

# 2025 RULES

## General – All Ages

- All bats must be USA/ASA approved
- Equipment must be in good shape
- Helmets must be worn at all times by the batting team when on the field. This includes
  - players coaching bases.
- **Helmets must have a face guard.**
- Catchers must wear a mask when warming up pitchers on the sideline.
- If it is not raining, you should plan on playing. Always watch out for lightning. Resume play according to WIAA rules.
- Cheers are allowed but cannot be directed at the opposing team or players.
- Coaches are responsible for good sportsmanship at all times, including the enforcement for players and spectators – zero tolerance.
- Teams must have 8 players to begin play, the 9th spot in the batting order will be an automatic out.
- All pool games will be 75 minutes drop dead. Bracket games will be no new inning started after 75 minutes. Championship games will be complete games unless run rule comes in effect.
- A game will end after,
  - 3 innings if a team is ahead by 12 runs
  - 4 innings if team is ahead by 10 runs
  - 5 innings if team is ahead by 8 runs
- The Tournament Director and/or Umpire-in-Chief will address any umpire, coach or player concerns and/or any rule clarification presented for review.
- There is a maximum of 15 players allowed on the submitted team roster for all games.
- Both Teams will provide a game ball for play. Each Team will be given 4 game balls at registration.
- Home Team will be determined by coin toss, team that traveled farthest will get to call.

## 8U RULES

- Teams must have 8 players to begin play; however, there will be no automatic out for the 9th player in the batting order. **This exception is for 8U only.**
- No metal spikes
- 3 outs or 5 runs per inning, whichever comes first no matter who is pitching (player or coach)
  - The 5 run limit is removed the last inning of the game requiring the last inning of the game to be announced prior to starting this inning
- 11 inch yellow raised seamed softball.
- 10 defensive players are allowed - Four outfielders must start on the grass. Coaches should honor the spirit of the rule.
- Continuous batting order is required
- Batting order cannot be changed after the start of the game
- Late arriving players must be placed at the bottom of the batting order and bat in that place for the remainder of the game
- Free defensive substitutions

### **\*\* 8U PITCHING \*\***

- Pitching distance will be at 30 feet.
- Each pitch must begin with the pitcher on the rubber.
- No pitcher may throw more than 3 innings in a game. 1 pitch in an inning counts as a full inning. Player safety is first priority and coaches should use good judgment.
- Player pitch will be used to start each at-bat
  - No walks or Hit by Pitch (go to Coach Pitch at that point)
- Coach pitch starts when the count reaches 4 balls, or there is a hit batter -- coach pitch will be used for the remainder of the count
  - Coaches must pitch from within the circle (within 8 feet of the pitching plate) – pitching from the pitching plate is encouraged
  - The strike count remains when coach pitch starts
  - A coach cannot walk or hit the batter
  - An at bat ends when the ball is put into play or the batter strikes out, umpires should call strikes both looking and swinging as appropriate
  - The player pitcher should be to either side of the pitching rubber inside the circle to defend the ball

- A coach should not make any attempt to field a ball, but if a coach makes contact with a ball by accident or for self-preservation, the ball is dead and the batter awarded first base and each runner advance one base

## \*\* 8U BATTING \*\*

- No bunting will be allowed in the 8U divisions, first time a warning will be issued the batter second time the batter will be issued an out. All runners will return back to the base at the time of pitch.
  - Intentional half-swings or soft swings are likewise not permitted; the umpire should warn the player and bench if this takes place, resume the at-bat from the prior pitch count and the next player to attempt a similar action shall be called out
- No running to first on a dropped third strike – batter is still out
- No infield fly
- A batter during her time at bat may switch to either side

## \*\* 8U RUNNING \*\*

- Runners are only allowed to advance on batted balls
  - Stealing is not allowed in any situation
  - Runners are not allowed to advance on passed balls
- Runners may advance one base **at their own risk** on an overthrow to first.
- Runners may lead-off when the ball is released from the pitcher's hand
- Runners leaving the base early will result in a dead-ball and replay of the pitch
  - Coaches should intervene to assist players as the intent will be to gain no advantage but also not call a runner out for this infraction
- Sliding in all situations where there is a possible play on the runner at a base is desired, but runners shall not be called out unless they make contact with the defensive player attempting to make a play on a ball without sliding
  - The intent of this rule is to prevent players from running into each other however it is not anticipated that all players will be able to slide safely and umpires shall use discretion before calling a runner out
- To speed up game play, courtesy runners may be used for the catcher of the upcoming inning
  - The runner will be the players who made the previous out
- In the event a runner is injured while on base, the player who made the last out may take the place of an injured runner

# 10U RULES

- No metal spikes
- **3 outs or 5 runs per inning, whichever comes first no matter who is pitching (player or coach). The 5 run limit is removed the last inning of the game requiring the last inning of the game to be announced prior to starting this inning.**
- 11 inch yellow raised seamed softball.

## \* \* 10U PITCHING \* \*

- Pitching distance will be at 35 feet.
- Slow pitch is not allowed.
- There is limit on innings a player can pitch. No more than 4 innings per game. Coaches should use good judgment.
- WIAA rules take effect for all pitching.

## \* \* 10U BATTING \* \*

- Bunting is allowed, **except when Coach Pitch is invoked**, then the batter must take full swings at the ball.
- **No running to first on a dropped third strike. Batter is still out.**
- Continuous batting order – all girls must bat. The batting order cannot be changed after the game starts. Players arriving late may play but must bat at the end of the batting order.
- **10U BATTING AND PITCHING RULES** - Walks will be allowed in 10U. After a total of 4 batters have been walked or hit by pitch in the same inning, the COACH PITCH rule is in effect for the remainder of the inning.
  - **Coach Pitch will start with the fourth walk or HBP. The ball is dead immediately after the 4th ball is called.**
  - After the Coach Pitch at bat is completed, **a player pitcher will return to the mound. Coach Pitch will resume as described below with each subsequent walk or HBP** until the inning is completed.
- **These below rules all apply to COACH PITCH:**
  - When the coach comes into pitch, the coach will **pitch FROM THE PITCHER'S RUBBER** and must follow WIAA rules. **The coach should**

**attempt to mimic the speed of a typical 10U level pitcher. No arch pitching is allowed.**

- The **player pitcher** should be behind the back edge and to either side of the pitching rubber inside the circle to defend the ball. The batter should remain in the batters box and wait for the coach to pitch to them. The catcher will be in her crouch position and the umpire remains behind the plate and calls strikes
- **The at bat resumes with the current strike count. The coach cannot walk a batter. The umpire will still call strikes, swinging or looking until the batter puts the ball in play or strikes out.**
- If batter has 2 strikes, hits the ball and it goes foul, the batter remains at the plate to finish the at bat until they strike out or hit a ball in play.
- Catcher should remain in the catching position during the swing at the ball. **A dropped third strike is still an out. Batter may not attempt to go to first.**
- No bunting is allowed in this situation (half swings or swinging lightly to keep the ball from going very far is not permitted). The umpire should warn the player and bench if this takes place, replay the at-bat, and call the next player out who attempts this.
- **If a coach goes to field any ball by accident or for self-preservation, the play is dead. The batter will be given first base and each base runner will advance one base.**
- **Stealing is not allowed in any COACH PITCH situation.** Lead-offs are allowed on the release, but the runner cannot steal.
- No advancing on coach pitch except by batted ball
- A batter during her time at bat may switch to either side.

## \* \* RUNNING \* \*

- Sliding in all situations where there is a possible play on the runner is required.
  - The intent of this rule is to prevent players from running into each other.
- In a double play, the runner going to second must slide.
- If there is a play at home plate, runner must slide in a close situation.
- A courtesy runner may be used for the pitcher and catcher. That runner will be the player who made the last out. If the catcher does not use a courtesy runner, the coaches must help get that catcher prepared for the next inning after she comes off the field as a runner.
- Umpires can, before the game, indicate if they will warn players for leaving the base too early. If they choose to do this, then they should call the play dead immediately,

send the player back to the base, warn the team, and continue play with the next player leaving too early being called out.

- If a player is injured while running to a base and is safe, you may use a courtesy runner.
- That runner will be your last person that made the last out or the third out in the previous inning.
- You may Leadoff/steal upon release of the ball from the pitcher. (10U Cannot steal any base during Coach Pitch) You may also steal home once the defensive player makes a play in the field.

## 12U & 14U Rules

2024 WIAA/NFHS rules will be in effect

### EXCEPTIONS:

- **Continuous batting order**
- **12U – 40' pitching rubber**