



WRYSA SOFTBALL LEAGUE RULES

INTERMEDIATE SOFTBALL AGES 9-10

Supplement to the WRYSA By-Laws & Policies

sportsmanship and Conduct

Each team will be given a WRYSA Coaches packet, which they are to use as a guide to achieve consistent handling of routine and occasional situations. If you have questions, please discuss with your league coordinator.

Sportsmanship and conduct are the primary concern of the coaches and assistants. This includes conduct of coaches, players, and fans of your team. Coaches will be required to sign the Coaches Code of Conduct, which outlines the approved behavior for all WRYSA coaches. Proper youth sportsmanship attitudes must be instilled and maintained on every team. Encourage positive cheering by everyone.

This is an instructional league with parents and coaches encouraged to be on the field behind the players as instructors. Players should run on and off the field and be attentive. Placing a parent behind the catcher is an excellent way to keep the game moving.

Schedules

Games will begin at 5:30 and 7:30 with no inning to begin after 6:45 and 8:15 respectively (1 hour and 15 minutes of play).

An umpire will be scheduled for each game. Home team will provide the base umpire.

Rain Delays and Canceled Games

Valid warning sirens will result in stoppage of play. Lightning or thunder will result in stoppage of play. When a game is suspended a decision will be made within 15 minutes to continue play or cancel the game.

When a game is canceled, 4 innings constitute a complete game and is not to be continued or rescheduled. When teams have had one hour of playing time the game will be considered complete and is not to be rescheduled. The League coordinator or Team staff can reschedule canceled games. Schedule make-up games and practices with the WRYSA Field Scheduler (Name and phone number is posted in the concession stands and in the WRYSA Coaches packet).

General Rules

1. An 11-inch softball is to be used.
2. Games will be 6 innings in length with time restrictions above.
3. Pitching distance is 35 feet (See pitching rules for exception). Base paths are 60 feet.
4. A game may be started or continued with a minimum of 6 players. Fewer than 6 players at any time constitute a forfeit.
5. The entire roster will bat with late players added to the end of the lineup upon arrival.
6. Every player shall play a minimum of 3 innings in the field and players do not sit out consecutive innings. Players must be rotated, and every player must play at least 2 innings in the infield every game. All players should play at least 2 innings in the outfield. This is an instructional league.
7. Ten players with four infielders and 4 outfielders will be used in the field. Moving an outfielder to provide an extra infielder is prohibited.
 - Facemasks will be mandatory for all in-field positions and recommended (but not mandatory) for out-field positions.
8. No bunting
9. Batter cannot run on a dropped third strike. A caught foul tip is treated as a clear strike.
10. During any inning the batting team may score runs to catch and pass the fielding team by 3, the fielding team

then comes to bat. If already leading a team may score 3 runs before returning to the field. This rule applies for all innings including the seventh and extra innings.

11. Umpires will make all calls without need for an appeal.



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12. Babe Ruth Softball rules apply, when not specifically covered in these rules.

Base Running

1. Runners may leave the base when the ball is released by the pitcher. Runner is out if called for leaving early. Umpires have the option of a warning.
2. Coaches should teach sliding to avoid being hit by incoming throws and increase the runner's chance of avoiding the tag. Learning to slide properly is important in this league. Umpires will call players out for causing interference on close plays when the runner does not slide.
3. Stealing second and third is allowed. A baserunner may steal 1 base per batter.
4. Stealing home is NOT allowed.
5. Once the ball is hit runners can advance as long as the ball is in the outfield. Once the ball is returned to the pitcher in the circle the runner can advance to the next base, at their own risk, but no farther than the next base.

Pitching Rules

1. Windmill or Slingshot fast pitch motions are allowed.
2. One pitcher cannot pitch more than 3 innings in one game. Pitching one pitch in an inning constitutes a full inning. Any number of pitchers may be used in one game. Pitchers can be removed and return to pitch in the same game.
3. Umpires will adjust strike zones to encourage swinging at pitches that are hittable, and coaches will encourage hitters to hit marginal pitches rather than walk.
4. Coach pitch will occur once a batter reaches 4 balls. The batter will not be issued a walk. Rather, the strike count will carry over and apply until the batter has reached base with a ball in play or made an out, to include strikeouts (called or swinging).
5. When coaches are pitching runners may lead off their bases, but no stealing.

The rules for this league will be the Official regulations and playing rules of Babe Ruth Fast Pitch Softball. Any rules not specifically stated or modified above, will be governed by the Babe Ruth League rules.

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