

## WRALL Coach Pitch SOFTBALL – 2025

1. **INNING** – Will consist of three (3) outs or five (5) runs. No more than five (5) runs will be allowed in an inning unless the batter hits the ball over the fence.
2. **RUN RULE** - The game ends if one team has a lead of ten (10) or more runs after 4 innings (3 ½ if home team is leading).
3. **SUBSTITUTES** - All players must enter the game by the top of the fourth (4th) inning. Refer to Reg. IV (i) for all other playing requirements and penalties.
4. **FORFEITED GAME** - If a team has less than eight (8) players to start the game after a ten (10) minute grace period, the game will be forfeited. A game may not be continued if a team drops below eight (8) players during the game for any reason.
5. **RAIN OUT** – The game will be made up on the first available day. Failure to appear for the make-up game will result in a forfeit. The board of directors dictates when the make-up game will take place.
6. **PROTEST** – All protest must be made to the umpire before the next pitch in order to be considered. The board member on duty will decide the ruling and will be final.
7. **MANAGERS ARE REQUIRED TO** – Umpire lower league games. Must have two (2) approved

volunteers present for umpiring duties. If a manager or coach must be absent it is their responsibility to find a qualified replacement. The replacement must be reported to and approved by the PLAYER AGENT at least twenty-four (24) hours prior to the game. Not showing up or not having someone cover your game will result in a one (1) game suspension. The second offense will result in not be considered for All-Star selection and a two (2) game suspension; Third (3rd) offense will result in manager being removed from league remainder of the season. Additional penalties for subsequent violation may be levied by the Board of Directors.

8. **DRAFT** - The draft will be common pool and wrap (meaning the team picking 1st in the first round will pick last in the 2<sup>nd</sup> round). Eligible candidates are eight (8), seven (7), and six (6) and five (5) who have requested and approved by Board of Directors to play up and have attended both evaluations. Any five (5) year old not selected by the completion of fifth (5th) round will be sent to the Rookie/T-ball draft or T-ball Softball draft.

9. **TEAM STAFF** – One (1) manager, two (2) coaches and one (1) team parent that have been approved by the board of Directors. Only (18 and older) are allowed in the dugout (no batboys/batgirls).

10. **BASE COACHING** - Only Adult approved (18 and older) will be allowed in the base coaches' box. If a coach

touches a player-runner to aid in his/her advancement to or from the base; the runner will be called out and the coach will receive a warning.

NOTE: runner is not out if the coach congratulates the player-runner.

11. **CONDUCT** - If the manager, coach, player, or a fan is ejected for any reason during the game the following penalties will be levied: First (1st) time you will sit out one (1) game, at this time the conflict committee will determine eligibility for All-Star selection, Second (2nd) time you will be removed for the remainder of the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game to include pre game and post game activities. Additional penalties may be levied by the Board of Directors.

12. **TIME LIMIT** - A game will consist of six (6) innings or one hour and thirty minutes (1.5) hours. No new inning shall start one (1) hour and thirty (30) minutes from the start time. No new inning will start after ten (10) P.M. Four (4) innings (three (3) and one half if home team is ahead) constitute a complete game in case of bad weather, time limit or darkness.

13. **SLUNG BAT** - First (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out.

14. **SLIDING** - A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.

15. **PITCHER** – Must be an approved adult (18 or older); must pitch underhand and have at least one (1) foot within the circle (Refer to rule 1 pg 61 for size of circle) before pitch is thrown. The player-pitcher must keep at least one (1) foot in the circle, standing on either side of the adult-pitcher even with or behind the rubber. All player-pitchers must wear a mask.

A) - Before the pitch is thrown the adult-pitcher may instruct the batter in the batter's box (up, back, left, or right). Pitchers cannot coach base runners.

1<sup>st</sup> offense: Warning to the manager.

2<sup>nd</sup> offense: Must be removed as pitcher.

B) The adult-pitcher should clear the field opposite the ball put in play. **TO INCLUDE REMOVING THE BAT FROM THE BATTING AREA. FAILURE TO REMOVE BAT WILL RESULT IN A WARNING. 2<sup>ND</sup> OFFENSE THE BATTER WILL BE CALLED OUT.**

C) If the ball hits the adult-pitcher while leaving the field, the ball is dead and is a replay. The previous pitch will not count. If the umpire rules intentional obstruction by the adult pitcher

during a play, all base runners and batter will be called out and the adult-pitcher will be removed from the game.

16. **TAGS BY PITCHER** – The pitcher will be allowed to make a tag on any base runner in the following conditions –

A) Fielded batted ball on baseline and tagged runner going by

B) Fielded an overthrow and tagged runner in general area of overthrow

C) Pitcher can back up catcher and tag runner at home as long as the catcher made the first attempt to catch the ball

D) In the judgment of the umpire

17. **OFFENSE** – Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up.

18. **BASERUNNING** – no runner can advance on a passed ball. No bases on balls. No infield fly rule. No base awarded if hit by pitch. If a runner is caught leaving the base before the pitch is hit; the first (1st) time will be a team warning. Any subsequent violation the runner will be called out.

19. **DEFENSE** – Each team will position one (1) player-pitcher, one (1) catcher (behind home plate in full catcher's equipment and squatted), four (4) infielders (first, second, third and short stop) and four (4) outfielders. Outfielders must be positioned in the outfield grass behind the line before the ball is pitched. Outfielders must play traditional positioning and no rover will be allowed. Outfielders cannot make a play in the infield unless the play takes them in the base path.

20. **DEFENSE POSITION CHANGES** – Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch. **NO DEFENSIVES COACHES ALLOWED ON THE PLAYING FIELD.**

21. **POINT SYSTEM** - Teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. We will play 12 games for the season. Winner of the first half (6 games) and the winner of the second half will play a one game championship. If the same team wins both halves they are determined the champion. Tie breakers will be determined as follows:

- Head to Head
- Runs Allowed
- Runs Scored
- Coin Flip

**22. COURTESY RUNNER** - If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last batted out made or in the case of an out has not been made in the game; the last batter in the lineup will be used. If the player comes to bat later in the game; then the player will be expected to run for themselves. No running for the catcher at any time.

**23. RUN DOWNS** – No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown.

Run-back tags will be allowed anywhere in the base path upon retreat to a previous base. Pickles are the exception to the run down rule; if a player-runner gets involved in a pickle between bases the fielder can run down the player-runner back or towards a base.

**24. CALLING TIME-OUT** –

A) When requested by a coach or player

B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in

umpires' judgment).

C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.

25. **STRIKEOUT** – Is constituted by three (3) missed swings or five (5) pitches being thrown without the batter hitting the ball.

Each batter will get a maximum of five (5) pitches to either hit the ball or strike out. If the batter fouls the fifth (5th) pitch or subsequent pitches; then the batter remains at bat.

26. **BUNTING** – Will not be allowed. If in the judgment of the umpire, the batter intentionally bunts the ball; the manager and player will be warned and a strike will be called. If the same batter attempts another bunt; then the batter will be called out.

27. **OVERTHROWS** – Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases at their own risk.

28. **FENCE RULE** – Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play.

Runners may advance one (1) base on balls thrown over or under the fence.

29. **BATS** - All Bats must have a BPF 1.2 sticker on them.



**Rule 1.10.** No bat, in any level of Little League Baseball or Softball play, is permitted to be altered. Products such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations or modifications to the bat and are not permitted.

(d) the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead.

Runners must return if they advanced on the play.

**Note:** If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

- (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

The manager of the team will be given a warning the first time, the batter who violated the rule will be given a warning the first time. Any reoccurring infractions in the same game/season will be – manager is ejected and the batter.

**30. RESPONSIBILITIES** – Both managers will be responsible for field prep before and after scheduled game to included dragging, raking, mound and box repair, and painting of the fields. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field.

The visiting team will be responsible for operating the scoreboard and keeping the pitch count for both teams' pitchers. Pitch count sheet will filed in pitch log book and entered online immediately after the game and before leaving the park.

The home team will be responsible for keeping the official scorebook. The home team will also enter ALL scores in the online immediately after the game before leaving the park.

Both managers must sign the official scorebook and pitch count before leaving the park.

Penalties for not doing this will be levied by the Board of Directors.