

NWYSA Softball Rules
2007 Spring Season
9-10 Age Group

1. **GENERAL:**

- a. All girls must be a member of the association they are playing in.
- b. Eligible age – must be 10 or under as of January 1 of the season playing.
- c. Players may not play with open cuts. Uniforms with blood must be changed.
- d. Any rule not mentioned here will come from the A.S.A. 2007 rulebook.

2. **THE FIELD:**

- a. Bases will be at 60 feet.
- b. There should be a twelve (12) foot diameter circle around the 35-foot pitching rubber.

3. **THE GAME:**

- a. All games will consist of five (5) innings, or one (1) hour and 15 minute time limit, whichever comes first.
- b. There is a six (6) run per inning limit, with the exception of the fifth inning which has no limit. If the game is called for time or weather, the unlimited run inning will not pertain to the last inning unless it is the fifth inning.
- c. Any game stopped due to weather after 3 complete innings (2 ½ innings if home team is ahead) will be declared an official game. If a game is stopped before it is an official game it will be replayed in its entirety.
- d. Maximum delay of first game in evening is 10 minutes and then second game will start on time
- e. A minimum of eight (8) players must be available to begin playing a game. In the event that a team does not have enough players to start, that team will lose by forfeit. “Pick-up players” may be added to avoid forfeit, but they must be players from a younger age bracket and be on the roster of a team in the younger age bracket in the same community.
- f. Each player must play no less than six (6) consecutive outs in each ball game.
- g. Home team will provide game balls. (1 new, 1 used)
- h. The game ball will be a 47-core, 375-compression 11-inch yellow softball.

4. **POSITIONS:**

- a. Each team may have 10 players on the field: 6 infielders including the pitcher and catcher, and 4 outfielders. All outfielders must play behind the baselines until the ball is hit.
- b. The catcher is required to wear full catcher’s gear.
- c. Coaches may not enter the playing field except when coach-pitching. Coaches must remain near their dugout when their team is on defense.

5. **PITCHING:**

- a. The pitcher’s mound is set at 35 feet. The pitcher must begin delivery with both feet touching the pitcher’s plate. The pitcher may use forward motion only and must maintain one foot in contact with the pitcher’s plate until the ball is released.
- b. If during any one (1) inning, the youth pitcher gives up four (4) walks the pitcher will remain on the mound to field any ball in play. A coach from the team at bat will pitch for the remainder of the inning. The coach will pitch a maximum of six (6) pitches per batter. The batter can strike out, but not walk. The pitching coach will use the utmost caution not to interfere with any live ball. If the ball should hit the pitching coach it will be ruled a dead ball and no pitch will be charged. Youth pitcher will return to pitching the next time the team takes the field.
- c. A pitcher will be removed from the mound at any second trip to the mound by a coach in one (1) inning.
- d. The coach pitcher may stand closer than the pitcher’s mound when pitching, but not closer than the ten (10) foot arch around home plate.
- e. A pitcher may be removed from the game and re-enter later in the game.

6. **BATTING:**

- a. You may allow all players in the line-up to bat. If so, you can substitute freely. If not, must follow substitution rules. If you begin with all players in the line-up, you must end with all players in the line-up.
- b. Any late players will be added to the end of the batting order so long as the order has not been gone through one (1) time yet.
- c. Any player taken out of a game due to injury may be reinserted into the lineup only if she has NOT been skipped in the batting order. If she must miss her at-bat due to injury, she cannot return to the game and must sit out the remainder. No out will be charged for an injured player being removed from the lineup.
- d. All bats must be official softball bats.
- e. All batters and runners are to wear a full-face helmet.
- f. Bunting is allowed only when kid is pitching. There is no minimum distance a bunt must travel in order to be in play (i.e. no need for arc around home plate).
- g. Batters are out on a dropped or missed 3rd strike. Under no circumstances will the batter reach 1st base on a 3rd strike.
- h. The infield fly rule does not apply. All infield flies must be caught to make an out. All infield flies with runners on base will be live balls.
- i. There is no third strike foul rule. The batter will continue hitting until she walks, hits, or swings and misses.
- j. Any foul ball or foul tip caught by a defensive player results in the batter being called out. The foul ball does NOT have to travel above the batter's head in order to be considered out.
- k. The batter takes base when hit by pitch from player pitcher. This will count as a walk in the "4 walks per inning" rule above.
- l. The on-deck hitter must remain in the on-deck area and also wearing a helmet.
- m. All other players must remain in the dugout until it is their turn to bat.
- n. Any player batting out of order will be called out if the opposing team calls an appeal. The appeal rule goes into effect after the first pitch is thrown and expires once the player arrives on base.

7. **BASERUNNING:**

- a. Courtesy runners may be used for the catcher after one (1) out and must be used after two (2) outs. Courtesy runner may be used for an injured player. Courtesy runner must be a player that has not played unless all players have been used, then should be player making last out.
- b. There is no leading off bases. A base runner cannot leave the base until the ball is hit. The umpire will call out any base runner leaving early.
- c. There is no stealing. Runners may not "tag-up" and advance on a caught fly ball.
- d. To avoid injury, runners coming into home plate must slide if there is a play at home plate. If the runner does not slide and makes contact with the catcher, the runner will be called out.
- e. An overthrow will be declared if the ball is thrown over any baseline fence. One base will be awarded to each base runner at the umpire's discretion.
- f. All overthrows that remain on the infield side of the fence are live balls. Runners may advance at their own risk. Runners may advance one base only, unless the defensive team attempts to throw out the runner and a second overthrow results. The ball remains live until the pitcher regains control of the ball inside the pitcher's circle.
- g. On infield and outfield hits, runners may advance once contact is made with the bat. The ball is live until the pitcher receives the ball inside the pitcher's circle. Note: the pitcher must be inside the circle, but does not have to be in contact with the pitcher's plate.
- h. All base running appeals (runners failing to touch a base) will be made by the defensive team by throwing the ball to the appropriate infielder who will then tag the base. The umpire will have the final decision on whether or not a base was missed
- i. Base coaches are not allowed to touch the players when they are on the bases. (No pushing players toward the next base on pulling them back)

8. **APPEALS:**

- a. Appeals related to illegal players must be made on the field. If a satisfactory response is not received, the game should continue. After the game, the coach may appeal to the NWYSA Board President. After investigation, the game may stand or be declared illegal and thus forfeited.
- b. The same appeals method should be followed for any rules-related appeals. Under no circumstances will appeals be heard which are directly related to an umpire's judgment call.