

# WHEATON PARK DISTRICT



## 19-O Women's Fast Pitch Softball



This **Women's Fast Pitch Softball League** provides a place for all women ages 19 and Over who appreciate and respect the game of organized softball to participate in an enjoyable environment of teamwork, healthy competition and good sportsmanship. The League is open to all individuals, groups and teams who are age 19 and Over at the time of registration.

Leagues from other nearby communities will participate in this league.

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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 **2015 19-O Women's Fast Pitch Softball League Supplementary Rules** and the **WPD Baseball / Softball "Policies and Procedures"**.

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

## 2015 - 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 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, Work, 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 High School League. 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.

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 Baseball/Softball Board of Control has given the **19-O Women’s Fast Pitch Softball League Officials** the option to waive Section 1, Rule E-1 if the following unfavorable condition(s) exists during the Leagues 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 19-O Women’s Fast Pitch Softball League Officials will determine each team’s primary pitcher after season starts.*

**NOTE:** *Waiver consideration will be determined by the 19-O Women’s Fast Pitch Softball League Officials and is subject to approval by a committee consisting of Wheaton Park District Baseball/Softball Board of Control members.*

2. Call-ups cannot play more innings than any regular player.
3. Call-ups must bat at the bottom of the order.

4. Call-up players can be used by any team as needed as long as Rule 1 above is being followed.
5. A maximum of 3 call-ups may be used in any game and any team using call-ups cannot exceed 10 players
6. Players already on the roster of a **WPD 19-O Women's Fast Pitch Softball League Team** or on the roster of a C-PREP Team" cannot play on or serve as a call-up player on another **WPD 19-O Women's Fast Pitch Softball League Team**.

At the beginning of the season, a "call up player list" of players capable of playing at the 19-O level, will be provided by the Vice President of the High School League. These players will be made available to every 19-O level team manager. Only WPD and/or registered players of participating community's softball program are eligible to be on the approved 'call up player list'.

- E. Free substitution is permitted on defense at any time.
- F. All attending players will play defense the maximum number of innings possible given the number of players present.
- G. 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.
- H. 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"; "Head-To-Head Run Differential"; "Common Opponents Comparison". 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 Official(s) shall have the discretion to determine the basis for calculating standings criteria.

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

- A. During the duration of the game, a half-inning will consist of 3 outs with no limitation on the number of runs scored. A game will consist of 7 complete innings. If a game is tied after the completion of the 7<sup>th</sup> inning, any extra innings will be played following the international tie breaker rules.
- 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 to 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. 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 3½ or 4 innings when a team is 15 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 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
- J. All batters **MUST** use a batting helmet that includes a face mask.

### **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, not 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 as long as she is within the inning limits described above in Section 3. B.
- D. All pitchers must comply with NSA pitching regulations. The windmill or slingshot pitching style may be used in addition to the basic underhand delivery.

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## 19-O Women's Fast Pitch Softball



### 2015 MODIFIED DOUBLE ELIMINATION TOURNAMENT RULES

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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.
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.
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.