

WCSA Softball Rules 8U

WCSA softball is not currently affiliated with any organization (i.e. Little League, ASA, etc.). However, ASA rules will serve as the primary set of rules for WCSA softball except as modified herein. If no modification to the applicable rule is incorporated, the ASA rules will prevail.

1. **Max Roster Size:** 13 Maximum
2. **Age Verification:** All players on a team must be registered within the age boundaries of the division they are play for as of January 1 of that year.
3. **Season Format:** Per Schedule
 - a. **Teams may interleague and travel to other parks.**
4. **Pitching Distance:** Plate @ 35 feet
5. **Softball Size:** 11-inch softball ASA approved .47 core ball
6. **Coaching Staff:** 1 manager and 3 adults (coaches/team mom) allowed regardless of number of players. One must stay in the dugout at all times. The manager is responsible for the actions of their assistant coaches and team mom.
7. **Mandatory Play:** Minimum of 1 at bat and 5 defensive outs. You may play with 10 players on the field. 6 infielders and 4 outfielders. Outfielders must start each play on the outfield grass.
8. **Time limits:** Games 5 innings or 1 hour, 15 minutes, finishing the inning.
*****Games will be required to play a minimum of 4 innings for regulation game or time limit takes effect*****
9. **Pitching:**
 - a. **Player Pitching:** Player will start each defensive inning pitching from the plate. Coach pitch will be implemented after the pitcher has “walked” 2 batters in the defensive inning.
 - b. **Coach Pitch:** Will be triggered after 2nd walk in the inning and once the batter receives 4 balls in the count at bat. Coach will pitch the remaining count to the batter. The batter will either put the ball in play or strike out. Foul balls constitutes another pitch (3 foul limit). ****Example**** Batter has a count of 1 strike and 4 balls, coach pitcher will have 2 pitches to the batter (good or bad). If strike 3 is fouled the batter will receive 1 curtesy pitch, up to 3, if all are fouls the batter would then be considered out.
10. **Coach Pitching, Player Pitcher, Batter, Runner:**
Coach Pitcher:
 - a. The coach pitcher has to have one foot on the pitching mound rubber. With the center being the pitching rubber or 35’ from home plate. Violation: One warning then removal from the inning.
 - b. Once the ball is hit the coach pitcher is to get out of the field of play.
 - c. The coach pitcher will not be allowed to coach the batter as long as he/she remains in the circle. Once a batter becomes a runner (or hit) the coach may continue to coach as long as they are moving to foul territory and does not interfere with the play. Violation: one warning and then removal of coach pitcher from the game.

- d. **Intentional Interference:** The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul territory, away from the play. If in the judgement of the umpire, the coach pitcher intentionally interferes with the play:
 - i. The ball is declared dead.
 - ii. The batter is given an out.
 - iii. No base runners advance.

Player Pitcher:

- a. Player must stay in the back half of the pitching circle, behind the pitching mound rubber, until the ball is hit.
- b. Player must wear a helmet with face guard or a fielder's mask.
- a. A play will be considered dead once the player pitcher has possession of the ball in the pitching circle. This is an umpire judgement call. Should the ball be hit directly back to the pitcher and she makes no effort to attempt to get a batter/runner out the ball shall be declared dead at the umpires call. If the runner has reached halfway she will be awarded the next base, if not she will return to the previous base. If it's a force when the dead ball is called she will advance one base.

Batter:

- a. Batter will receive pitching as noted above on #9.
- b. Batter must have a face guard on the helmet.
- c. No bunting, slap bunting, slap hitting, or slash hitting (show bunt and swing away).

Runner:

- a. If a runner has reached or passed the halfway point before time has been called the runner will be awarded the next base, if not they will return to the previous base.
- b. A runner must maintain contact with the base until the pitcher has released the ball. A runner may then lead off but not steal the next base. If contact is not maintained a warning will be issued. A second offense will result in the runner being called out. One warning per team per game.

11. Run Limit: 5 run limit per ½ inning.

12. Mercy Rule: 10 run's after 4 innings.

13. Safety Equipment:

- a. Pitchers must wear a fielder's mask or batting helmet with face guards.
- b. Catchers must have full helmet with throat protection, chest protector and catcher's shin guards.
- c. Infielders are required to wear fielders masks.

14. Batting Order: Will bat full roster.

15. Conferences: Coach is allowed 2 visits to the pitching mound per inning. On the 3rd request the coach must remove the pitcher from the pitching mound.

16. Players Reentered: Any player who has been removed for a substitute may re-enter the game.

- a. Defensive: Two per inning.
- b. Offensive: Two per inning. Courtesy runner not charged.

17. Base Stealing: Not allowed. Lead offs are not allowed until the ball has left the pitchers hand.

- 18. Overthrows:** Bases are not limited on overthrows.
- 19. Sliding:** A player must slide feet first at home plate if a play is being made. This is umpires judgement call.
- 20. On Deck Batters:** NOT ALLOWED. Only the leadoff batter is permitted outside the dugout between innings.
- 21. Infield Fly Rule:** NO infield fly rule.
- 22. Courtesy Runner:** A courtesy runner can be used with two (2) outs for the catcher. The courtesy runner must be the last player that was out or the last completed batter.
- 23. Replacement Players:** If a replacement player (pool) is needed they must play the outfield and be last at bat. Pool players cannot play in consecutive games for the same team. Maximum of two pool players per game.
- 24. Throwing the bat:** A player who throws a bat will receive a personal warning the first time by the umpire. The player will be called out if the player throws the bat again. This is Umpire's judgement call.
- 25. Bat Rule:** Bat must be marked Official Softball Fast Pitch by the manufacture and not be more than 2 ¼" diameter. The bat must bear an ASA certified stamp.
- 26. Cleats:** NO metal cleats
- 27. Jewelry:** All players are prohibited from wearing jewelry during the play of the game.
- 28. Disruptive Behavior:** WCSA will not tolerate any fighting or disruptive behavior by anyone (players, parents, managers, and fans) during and WCSA sponsored activity at ANY playing field. THIS RULE WILL BE STRICTLY ENFORCED AND VIOLATORS WILL BE REMOVED FROM THE PROMISES. Any violator not leaving voluntarily will be escorted away b local enforcement authorities and banned from all future involvement in WCSA activities.
- 29. Team Responsibility's:**
 - A. Home Team** is responsible for furnishing the official scorekeeper, returning the official book to the equipment room, prepping and marking the field before the game and cleaning the dugout/stand after the game.
 - B. Visiting team** is responsible for operating the scoreboard, returning the control box back to the equipment room, raking the field after the game and cleaning the dugout/stand after the game.
 - C. Managers** are to ensure that this gets done. First violation will be a warning. Second will be a one game suspension for the manager.
- 30. Weather delays:** In the event of inclement weather, or delays beyond our control, cancellations will be posted on social media (Facebook etc.). All attempts will be made to rescheduled games if season permits