

Tee Ball Division – Supplemental Rules

1. There will be no practicing on the infield prior to the start of the game.
2. No score will be kept, except by the umpire to track maximum runs per one-half inning.
3. No mercy rule. No standings will be kept.
4. On offense all players will bat round robin. Each batter will be pitched up to 4 pitches from a coach pitcher. If the last pitch results in a foul ball, the batter will get additional pitches until the batter either misses the ball completely or fails to swing. After that, the batter will be given the opportunity to hit off the “T” until the ball is hit fair. A batter must hit a fair ball to become a batter-runner. No batter may be awarded 1st base on a walk.
5. An arc will be inscribed 10 feet in front of home plate from the first base line to the third base foul lines. Any batted ball which does not travel past that line is a foul ball.
6. No base stealing or lead-offs. Runners may not attempt to advance before the ball is hit.
7. There is no infield fly rule.
8. For all overthrows at first base and third base, once the ball enters foul territory, the ball is considered a dead ball and all runners (including a runner at second base) may not advance.
9. Each one-half inning ends when a maximum of 4 runs are scored by the offense or when the defense makes three outs (e.g., tag, catch, or put out at a base).
10. While on defense, a team may field up to seven infield positions, including the Catcher and Pitcher position. The seventh position is a Rover and shall be positioned behind and to the side of the pitchers plate. All remaining players shall be placed at the Managers discretion in the outfield on the grass.
11. To encourage rotation of players, no player may remain at the same defensive position more than two innings per game. All outfield positions shall be considered a single position for this rule.
12. Coach pitchers must pitch the ball from the pitchers plate. The defensive player in the pitchers position shall move behind the pitching plate on the left or right side of the field. The coach pitcher must make every attempt to get out of the way and not interfere with the play on the field. If a batted ball hits a coach pitcher, the ball is dead and no runners may advance. It is a no pitch and replayed.
13. The ball is dead when it is returned to the pitching circle and any player has possession of the ball. If a base runner is less than half way to the next base, she must return to the previous base. She may continue to the next base if she is more than half way there when the ball is ruled dead.
14. There will be a limit of three defensive coaches permitted in the outfield. The coaches must be positioned in the outfield behind the players and not obstruct play.
15. Game length will be 1 hour and 10 minutes after which time no new inning will be started but any inning in progress will be completed -- or 5 complete innings whichever occurs first.
16. WVGS does not provide umpires for regular season T-Ball games; parent volunteer shall umpire regular season games. For the WVGS post season double-elimination tournament, WVGS will provide an umpire. All calls made by the umpire will be final. There will be absolutely no arguing or questioning a call with the umpire. The umpire has the authority to eject from the playing field any manager, coach or spectator.

Micro Division – Supplemental Rules

1. **The umpire has the authority to eject from the playing field any manager, coach or spectator who argues or questions a call.**
2. Game length: there will be no new inning after 1 hour, 30 minutes. Any inning started prior to the 1 hour 30 minute time limit will be played until completed. The umpire is the official timekeeper of the game.
3. No practicing will be permitted on the field prior to the start of the game.
4. Game scores will be kept. League standings will not be kept.
5. The ball will be a 10 inch, optic yellow, Worth, “Sof-Dot.” (*SR10RYSA*)
6. The pitching plate will be 30 feet from home plate. All pitchers must wear a protective face mask.
7. The bases will be 55 feet apart.
8. All players shall bat. ASA Round Robin rules apply.
9. Balls and strikes will be called.
10. Three outs or 4 runs constitute a half inning. (Maximum 4 runs per team, an inning.)
11. No infield fly rule.
12. A fair bunted ball is legal.
13. A batter will be awarded first base when hit by a pitch, even if it has bounced, providing the batter has made a reasonable attempt to get out of the way.
14. A base runner cannot lead off until the ball has left the pitcher’s or coach’s hand. If a base runner leaves earlier, the umpire may issue a warning or call the runner out.
15. Stealing is permitted from 2nd to 3rd base ONLY. A runner attempting to steal 3rd base is limited to one base only and cannot advance home on an overthrow. A runner at 1st base may not advance to 2nd on an overthrow on this play.
16. A team may play with a minimum of 8 players. Teams may include players from the T Ball division to field a team of 10 players. A maximum of 3 players can be brought up and all 3 players must play outfield, may not pitch and must bat last in the batting order.
17. Girls may arrive late and be placed at the end of the line-up without penalty. Girls may leave early and shrink the line-up without penalty as long as 8 girls are still present.
18. Players may bunt a coach-pitched ball. The player-pitcher may not “charge” home plate until the pitch is released from the coach-pitcher’s hand. The third baseman may play as close to home plate as the manager desires. A bunted foul-tip or bunted foul ball from a coach-pitched ball is nevertheless a strike under all circumstances.

Defensive Positions

19. All players will be used defensively.
20. The infield shall have no more than 7 players (including the pitcher and catcher.) Outfielders shall be positioned on the grass.
21. No player can play any one position more than 2 innings per game, regardless of the number of innings.
22. The outfield positions shall be considered one position for the first 4 innings. After the 4th inning, no player shall play two consecutive innings in an outfield position.
23. Player pitchers cannot pitch in more than 2 innings per game, regardless of the number of outs recorded per inning. Innings do not have to be consecutive.
24. Defensive coaches: 2 will be permitted on the outfield for the first 2 games only.

Micro Division – Supplemental Rules Continued

Coach Pitchers

25. Player pitchers will be used for each batter, but there will be no walks. If the count reaches 4 balls, the coach of the offensive team will be brought in to finish the strike count.
26. All pitches thrown by the coach pitcher are strikes. However, a batter cannot strike out on a foul ball, unless the batter has attempted to bunt, in which case it will be considered a strike out. Caught foul balls and foul tips, including bunt attempts, are played according to ASA Rules.
27. All coach pitchers must pitch legally from the pitching rubber.
28. When coach pitchers are used, the defensive player in the pitching position shall take a position always inside the pitching circle and to the rear of the pitching plate. On a bunt attempt, the defensive pitcher may not “charge” home plate until the pitch has been released from the coach-pitcher’s hand.
29. The coach pitcher must make every attempt to get out of the way of a batted ball and to avoid interfering with the play on the field. If a batted ball hits the coach pitcher, the ball is dead, it is a no pitch and no runners shall advance – replay.
30. The batter and all base runners may only advance a maximum of 2 bases on a batted ball when a coach pitcher is used.
31. When a coach pitcher is pitching, there will be no stealing from 2nd to 3rd.
32. Hit batters are not awarded 1st base when a coach pitcher is used.
33. For all games played after _____, 2015 on the MICRO schedule, coach pitchers will no longer be used. Walks will be allowed. (Actual date to be announced when schedule is posted)

Overthrows

34. Out of Play: When the ball is overthrown beyond the boundary fence lines, it is out of play and a “dead ball.” Runners **are awarded** the next base from their “current” position. A runner’s “current” position is established at the time the ball **is thrown** (released by the thrower). Example No. 1: If a runner has not yet reached 1st base at the time the ball thrown, she **is awarded** 1st base, but may not advance. Example No. 2: If a runner has reached first base at the time the ball is thrown, then she is awarded 2nd base, but may not advance. Example No. 3: If a runner has achieved 2nd base but has not yet reached 3rd base, then she is awarded 3rd base, but may not advance. Example No. 4: If a runner has achieved 3rd base but has not yet reached home, then she is awarded home plate.
35. Foul Territory (1st base, 3rd base): If the ball goes into foul territory, but remains within the boundary fence lines, then the ball is live and a runner **may advance** a MAXIMUM of one base from the runner’s “current” position. A runner’s “current” position is established at the time the ball **is thrown** (released by the thrower). Example No. 1: If a runner has not yet reached 1st base at the time the ball thrown, she **may advance** to 2nd base **at her own risk**. Example No. 2: If the runner has reached 1st base at the time the ball is thrown, then she may advance to 3rd base at her own risk. Example No. 3: If a runner has achieved 2nd base but has not yet reached 3rd base, then she may advance home at her own risk.

Mini Division Supplemental Rules

1. There will be no practicing on the infield prior to the start of a game.
2. No team shall score more than a maximum of 4 runs in each of the first 4 innings.
3. No mercy rule.
4. Score will be kept. Standings will be kept.
5. For all games, the infield fly rule, dropped third strike, unlimited base stealing and home plate being “hot” shall be per ASA rules.
6. If a ball goes “out of play” on an over-throw, the runner shall advance two bases from her position at the time the throw was released, including home.
7. “Out of Play” Boundaries: For Field #4 (right-field and left-field foul areas), out of bounds is an extension of the existing field-fence-line in a straight line. The umpire has discretion to determine when a ball goes “Out of Play.” For the right-field foul area of Field #5, the Hughes boundary fence marks the boundary of play. A ball hitting the Hughes boundary fence and remaining on the field is considered “in-play;” a ball thrown over the boundary Hughes fence (into the street) is “out of play.”
8. Pitching limitations: each pitcher is limited to 9 outs during the first six innings of the game. A pitcher shall have “entered” the game upon making her first warm-up pitch. Pitchers may only “re-enter” the game twice.
9. All pitchers must wear a protective face mask.
10. During the regular season, there are unlimited mound visitations and time-outs, unless the umpire deems delay of game. During playoffs, ASA rules apply.
11. Game length will be 1 hour, 40 minutes. Any inning started before this time will continue until completed. If an “Official Game” game ends early, the score will revert back to the previous inning unless the home team is batting and ahead in the score. **The umpire is the official time keeper.** An “Official Game” is a game that either (a) has completed 4 innings, or (b) has both completed 3½ innings and the home team is ahead in the score.
12. A team may play with a minimum of 8 players. Teams may use players from the Micro Division to field a team of up to 10 players. Players from the Micro Division must play outfield, may not pitch and must bat last in the batting order.
13. Ten defensive players will be used, with the 10th position being an outfield position. All outfielders must stay on the grass until the ball is put into play.
14. Managers are required to rotate players between infield and outfield as follows: Each player must play one inning in the infield during the first 5 innings. If the game does not last 5 innings, there is no penalty for violating this rule.
15. Girls may arrive late and be placed at the end of the line-up without penalty. Girls may leave early and shrink the line-up without penalty as long as 8 girls are still present.
16. Everyone is to bat.
17. Free substitution. No one girl can sit out more than one inning in the first four innings of the game and no more than twice per game.
18. **The manager is the only person on the playing field who may address the umpire. The umpire has the authority to eject from the playing field any manager, coach or spectator.**

Minor Division Supplemental Rules

1. There will be no practicing on the infield prior to the start of the game.
2. Pitching limitations – each pitcher will be limited to 12 outs in the first 6 innings. There are two reentries per pitcher. All pitchers must wear a protective face mask.
3. There will be a 4 run limit, per inning, in the first 4 innings.
4. No mercy rule.
5. Score will be kept. Standings will be kept.
6. Game length will be 1 hour, 40 minutes. Any inning started before this time will continue until completed. An “Official Game” is a game that either (a) has completed 4 innings, or (b) has both completed 3½ innings and the home team is ahead in the score. If an “Official Game” game ends early, *e.g.*, due to the sundown rule, the score will revert back to the previous inning unless the home team is batting and ahead in the score. The umpire is the official time keeper.
7. 10 defensive players will be used, with the 10th position being an outfield position. All outfielders must play on the grass until the ball is put into play.
8. A team may play with a minimum of 8 players. Teams may take players from teams in the Mini Division to field a team of up to 9 players. Mini Division players must play outfield, may not pitch and must bat last in the batting order. Also, once a girl is called up from the Mini Division, she may not be used again by that team during the following two games.
9. Everyone is to bat.
10. Girls may arrive late and be placed at the end of the line-up without penalty. Girls may leave early and shrink the line-up without penalty as long as 8 girls are still present.
11. Free substitution. No one girl can sit out more than one inning in the first five innings of the game and no more than twice per game.
12. The manager is the only person on the playing field who may address the umpire. The umpire has the authority to eject from the playing field any manager, coach or spectator who argues a call.

Major Division – Supplemental Rules

1. There will be no practicing on the infield prior to the start of the game.
2. No pitching limitations except as provided in Rule 9, below.
3. All pitchers must wear a protective face mask.
4. There will be a 6 run limit, per inning, in the first 3 innings.
5. Mercy rule goes into effect after 5 innings, 10 run rule.
6. Official game is 4 innings; 3 1/2 innings if the home team is ahead.
7. Game length will be 1 hour, 40 minutes. Any inning started before this time will continue until completed. If an “**Official Game**” game ends early, the score will revert back to the previous inning unless the home team is batting and ahead in the score. **The umpire is the official time keeper.** An “Official Game” is a game that either (a) has completed 4 innings, or (b) has both completed 3 1/2 innings and the home team is ahead in the score
8. A team may play with a minimum of 8 players. Teams may include players from the Minor division to field a full team of 9 players. A maximum of 3 players can be brought up and must bat last in the batting order.
9. Girls brought up can play any position for a maximum of two innings but must play a minimum of two innings in the outfield within the first four innings.
10. A girl playing up may not play-up for the same team again until two complete games have since passed for that team.
11. Everyone is to bat.
12. Girls may arrive late and be placed at the end of the line-up without penalty. Girls may leave early and shrink the line-up without penalty as long as 8 girls are still present.
13. Free substitution. No one girl can sit out more than one inning in the first four innings and no more than twice per game.
14. **The manager is the only person on the playing field who may address the umpire. The umpire has the authority to eject from the playing field any manager, coach or spectator who argues a call.**