

# WHEATON PARK DISTRICT

## GIRLS SOFTBALL



### High School League



The intent of the “**HIGH SCHOOL**” League shall be to continue to teach how to play, appreciate and respect the game of organized softball in an enjoyable environment of teamwork, healthy competition and good sportsmanship. This league is open to anyone in grades 9- 12 at the time of registration.

Leagues from other nearby communities will participate in this league.

---

The **National Softball Association’s 12” Fast Pitch Rules** are the Official Rules of Play (available on the [www.playnsa.com](http://www.playnsa.com) website, section “Fast Pitch Softball”) unless otherwise stated in these **2017 High School League Supplementary Rules** and the **WPD Youth Baseball / Softball “Policies and Procedures”**.

Managers and Coaches are expected to read the NSA section on “Fast Pitch Softball” and the Wheaton Park District Youth Baseball/Softball “Policies and Procedures”.

## 2017 SUPPLEMENTARY RULES

### 1. LEAGUE-SPECIFIC GENERAL RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, Managers must mutually agree on a potential substitute, or an official postponement will result. In this case, the home team Manager must notify the League Vice President of the postponement on the same day.
- B. Bases will be 60 feet apart. The pitching rubber will be 43 feet from home plate (measuring from the rear point of home plate to the front of the pitching rubber).
- C. Game duration will be 7 innings except as follows:
  - 1. Game start time, with a 10 minute grace time is forfeit time, unless teams are held up by a late running game.
  - 2. For all games, a new inning may not start any later than 2 hours after the scheduled start time of the game. Unless the game is tied, then it will be played until completion or called for darkness.
  - 3. In all cases, night games will end no later than 10:30 p.m., with the score reverting to the end of the previous full inning if the game is required to stop before a full inning can be completed.
  - 4. A new inning begins immediately after the last out of the preceding inning.
  - 5. A game is official after 5 or more innings or if the home team is in the lead at the end of 4½ innings. The score of “official games” that are stopped prior to the completion of the 7<sup>th</sup> inning will revert to the score of the last complete inning unless the home team is leading at the time play is stopped. If play is stopped before the game is official, the game is “Suspended” and will be played from the point where play was stopped at another date scheduled in cooperation with the League Vice President.

6. A tie game will be declared an official game if the score is even and the game is called due to darkness, rain or time limit, provided at least (5) complete innings have been played.
  7. Bad weather may result in the postponement of a game. If no league official is in attendance, the home team manager will make the final decision on whether to postpone a game. **See the Wheaton Park District's Storm Policy in the Wheaton Park District Youth Baseball/Softball Policies and Procedures for more information.**
  8. In the event of a Rainout or a non-complete game (see section 1, C, 1-7) called for whatever reason, both teams must agree on a reschedule date that is as close to the original game as possible. The Home Team Manager must notify the League Vice President within 48 hours with the agreed upon reschedule date. Failure to notify the League Vice President within 48 hours will result in a reschedule date assigned by the League Vice President. Only weather related events will cause the rescheduled game to be canceled and rescheduled.
- D. School, Church, Family Events, Sickness or Injuries may make it difficult to field a full team. In these situations, managers may call up players from the Wheaton Park District Major-League or equivalent league in other communities. However, in all cases, a minimum of 6 roster players must be present or the game will be declared a forfeit. To avoid a forfeit, a team may reschedule the game, providing the Manager notify the League Vice President and the opposing Manager no less than 48 hours prior to game start time. Follow the **"Game Cancellation Procedure"** in your Manager's Packet. In the case of a forfeit, teams may decide to swap roster players to play a practice game.
- E. Call-up definition: A call-up is a girl who is in the 8<sup>th</sup> grade (or a lower grade) at the time of registration (spring season). The call-up rules are as follows:
1. Call-ups cannot pitch.\*
 

\* In keeping with a healthy competitive spirit, fun and enjoyment of the game for all, the Wheaton Park District Youth Baseball/Softball Board of Control has given the Girls Softball High School League Vice President the option to waive Section 1, Rule D.,1. if the following unfavorable condition(s) exists during the League Season:

**CONDITION-1:** Annual registration fails to yield enough qualified "pitchers" to adequately support each team in the league.

**CONDITION-2:** A team's primary pitcher will not be able to make the game.

**NOTE:** *The High School League Vice President will determine each team's primary pitcher after season starts.*

**NOTE:** *Waiver consideration will be determined by the High School League Vice President and is subject to approval by a committee consisting of the High School League Vice President, the Majors League Vice President and Softball President.*
  2. Call-ups cannot play more innings than any roster player.
  3. Call-ups must bat at the bottom of the order.
  4. Call-up players can be used by any team as needed.
  5. A maximum of 3 call-ups may be used in any game, and any team using call-ups cannot exceed 10 players

6. Call-ups cannot play for another High School League Team if they are already on another High School League Team's Roster. A manager using a call-up player(s) shall inform the opposing manager/umpire at the pre-game meeting.
  7. At the beginning of the season, a "call up player list" will be developed for Wheaton teams by the WPD Vice President of the Major League who will provide 3 or more players per team capable of playing in the High School League as substitute players. **These names will be shared with all league teams.**
  8. At the beginning of the season, managers will provide the league VP with their team roster. The League VP will announce the required date to provide the roster at the pre-season manager's meeting.
- F. Free substitution is permitted on defense, but such substitution will take place only between innings. Pitching changes during an inning: pitcher shall exchange positions with her replacement (off the bench or in the field). No other position changes are permitted during an inning.
- G. All attending players will play defense the maximum number of innings possible given the number of players present. This means that no player will sit out 2 innings unless all players have sat out 1 inning and no one will sit 3 innings unless all players have sat out 2. **Failure to comply may result in a game forfeit.**
- I. Managers and coaches will not question judgment calls made by the umpire, such as fair or foul, safe or out, etc. Managers may approach the umpire if an interpretation of the rules is in question. The manager must ask for a "time-out" after the play is completed. Both managers, and only the managers, will be present during the conference. The discussion will be conducted in a calm and respectful manner. The decision of the umpire is final.
- J. Team standings will be kept for this league as determined by criterion specified in the QuickScores Program. "Winning Percentage" will determine league standings. Specified Tie-Breaker criterion in sequential order will be: "Head-To-Head Comparison"; "Total Runs Against"; "Total Runs Scored"; and "Coin Flip". Standings will determine the number of players each team will send to the All-Star Game and for Team Seeding in the Modified Double Elimination Tournament. In the event teams have not played an equal amount of games, the League Vice President shall have the discretion to determine the basis for calculating standings criteria.

## **2. LEAGUE-SPECIFIC OFFENSE RULES**

- A. During the first 6 innings of a game, teams will be limited to 5 runs per inning unless the offensive team is behind by more than 5 runs. In this case, the offensive team can score enough runs to tie the score.

During the 7<sup>th</sup> or any extra inning of play, a half-inning will consist of 3 outs with no limitation on the number of runs scored.

EXCEPTION: Continuation Rule. Despite the "5 runs or tie" rule above in section 2.A, the play which scored the 5<sup>th</sup> or tying run is allowed to continue to completion. For instance, if 4 runs have been scored and the bases are loaded, a grand slam would score all runs (for a total of 8 runs that inning). While "finishing the play" is allowed, coaches should always keep player safety in mind and not push to have a play when it is apparent that the inning should be over (i.e., 5<sup>th</sup> run scores on a walk and team on offense tries to score the runner from 2<sup>nd</sup> base).

- B. Base stealing is allowed for all bases. However, base runners must remain in contact with the base until the ball leaves the pitcher's hand. If a runner leaves a base too soon, the ball will become dead, a "no pitch" will be declared and the runner will be called out. All other runners will return to the base they were at when the infraction occurred.

- C. **All base runners must attempt to avoid a collision with a fielder in possession of the ball, or about to field a batted ball.** Any runner who remains on her feet and crashes into a fielder making the play in these three situations, whether intentional or not, will be called out for interference. Furthermore, if the act is determined to be flagrant or malicious, the offender will be restricted to the bench for the duration of the game. Runners have three options to avoid a collision: 1) slide into the base they are going to, 2) step around a fielder, or 3) pull up and allow themselves to be tagged.

**NOTE:** *A collision that occurs when an errant throw draws a defensive player into the path of the runner is considered to be incidental contact. It is not interference, and no penalty will be imposed on either the defensive or offensive player.*

Conversely, a fielder may not impede the progress of a runner who is legally running bases while not in possession of the ball, is not about to field a batted ball or is not about to receive a thrown ball. Obstruction will be called in these situations, and the appropriate ruling will be made.

- D. A pinch runner may be used anytime during the game when the catcher or the pitcher is on base. For the purpose of this section, the 'catcher or pitcher' is defined as the girl who will play that position in the next defensive half-inning. The pinch runner must be the player who was the last out or last batted out.
- E. The infield fly rule **will** apply.
- F. The dropped third strike rule **will** apply.
- G. The slaughter rule: A game will end any time after 4½ or 5 innings when a team is 15 or more runs behind or any time after 5 ½ or 6 innings when a team is 10 or more runs behind and has completed its turn at bat.

**OPTION:** *Upon team Managers agreement, the game will continue as a "practice" game according to the time rules in Section 1. C.)*

- H. Metal spiked shoes are allowed.
- I. A player unable to finish a game may miss a scheduled turn at bat(s) without penalty provided it is reported to the umpire prior to the scheduled at bat. Failure to report could result in a "batting out of order" appeal by the defensive team. Players injured during a scheduled at bat will be replaced by the last recorded out. That player will resume the existing count and finish the at bat and/or become the base runner. The original batting order (less the injured player) will resume for the remainder of the game. A team playing with 8 players will not receive an automatic out for having less than 9 players in the batting order, unless a team is playing with 8 players due to a girl being ejected from a game by the umpire.
- J. All batters must use a batting helmet, which includes a facemask.

### **3. LEAGUE-SPECIFIC DEFENSE RULES**

- A. A team must field a minimum of 8 players.
- B. A player is allowed to pitch an unlimited amount of innings per game. Innings need not be consecutive. A time out called by a Manager or Coach for a second conference with a pitcher in 1 inning automatically requires a change of pitchers. Replacement pitcher must be one of the players already in the field, or from the bench (refer to Section 1. F.).
- C. A pitcher who hits 3 batters with pitched balls in the same inning must be removed from pitching for the balance of that inning. She may return to pitch in subsequent innings.
- D. All pitchers must comply with NSA or IHSA pitching regulations. The windmill or slingshot pitching style may be used in addition to the basic underhand delivery.

# WHEATON PARK DISTRICT

## GIRLS SOFTBALL



## High School League

### 2017 MODIFIED DOUBLE ELIMINATION TOURNAMENT RULES

The **National Softball Association's 12" Fast Pitch Rules** are the Official Rules of Play (available on the [www.playnsa.com](http://www.playnsa.com) website, section "Fast Pitch Softball") unless otherwise stated in the **2017 High School League Supplementary Rules**, the **WPD Youth Baseball / Softball "Policies and Procedures"** and these **2017 Modified Double Elimination Tournament Rules**.

1. The League Vice President will be the Tournament Director, prepare the tournament calendar, game schedule and tournament bracket.
2. Team seeding will be determined by final team standings of the leagues regular season. See Section I, J. of the "League Supplementary Rules".
3. Highest seeded team between teams playing will be the home team throughout the tournament with the exception of the "Championship" game. The home team will be the team that came through the "winners" bracket. If a second game is required on Championship day, the higher seed will be the home team.
4. Game duration is 7 innings. A new inning may not start any later than 2 hours after the official start time of the game as stipulated in the "League Supplementary Rules", Section 1. Rule C.
5. Game start time will be according to field availability. The Tournament Director (League V. P.) reserves the right to change the tournament format, field assignments and schedule due to field conditions, foul weather, restrictions, etc.
6. Game start time (with a 10 minute grace time) is forfeit time, unless teams are held up by a late running game.
7. There will be a maximum of five warm-up pitches allowed between innings. A pinch runner may be used any time during the game when the catcher or the pitcher is on base. The pinch runner is the last batted out.
8. Umpires will keep the games moving to help get the innings in, please cooperate & keep the players moving. Players should hustle on and off the field and the battery should be ready.
9. **INTERNATIONAL TIE BREAKER:** This rule will be used in tie games, in extra-inning games, or after the time limit expires, whichever comes first. At the top and bottom of each extra inning, each team starts with a runner on second base. The base runner will be the last scheduled batter of the inning (if every player were to bat once). Game continues playing regular rules until the tie is broken. The international tie breaker rule will not be used in the "Championship" game.



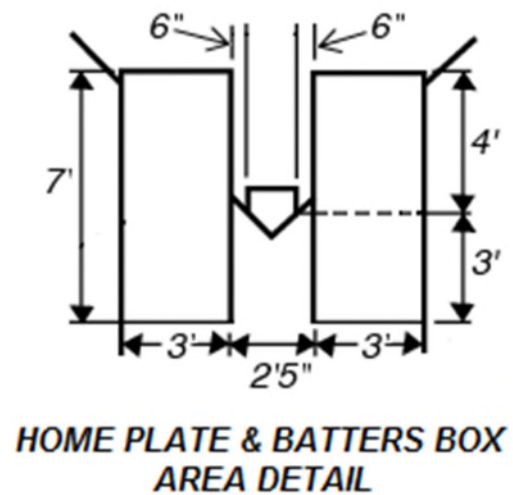
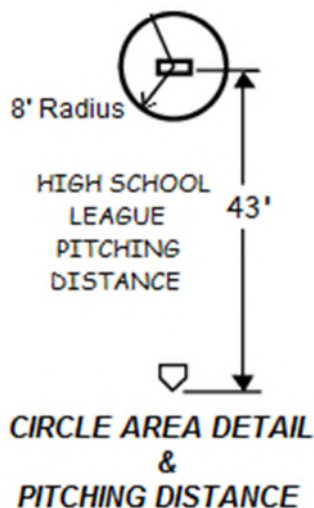
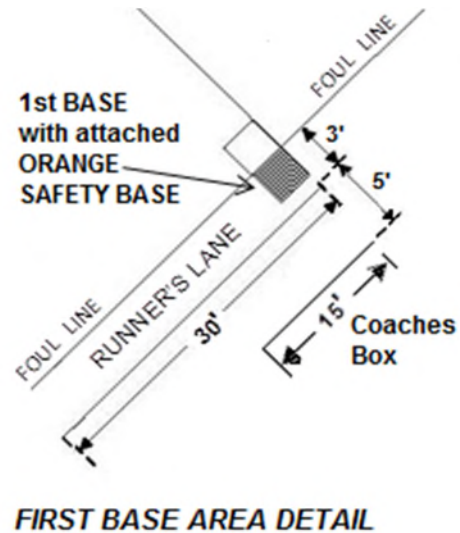
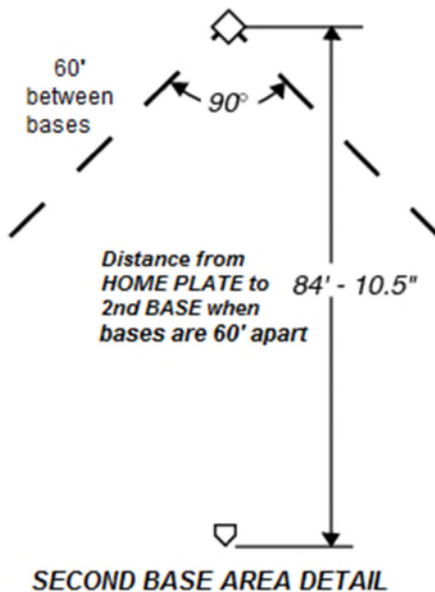


# Wheaton Park District Youth Baseball / Softball Board of Control

## FAST PITCH SOFTBAL

### HIGH SCHOOL LEAGUE

#### Specific Field Area Detail







# **Wheaton Park District**

## **Youth Baseball / Softball Board of Control**

### **FAST PITCH SOFTBALL**

## ***Rules for Orange Safety Bases***

### **Softball & Baseball Rules for Orange Safety Bases**

In youth softball and baseball, one integral step toward safety is the use of the safety base at first. This innovation leads to fewer collisions along the base line and less risk of injury. The first baseman makes the play by standing on the original base while the runner will run over the orange safety base.

### **Description**

The safety base is built as two standard bases in one. A standard baseball or softball base measures 15 inches by 15 inches. A safety base measures 15 inches by 30 inches. Half the base is the standard white color and the other half is fluorescent orange.

### **Placement**

The safety base is used only at first base and is placed directly on the first base foul line. The white portion of the safety base is placed inside of the foul line - in fair territory, the orange half is placed in foul territory.

### **Rules**

The safety base is designed to prevent collisions and other contact incidents at first base. The first baseman and other defensive players are only allowed to touch the white portion of the safety base during play. If a defensive player's foot touches the orange portion of the base, the umpire may call interference and award the runner a free base. This is an umpire's judgment call.

The orange base can be used by the fielder if the throw is coming from foul territory. In this case the runner would use the white base.

On offense, the batter runner must use the orange portion of the base during infield or close plays. Because a batter runner is allowed to run through first base, he/she must run straight through the orange half, remaining in foul territory. If he/she touches the white half on a play at first, the defensive team may appeal the play. If the umpire noticed the runner's foot placement, he/she will be called out. If there is no play to be made at first base, such as on a hit that will result in a double or better, the batter runner may touch the white half of the base while making the turn toward second. Batted balls that hit the white portion of the base are fair, while balls that hit the orange half are foul.

### **Summary**

The use of the safety base not only limits potential dangerous collisions at first but also incidences of ankle injuries caused by one player stepping on another's ankle as they both stretch for the same base. When the first baseman has his/her foot on the white, and the runner sprints over the base, there's a chance of the runner rolling his/her ankle by stepping on the first baseman's foot.