

## 2021 Minors Softball Rules

### High school Rules apply unless league specific

	Participants	Ball Size	Bat Requirement	Field Size
Minors Softball	3 <sup>rd</sup> – 4th grade	11" Softball	ASA certified	60' Bases 35 mound

### Bat Requirements

It is the player's option to use the bats provided by their recreation department or they can use their own bat. Effective January 1, 2019, all WECR leagues will operate under the ASA certified bat standard adopted by Babe Ruth Baseball. All non-wood bats must be stamped with the ASA softball logo to be legal for play in WECR league. See image below:



### Playing time requirement:

**Lineup:** Each team will use a continuous batting order utilizing all players who are available to play in that game. For the first five innings of the game, the maximum amount of runs that each team can score per inning is 5 runs. Once a team scores 5 runs in any of the first five innings, the inning is over. There is no limit of runs in the agreed upon last inning as discussed with the umpire. Each player must play at least two innings on defense within the first four innings.

**Number of Innings:** six (6) - **1 hour and 45 minutes** game cap. After one and a half hours of play, no new inning can start. You may complete the inning that you are currently playing.

**Official Game.** A game may be called because of darkness, inclement weather, or at the umpire's discretion. A 10 Run Mercy-Rule is in effect. A game will be official based on 3½ innings if home team is ahead and 4 innings if the visiting team is winning. A tie may exist during the regular season. Extra innings will be played to break a tie during playoffs. The Championship Game must be played in its entirety (six (6) full innings) and continued on another day, if necessary.

**Number of Fielders:** A maximum of ten (10) and a minimum of eight (8) – MUST HAVE A CATCHER! Of the four- (4) outfielders, you may use a short fielder, however, all outfielders including the short fielder must be positioned a minimum of 10' behind the baseline.

**Substitutes:** Re-entry is unlimited on defense, except for the pitching position.

**Pitching Rule:** The game will be conducted 2 innings coach pitch. 2 innings kid pitch. 2 innings coach pitch. For coach pitch a maximum of 6 pitches and or three swinging strikes. Player will be called out. For kid pitch: each pitcher is allowed to pitch a maximum of six innings in one week. One (1) pitch constitutes one inning. Once a player is removed from pitching, he/she may not return as a pitcher. When kid-pitch, if the game breaks down due to 5 hit batsmen and/or walks in an inning, the team that's hitting will have the option to supply a coach to finish pitching. BOTH teams will have to agree. One pitcher has a max 3 hit batsmen per game.

**Batting Helmet:** A helmet is mandatory for batting. A Batting Helmet with the cage is mandatory. If the batter/base runner or the base runner should at any time, intentionally throw a helmet off of his/her head, while the ball is in play, an out will be called!

**Fielder's Mask:** A fielder's mask (especially for pitchers and infielders) is recommended.

**Batting Practice:** Home team: 30 minutes before game time. Visiting team: 15 minutes before game time.

**Bunting:** Is not allowed.

**Catcher's Equipment:** Catcher must wear all protective gear - i.e. mask with helmet, chest protector, shin guards, catcher's glove, and throat guard. At no time should any player warm up the pitcher without wearing a mask. Never use the batting helmet with the cage as a catcher's mask substitute.

**Cleats:** No Metal spikes allowed.

**Coaches:** A Coach in the Outfield is not permitted. Manager and coaches can coach bases. No verbal distraction will be permitted - from the time the pitcher is set until the umpire makes the call.

**Dropped Third Strike by the Catcher:** Batter is out.

**Ejections:** If a coach or a player is asked to leave the game due to poor sportsmanship, he or she will receive a one-Game Suspension (this does not include the game being played) and cannot attend the next game.

**Infield Fly Rule:** No.

**Injured Player:** May be replaced by another player. This includes a base runner, which can only be replaced by the batter who made the last out.

**Leading and Stealing:** Not permitted.

**Baserunning:** The runner will be allowed 1 base on an overthrow on one continuous play. This rule may be up for review as season goes forward. If the ball is hit in the outfield, the runner can advance as far as she can get until the ball is secured in the player's possession in the infield. A play can be made on the advancing runner's base.

**Sliding:** A player must slide/avoid when a play is being made on him/her at any base. Willful disregard of this rule may result in an out, depending on the umpire's judgment call. This rule is for the protection of the defensive player.

**Throwing the Bat:** Is not permitted! Each player will receive one (1) warning from the umpire. A second offense will result in a dead ball and the batter is out.

**Walks:** Bases Loaded Walk: Batter can be walked with the bases loaded.  
Intentional Walk: Is not permitted.