALL LEAGUES

1. Official rules of play will be NC State High School Rules with the exception of specific league rules which will take precedence.
2. Any rule or situation not specifically covered in the major league rules will be left to the interpretation and application of the WAA and/or DP&R.
3. Each head coach is responsible for the direction of his/her team on the field as well as any other related matters pertaining to his/her team which must be coordinated or executed off the field.
4. Coaches are responsible for their rosters and ensuring that only those players properly registered and assigned participate in any practice or game. Using illegal players will result in disciplinary action against the head coach.
5. All eligible players present must play both offense and defense. In the event a coach is having disciplinary problems with a player and will not be playing him/her during a particular game, the opposing coach, facility supervisor, and parent must be notified prior to the start of the game of your intention not to play a player. It is strongly recommended that parent be notified and any problems discussed prior to coming to the field.
6. If during the course of a game, disciplinary action must be taken toward a player resulting in his/her removal from the game, the opposing coach and facility supervisor must be notified.
7. Coaches failing to comply with these rules are subject to their actions being reviewed by the WAA board and possible disciplinary action taken.
8. Team standings will not be kept except in the 10-12 and 12-16 age groups. These age groups will have a tournament following the regular season. No awards for team records will be provided. Players in some age groups may receive an individual form of recognition for his/her participation in the program.
9. Protests will not be allowed. The decision of the umpires will be final.
10. Violations of proper conduct and sportsmanship as it relates to all aspects of the league (practice, games, relations with participants, etc.) are subject to review by the WAA board and all disciplinary actions taken will be binding.
11. Game Cancellations:
 - a) Rainouts will be communicated by email the day of the game. Rainout information will also be posted on the WAA voicemail (419-0833) as well but due to numbers of parents calling we encourage coaches to communicate by email.
 - b) Each team must check at the field if there has not been a definite cancellation made.
 - c) If the first game of the weekday is cancelled due to poor conditions, all games for that league will be cancelled.
12. Players must wear team shirt, cap, and shoes that cover the entire foot. No metal cleats will be allowed. Long baseball pants are recommended for all age groups.
13. The facility supervisor's time piece will be official. If both coaches agree, teams can play with less than the minimum number of players. Once play has begun a team may continue to play with

any number of players.

14. A half inning will be complete after the offensive team has 3 players commit outs or scores 5 runs, whichever comes first.

15. Lineup:

a. Each coach must submit the lineup in writing to the league supervisor or scorekeeper prior to the game. Batting order shall be continuous, listing all team members present. Team members who arrive after the beginning of the game will immediately be added to the end of the batting order. A player will retain his/her batting position for the entire game.

b. If during the course of a game, a player must be removed from the game (injury or leaves the field), his/her position in the lineup is skipped with no penalty. Any player bleeding shall be removed from the game until the wound is covered.

16. All batters and base runners must wear batting helmets. If the helmet falls off while in the course of play, a base runner may advance until the play stops. Intentionally removing the helmet, in the umpire's judgment, will result in the player being declared out. Umpires will give one warning to each team prior to declaring an out.

17. Every player must play at least one half of the game in the field. No exceptions!!!

Special Rules for the 7-9 Year Old League:

1. The base distances will be 50 feet apart and the pitcher's circle will have a 6-foot radius. The pitching rubber will be 35 feet from home plate. The game will be played with an 11" Incrediball or other league-approved safety softball.

2. An official game will be 6 complete innings or 1 hour and 10 minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour and five minutes of play. All incomplete innings must be played if the home team is behind.

3. Ten players present will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during the team's 1/2 inning unless injury occurs.

4. Batting:

a. Batters will hit from pitches thrown by their coach (the offensive coach). Batters will have 5 pitches to hit a fair ball. A player is out if he has three swinging strikes. If the ball is fouled on the final swing, the batter can continue until she hits a fair ball or misses.

b. Batted balls declared dead will count as a swing when appropriate. If the swing would be the last, a foul ball will be declared. Runners cannot advance on a dead ball.

c. Bunting is not permitted. The batter must take a reasonably full cut at the ball. If, in the judgment of the umpire, the batter bunted, tapped, or chopped at the ball, the umpire will call dead ball or foul ball if it is the batter's last swing.

d. If, in the umpire's judgment, the batter slings the bat, the batter will be declared out and the ball declared dead. Each team will be given one warning before this rule is enforced.

e. The batter must be in the batter's box when the ball is successfully hit fair or the batter will be declared out and the ball is dead.

f. No on-deck circle will be used.

5. Base Running:

a. If the batter and catcher collide after the ball has been hit, the umpire will call "no play" and the swing will be replayed.

b. Base stealing is not permitted.

c. The runner must be in contact with the base until the ball is contacted. A base runner detected

off the base in violation of the rule will be removed from the base but an out will not be declared.

d. Coaches will not physically assist the base runner while the ball is in play. If detected, the appropriate high school league rules will apply.

e. A base runner may turn either way after crossing first base and cannot be tagged out unless he/she makes a distinct move toward second base.

f. Play ceases once the defensive team has control of the ball within the square formed by the base paths.

The umpire shall then stop play by calling "time." The umpires then determine the position of any base runners. A runner who is more than halfway to the next base will be allowed to take that base, provided it is unoccupied. A runner who is less than half way is returned to the last base passed.

g. In the event that the ball is fielded and thrown to the adult coach, or time out is called, without a play being attempted to put out a runner, all base runners will advance one base.

h. Mandatory speed up rule will be in effect for the catcher with two outs (courtesy runner will replace catcher, who will go to the bench to put on catching gear).

i. Should a base runner become ill or injured, a courtesy runner will be allowed.

j. The infield fly rule WILL NOT be in effect.

k. There is a limit of one base on an overthrow at first or third base.

6. Pitching:

a. The offensive coach, or designee, will pitch to his/her team's batters. The pitcher must remain within a 6 foot diameter of the pitching rubber.

b. If the offensive coach unintentionally (umpire's judgment) interferes with the defensive fielder's attempt to field a batted or thrown ball, the ball is dead, and any base runners will return to the bases they occupied prior to the ball being played.

7. Defense:

a. Ten players will be used if in attendance.

b. One player will be positioned within 6 feet of the pitching rubber, one player will be positioned in the catcher's box, and the remaining players will be positioned anywhere in fair territory, provided they are no closer to the batter than the pitcher.

c. No defensive player other than the catcher may position himself closer to the batter than the pitcher.

d. All players present must play two defensive half innings if the game is over three innings of play.

e. There will be no infield fly rule called in this league.

Special Rules for the 10-12 Year Old League

1. The base distances will be 60 feet apart; the pitcher's circle will have a 6-foot radius. The pitching rubber will be 35 feet from home plate. The game will be played with an 11" Incrediball or other league-approved safety softball.

2. An official game will be 6 complete innings or 1 hour and ten minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour and five minutes of play. All incomplete innings must be played if the home team is behind.

3. Ten players will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during their team's 1/2 inning unless injury occurs.

4. Batting:

- a. Batters will hit from pitches thrown by a player on the defensive team. The umpire will call balls and strikes. Batters will have 3 strikes to hit a fair ball. If the ball is fouled on the final swing, the batter can continue until she hits a fair ball or misses.
- b. There are no walks. If the pitcher throws four balls, then the batter's coach, or designee, will pitch to the batter. The coach pitcher may pitch as many pitches as the number of remaining strikes. No balls or strikes will be called for these pitches. For example, if the batter has one strike when the player pitcher pitches the fourth ball, then the coach pitcher will can pitch up to two pitches. If the ball is fouled on the final swing, the batter can continue until she hits a fair ball or misses.
- c. Batted balls declared dead will count as a swing when appropriate. If the swing would be the last, a foul ball will be declared. Runners cannot advance on a dead ball.
- d. Bunting is not permitted. The batter must take a reasonably full cut at the ball. If, in the judgment of the umpire, the batter bunted, tapped, or chopped at the ball, the umpire will call dead ball or foul ball if it is the batter's last swing.
- e. If, in the umpire's judgment, the batter slings the bat, the batter will be declared out and the ball declared dead. Each team will be given one warning before this rule is enforced.
- f. The batter must be in the batter's box when the ball is successfully hit fair or the batter will be declared out and the ball is dead.

5. Base Running:

- a. If the batter and catcher collide after the ball has been hit, the umpire will call "no play" and the swing will be replayed.
- b. Base stealing is not permitted.
- c. The runner must be in contact with the base until the ball is contacted. A base runner detected off the base in violation of this rule will be removed from the base but an out will not be declared.
- d. Coaches will not physically assist the base runner while the ball is in play. If detected, the appropriate high school rules will apply.
- e. A base runner may turn either way after crossing first base and cannot be tagged out unless he/she makes a distinct move toward second base.
- f. Play ceases once the defensive team has control of the ball within the square formed by the base paths and calls for time out. The umpire shall then stop play by calling "time." The umpires then determine the position of any base runners. A runner who is more than halfway to the next base will be allowed to take that base, provided it is unoccupied. A runner who is less than half way is returned to the last base passed.
- g. In the event that the ball is fielded and time out is called without a play being attempted to put out a runner, all base runners advancing to a base will be allowed to take that base.
- h. Mandatory speed up rule will be in effect for the catcher with two outs (courtesy runner will replace catcher, who will go to the bench to put on catching gear).
- i. Should a base runner become ill or injured, a courtesy runner will be allowed.
- j. The infield fly rule WILL NOT be in effect.
- k. There is a limit of one base on an overthrow at first or third base.

6. Pitching:

- a. Standard arc restrictions and other rules for slow pitch softball will apply.
- b. If the offensive coach is pitching and unintentionally (umpire's judgment) interferes with the defensive fielder's attempt to field a batted or thrown ball, the ball is dead, and any base runners

will return to the bases they occupied prior to the ball being played.

8. Defense:

- a. Ten players will be used if in attendance.
- b. One player will be positioned as the pitcher, one player will be positioned in the catcher's box, and the remaining eight players will be positioned in four infield positions and four outfield positions.
- c. All players present must play two defensive half innings if the game is over three innings of play.
- d. Appeal plays will be executed by the defensive pitcher who will stand to either side of the pitching circle to begin the appeal. Runners may not advance on an appeal play.
- e. Time must be granted by the umpire before a play stops.

Special Rules for the 12-16 Year Old League

- 1. The base distances will be 60 feet apart; the pitcher's circle will have a 6-foot radius. The pitching rubber will be 46 feet from home plate. The game will be played with a standard 12" softball or other league-approved softball.
- 2. An official game will be 6 complete innings or 1 hour and ten minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour and five minutes of play. All incomplete innings must be played if the home team is behind.
- 3. Ten players will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during their team's 1/2 inning unless injury occurs.

4. Batting:

- a. Bunting is permitted.
- b. Base stealing is allowed when ball crosses the plate on a pitched ball. **Base stealing is allowed when the balls is released from the pitchers hands**
- c. Balks will only be called if there is an advantage gained by the pitcher during a balk (for example, if he/she stops during his/her motion to home).
- d. Mandatory speed up rule will be in effect for the catcher with 2 outs (courtesy runner will replace the catcher, who will go to the bench to put on catching gear).
- e. Should a base runner become ill or injured, a courtesy runner will be allowed.
- f. The infield fly rule WILL be in effect.

5. Pitching:

- a. One pitch constitutes an inning pitched.
- b. Once removed from the pitching mound, a pitcher will not return to the mound in that game.
- f. It is the responsibility of the coach to make sure that pitchers are legal. If this is abused, a game may be played under protest by the opposing team. The records of the official scorekeeper are the official record.
- g. A pitch that does not exceed 7 feet at the highest point of arc will be considered a legal pitch. If higher, it will be ruled an illegal pitch and a ball.

6. Defense:

- a. Free defensive substitution is allowed.

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b. Drop Third Pitch is allowed. On an uncaught third strike with no runner on first base or with two outs, regardless of whether there is a runner on first, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base, and must be tagged or thrown out

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