

**Whitnall – New Berlin –Wauwatosa Inter- League Softball
Rules and Guidelines 2005**

1. **FIRST AND FOREMOST WE ARE HERE TO HAVE FUN AND LEARN. WINNING IS A BONUS.**
2. Games will be seven (7) innings in length and 90 minutes in duration. You must not start a new inning after the 90 minute time limit. Start times for games will be 5:45 PM and 7:30 PM.
3. In the event of inclement weather, a game is complete after four (4) innings.
4. Teams listed first on the schedule are the visiting team, occupy the third base bench and bat first. Teams listed second are the home team, occupy the first base bench and bat second.
5. Whitnall will provide game balls. Game balls are the property of Whitnall Youth Baseball.
6. A certified umpire behind the plate and a high school student on the bases will be provided for each game played at Schoetz Park and/or Whitnall Middle School.. In the event of a “no show” by an umpire, the home team will appoint a plate umpire and the visitors will appoint a base umpire.
7. Pitchers can only **PITCH 4 INNINGS PER GAME**. One pitch thrown by a pitcher in any inning constitutes an inning of pitching for a pitcher. When pitchers are either removed from the pitching position by a coach or have completed their 4 innings, they can play any other position on the field **but they cannot return as a pitcher**. From the rubber to the back of home plate is 40 feet.
8. The strike zone shall be the width of the plate and above the knees and below the shoulders of the batters. Four balls constitute a walk; three strikes constitute an out.
9. If the last strike (called or swung and missed) is dropped by the catcher, the batter may advance to first base under the following conditions: 1) if there are less than two (2) outs, first base must be unoccupied for batter to advance. 2) If there are two outs, batter may advance regardless of whether first base is occupied.
10. Ten players are allowed on the field; 4 outfielders and 6 infielders. No player shall sit for 3 consecutive innings in any one game. No player shall sit 3 innings in two consecutive games. You can play a game with a minimum of eight (8) players. Seven (7) players or less constitutes a forfeit and will be recorded as a loss. Because umpires will still be paid, coaches are encouraged to play the game for fun. A forfeit will be called 5 minutes after the original start time of the game
11. Batting order will consist of **ALL** players in attendance for that game. In this league, a continuous batting order for all teams is required. Example: If ten players are on hand for a game, your batting order will be ten players. If thirteen players are on hand, your batting order must be thirteen players.
12. Free substitutions of players will be allowed at any point in the game.
13. Bunting is allowed. However, if a batter elects to bunt with two (2) strikes, the batter will be called out if a bunt goes foul.
14. Leading off and base stealing is allowed on the release of the ball from the pitcher’s hand. In the event that a running error has occurred, the penalty, runner is out: all other runners return to their original positions.
15. No stealing is allowed if the batting team is ahead by 10 runs or more, however, leading off is always allowed, regardless of the score.
16. Stealing is allowed on a “pass ball”, that is, a pitch that is dropped, deflected or missed by the catcher. The ball is live until it is returned to the pitcher and the pitcher is inside the “circle”. In the event of a dropped third strike, base runners may advance as the ball is considered “live”. Base runners on third base **may** steal home at any time, including a dropped third strike situation.

17. A foul ball caught by the catcher is an out regardless of the strike/ball count. NOTE: In the batter's box area, a ball touched by the bat is considered "foul" only when the ball reaches an elevation that is **OVER THE BATTER'S HEAD**. If the ball is touched by the bat and does not reach a level over the batter's head, it is a "tip" foul and if caught is counted as a strike when there are zero or one strike against a batter. A caught "tip" foul ball is considered an out only if caught for the third strike.
18. Shoes with rubber cleats are encouraged. **No metal cleats on shoes are allowed.** For safety reasons, **all jewelry must be removed prior to game time.** Taping of jewelry is not allowed.
19. Catchers must wear full catcher's equipment, including helmet, shin guards, chest protector and mask. Any player "warming up" a pitcher before a game and between innings must wear a mask.
20. Batters and all base runners must wear a helmet until off the playing field. "On deck" batters and players "coaching the bases" must also wear helmets.
21. When a play is taking place at home plate a runner is required to slide. If the runner does not slide, they will be called out. However, it is the umpire's decision as to whether there is a play at home plate or not. Sliding on the bases is only necessary if there is a close play at that base. No head first sliding is allowed.
22. Questions about the procedures may be addressed to the certified umpire, however only the team manager is allowed to do so. Any other discussion directed to the umpire by coaches, players, spectators, parents, etc. will be considered harassment of the umpires. The umpires may use their discretion to issue a formal verbal warning and thereafter, may eject the offenders from the game and park.
23. Slaughter rule. Any team ahead by 15 runs after four (4) full innings will be declared the game winner after the 15 run margin has been achieved.
24. Proper uniforms are required during the games: gray pants (shorts), uniform shirts tucked in, and team hats.
25. Any manager, coach or spectator using foul language, verbal or physical abuse will be warned by the umpire. The second time the offending person(s) will be asked to leave the park/grounds. If they refuse to leave, the game will be called and the team with the guilty party will get the loss.
DEROGATORY LANGUAGE AND MISTREATMENT OF UMPIRES IS NOT ACCEPTABLE.
26. Any player throwing equipment in anger will first be given a verbal warning. If there's a second occurrence that player will be removed from the game. Further violations may result in a one game suspension.