

2018 Eastshore Softball Rules

League related rules

1. WIAA rules will be followed except for league rule changes or additions.
2. Rosters and league fees are due by June 1st. No additions or changes can be made, unless a player moves into your community mid-season. Only players on your roster are eligible for tournament play.
3. A \$35 late fee will be issued for any late rosters or league fees. If a late fee is issued, you will forfeit your team's eligibility to receive the sportsmanship award.
4. Clubs with multiple teams at the same level are to divide the teams equally by skill level.
5. No metal spikes are allowed
6. Home teams must supply both a home plate and base umpire. Umpires must be a minimum of 16 years old. Ground rules will be discussed with the umpires and coaches before the start of the game. Coaches will discuss a call during the game with the umpire.
7. A team not present and ready to play 15 minutes after scheduled game time shall forfeit.
8. Rain games will be called off 1 ½ hours prior to game time.

A Team Rules

1. A girl must be in the 9th grade or under to play "A" league softball on May 1st of the season of play, if they do not play high school softball.
2. The home team will furnish two raised seam yellow 12" balls for each game. One of these must be new.
3. A team may play 10 players in the field. They must all be in the batting order.
4. Batting rosters must follow WIAA rules or unlimited and must be used for the entire game.
5. The distance from the pitching mound to home plate will be 40' from the back corner of home plate to the pitching mound.
6. No new inning shall be started after 2 hours of play.
7. Tournament will be double elimination
8. Tournament is a seeded tourney at the end of the season.
9. The seeding will be based off league record
 - a. In the event of a 2-team tie for any seed, the tiebreaker is head to head winner during league play.
 - b. In the event of a 3-team tie for any seed, the tiebreakers are as follows:
 - i. Record
 - ii. Head to head winner
 - iii. Blind draw

B Team Rules

1. A girl is eligible to play on the "B" team if she is in 6th grade or less on May 1st of the season of play.
2. The distance from the pitching mound to home plate will be 40' from the back corner of home plate to the pitching mound.
3. The home team will furnish two raised seam yellow 12" balls for each game. One of these must be new.
4. Stealing is allowed. The runner may lead off when the ball crosses the plate. Sliding is permitted. Bunting is allowed, however a batter is not allowed to square to bunt and then swing at the same pitch. A batter doing so will be called out.
5. The runner may advance one base on a passed ball, except the runner at 3rd base. A runner cannot steal home unless a play is attempted on 3rd base. A batter may advance to 2nd base on a walk at her own risk.
6. Infield fly rule does not apply.
7. Windmill or moderate pitching is allowed.
8. The pitcher will receive no more than 5 warm up pitches each inning except the first inning.

9. No walks allowed. After 4 balls, the respective coach will pitch (resumes pitch count). When coach is pitching, no one can steal a base or advance on a passed ball. Hit by pitch will not apply. If the coach gets hit, the ball is still live and playable.
10. The games are 6 innings. No new innings shall start after 1 hour 45 minutes if 4 complete innings have been played. A game ends if there is a 15 run deficit after 4 innings of play. Rain games shall go a full 4 innings 3 ½ innings shall be considered complete if the home team is winning.
11. A 16' circle will be placed around the pitcher's mound. If the pitcher has the ball inside the circle and the runner is off the base she must either advance to the next base at her own risk or go back to the base they were on. No dancing around between the bases or the runner will be called out.
12. Outfielders must play at least 15 feet behind the baseline.
13. A team shall consist of a minimum of 9 players. A maximum of 11 players may be on the field at one time (5 outfielders must be used). Each girl must play a minimum of one full inning on defense. Every girl bats before the lineup is repeated.
14. A pitcher may pitch in no more than a maximum of three innings per game. In the event of extra innings a pitcher shall be allowed to re-enter the game, provided she has had one inning of rest from pitching her third inning in the game and then may pitch a maximum of three more innings, before having to rest again.
15. Once a team has batted through the lineup, no new batter may be added.
16. There will be a maximum of 11 batters per inning.
17. If the catcher drops the ball on the third strike, the batter can not advance to first base.
18. If any player in the line-up leaves the game due to injury, she cannot return. Teams will not be penalized an out (at her place in the batting order) as long as the minimum number of 9 players can be maintained.
19. A courtesy runner will be allowed for the catcher and pitcher only. The courtesy runner shall be the player that made the last out.
20. Tournament will be double elimination.

C Team Rules

1. A girl is eligible to play on the "C" team if she is in 4th grade or less on May 1st of the season of play.
2. The coach will pitch to his/her own players. The coach will not field the ball. If the coach pitching gets hit by a ball, it is still a live ball. A player from the opposing team will play near the pitcher's mound to field the ball.
3. No walks. Five swinging strikes for a strikeout or a maximum 10 pitches for an out, unless the 10th pitch is a foul ball.
4. Game will be 5 innings or 1 hour 15 minute time limit.
5. A maximum of 10 batters per inning. Every batter will be in the batting line up regardless of whether or not they are playing the field.
6. Runners may not leave a base until the ball crosses the plate.
7. If a ball is overthrown, whether fair or foul territory, the runner or runners cannot advance. Must be hit in to score.
8. A maximum of 13 players may be on the field at one time. Each girl must play a minimum of 1 full inning. Every girl bats before the lineup is repeated. Outfielders must play at least 15 feet behind the baseline.
9. An 11" ball will be used.
10. It is optional to keep score. Coaches may turn off the scoreboard if the game is out of hand.
11. Runners cannot advance once the ball gets inside the baselines, unless the runner or runners are already in the process of advancing. However they are doing so at their own risk.
12. Tournament format will be assessed at the Spring Meeting on a yearly basis based on the number of teams.