



THE FOLLOWING LOCAL RULES AND PROCEDURES WILL BE USED FOR THE
FALL 2011 WILLIAMSON COUNTY GIRLS YOUTH SOFTBALL

1. Governing Body:
 - a. The governing body will be the Williamson County Parks and Recreational supplemental rule set. For anything not listed in the supplement, Williamson County will fall back on USSSA rules.
2. Birthday cut off will be as of September 30th or the school cut off starting Spring 2012
3. Practice time limit:
 - a. Pre-Season there will be a limit of 3 hours per week of on field practice time
 - b. During the season there will be a limit of 1.5 hours a week of on field practice time
4. Legal Bats:
 - a. 6U and 8U will not be allowed to use a composite bat
 - b. All age groups must use a Official Softball approved bat with no more than a 1.20 BPF.
5. Legal Players:
 - a. Any player may only be officially rostered on one team per the entire league
 - b. School players may register in accordance with the TSSAA regulations
6. Time limit:
 - a. Spring Season- 8U and Older-One hour and twenty minutes (1:20) or seven (7) innings, whichever is shorter. For the 6U age group, the time limit will be 55 minutes. If time expires when the visiting team is batting, the inning will continue and the home team will have the opportunity to bat (all age divisions).
 - b. Fall Season, all divisions, limit is 55 minutes. If time expires when the visiting team is batting, the inning will continue and the home team will have the opportunity to bat (all age divisions). During the Fall League only, teams will play double headers, when possible.
7. Five (5) runs or three (3) outs, per inning. Each team will bat the entire roster during the course of the game using the normal batting routine.
 - a. For 6 & Under (coach pitch), teams will bat the same number as the team with the lowest number of players present at the game or a max of 10 (ten) batters. 3 outs, 5 runs or ten batters will still apply.
8. Three strikes will result in an out.
 - a. 8 & Under (coach pitch), batters will have five (5) pitches or three strikes, whichever comes first, to put the ball into play. The batter will be declared out if the ball is not put into play after the fifth pitch. Batter will not be called out on a foul ball. An offensive coach may be used to help retrieve any passed balls.
 - b. 6 & Under will have three pitches from coach to put the ball into play, after three pitches, the batter will use the tee until the ball is hit into the field. A ten (10) foot arc measured from the back of the plate will be used to determine a fair ball into the field. The coach pitcher has the option to use the tee without using the three pitches. An offensive coach may be used to help set up the tee and retrieve any passed balls and tee after the ball is put into play.

- c. 12U and 15U Fast Pitch only: Runners may attempt to take first base on a dropped third strike if first base is unoccupied by a runner.
9. Ten players will play defensively (6 & Under teams may have up to 6 players in the outfield). Each team will play a regular six (6) girl infield; 1b, 2b, 3b, shortstop, pitcher, and catcher. Infielders must stand in front of or behind the base line when a runner is on base. The pitcher must play not closer than the pitchers rubber, and must be inside the pitching circle. The remaining four players will play in the outfield.
 - a. For 6 & Under, there will be two (2) coaches in the defensive field, ten feet behind the base paths. All players may be in the field.
 - b. For 8 & Under, there will be one (1) coach in the defensive field, ten feet behind the base paths. Only ten players allowed in the field.
 10. Each player must play at least two (2) innings. The purpose of this rule is to ensure no rostered player sits in the dugout the entire game.
 11. Catchers must wear a mask, chest protector and shin guards. Mask may be discarded after a ball is hit into the field.
 12. The U6 pitchers are required to wear full head protection while playing in the field. U8 and U10 pitchers are required to wear game face protection while playing in the field. WCPR strongly encourages all pitchers to wear a protective face mask while playing in the field.
 13. The scoreboard will be used (if available).
 - a. 6 & Under will not use the scoreboard.
 14. Two umpires will be used for age groups 10U and older.
 - a. One umpire will be used for 6 & Under as well as 8 & Under
 15. Stealing will not be allowed in Slow Pitch at any age.
 16. Stealing will be allowed in Fast Pitch. Regular USSSA rules will apply to all age groups over 10 years.
 - a. 10 & Under Fast Pitch can steal every base but home.
 - b. 10U Only: Runners may not take home after an overthrow from the catcher to any base. Runners may leave the bag after the ball has crossed the plate.
 - c. 12U and 14U may steal home.
 - d. 15U and 12U may leave the bag when the pitcher releases the ball.
 17. The infield fly rule is not in effect for any level of play.
 18. Official time will be posted in the score keeper's book and the Umpire In Charge's watch will be the only official time.
 19. League games must be played. If games are not played, a forfeit will occur. Eight players must be present to start and complete a game. If after a forfeit is declared, a scrimmage game is playable. Umpires work all games assigned. Teams will be able to use "pick-up" players who are in the same age division or younger AND from the same community to field a legal team.

For example, a twelve and under team from Franklin could only use a player(s) from the same age division AND from Franklin. Teams will not be allowed to draw players from another community to field a team.
 20. No machine will be used for pitching. For Coach Pitch play, when the offensive pitching coach gets hit with a ball, the result will be a dead ball and the pitch will not count.
 21. 10 & Under Pitching Rule: After four (4) batters have been awarded base by either four balls or being hit by pitch in an inning, the offensive team's manager or coach comes in to pitch the rest of the inning. The batters will adhere to the Coach Pitch Rule 5a.
 - a. The pitches from the offensive slow pitch coach must be slow, recreational, hittable pitches. The coach pitcher must pitch from the 35' pitching rubber. The defensive pitcher must remain even with or behind the 35' rubber, with at least one foot in the

- pitching circle. No stealing will be allowed once the offensive coach comes in to pitch.
- b. The pitches from the offensive fast pitch coach must be at minimum a modified fast pitch. The coach pitcher must pitch from the 35' pitching rubber. The defensive pitcher must remain even with or behind the 35' rubber, with at least one foot in the pitching circle. No stealing will be allowed once the offensive coach comes in to pitch
22. For all age groups, once a coach comes in to pitch the same coach will have to remain pitching for the completion of the inning.
 23. Pitching Distances:
 - a. Fast Pitch must pitch from regulation distance only.
 - b. Slow Pitch Only: Players must pitch from the rubber if possible. The Umpire In Charge will have the discretion to move the pitcher closer for the 10 & U age group. Pitchers will pitch from the following distances:
 - i. 6 & Under---The coach pitcher may pitch as close as needed in a straight line from the plate to the mound.
 - ii. 8 & Under---The coach pitcher must pitch with at least one foot in the pitching circle.
 - iii. 10 & Under--- Thirty five (35) feet
 - iv. 12 & Under--- Forty (40) feet
 - v. 13 & Older---Forty (40) feet
 24. The League Supervisor will make all rain out decisions. Rain out games will be rescheduled through the Parks and Recreation Department. Rain outs will be made up at the discretion of the Recreation Department. **Rain out decisions will be made AFTER 4:00PM or at game time for games scheduled during the week.**
 25. The League Supervisor will handle protests. Judgment calls cannot be protested. Games protested will require a \$50.00 fee and a written protest. The fee and written protest must be given to the League Supervisor immediately after the game or the game will stand as official. If protest is won, moneys will be refunded. Post-game protests will not be counted.
 26. Slow Pitch Game ball will be 11" RIF for all ages.
 27. Fast Pitch Game Ball. 10 & Under: 11" RIF. 11 & Older: 12" RIF.
 28. For girls 8 & Under (coach pitch), the defensive pitcher shall:
 - a. Remain even with or behind the 35' (thirty-five) pitching rubber, with at least one foot in the pitching circle, until the ball is hit.
 29. For all ages, no girl will be allowed to play a defensive position, other than catcher, within thirty (30) feet of the batter. Pitcher must stay even with the rubber.
 30. Overthrow Rule
 - a. For 6 & Under, a ball thrown to a live base will result in a stoppage of play if the THROWN ball gets through, around or over the player who is receiving the throw. As a result, the base runners will not be able to advance beyond the base they occupy or will occupy at the time of the overthrow. The ball must be thrown to a LIVE BASE. Play will not stop until, in the opinion of the umpire, the defense has made an actual attempt to put out a runner, lead or otherwise, meaning the defense will not be awarded "time" if the ball is thrown to third and there is no runner on second or third. Throws to a pitcher inside the pitching circle will no longer constitute stoppage of play.
 - b. For 8 & Under:
 - i. On a ball thrown from the infield: Runners may attempt to take one (1) base. The coach has the option to send the runner, this base is not given. The defensive team can put out the runner attempting to take the extra base if the

ball remains live. The runner will only be able to advance one (1) base after the first overthrow. Example: A ball thrown to 1st base from the infield gets by the fielder. The batter reaches first base and attempts to go to second base. The fielder retrieves the ball and throws the ball to second base to try to put out the runner. The ball goes past the fielder on second base. The play will be called dead and the runner will be stopped at second.

- ii. On a ball hit to the outfield: The umpire will stop the play when in his / her discretion, the ball is in control and inside of the baseline.

31. Stopping the runner

- a. For 6 & Under time will be called when a defensive player has possession of the ball in the base path. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base.
- b. For 8 & Under time will be called when an infield defensive player has possession of the ball inside the base line or the ball is returned to the pitcher with at least one foot inside the pitcher's circle. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base.

32. Hash marks must be placed in the middle of the bases between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate.

33. Base Lengths and Pitching Distance for Fast & Slow:

<u>Base Length</u>		<u>Pitching Distance</u>
6 & under	60'	Defensive pitcher must stay even with/behind the 35' rubber
8 & under	60'	Defensive pitcher must stay even with/behind the 35' rubber
10 & under	60'	35' Fast & Slow
12 & under	60'	40' Fast & Slow
15 & under	60'	40' Fast & Slow
18 & under	60'	40' Fast & Slow

34. East Williamson will always be the home team when playing regular season games at Fly Park. Teams other than East Williamson will flip for home status. When teams travel to other parks, the home team will be the host association. Home teams will not have the opportunity to decline Teams will flip for home status in the County Tournament.

35. Courtesy Runner: Each team will be allowed ONE courtesy runner per inning, plus an additional courtesy runner for the catcher. Any player can be used, but if the courtesy runner is still on base when her turn at bat comes up, an out will be recorded at the plate. Teams may use courtesy runners for catchers at any point during the game. If used, the catcher must be ready to be behind the plate when the half inning changes.

Spring Youth Softball Tournament Rules

Player Eligibility:

- Each team must field a minimum of 9 players from the original roster in order for the game to count, if not, then the game will be considered a forfeit.
- Teams may pick up a maximum of 1 player if needed to complete the 10 player roster for each game. (U14 Fast will be able to pick up 1 player to fill their 9 player roster).
- No players will be able to be picked up in the first round of games
 - If teams picks up a player for additional rounds, they must:
 - Be from the same association
 - Already be eliminated from the tournament
 - In the same age group or younger
 - Bat in the 9 (U14 Fast) or 10 (all other age groups) slot
 - Play the outfield
- If a U14 fast Pitch team chooses to play with 8 players, they will be charged with an out for the number 9 batter.

Time Regulations:

- The official time will be kept by the umpire, no other timers will be considered.
- For all games, no new inning will start after 55 minutes of play, however the home team will have a chance to complete the inning if they are within reach.
Exception: In the Championship game, no new inning will start after an hour and 20 minutes of play, however the home team will have a chance to complete the inning if they are within reach.
- Tie break procedures
 - If the game is tied after 55 minutes of play, the International Tie Breaker will be implemented.
 - In the International Tie Break, the visiting team will place their last batter on third base with 2 outs. Once the third out has occurred, the home team will do the same. This will continue until the game is settled.
- Due to the 55 minute time limit, if a team is up by 11 or more runs after 3 full innings, then a mercy rule will be in effect and the game will be complete.

Rule Addition:

- Outfield players must play with at least one foot in the grass.