

# **WVGS SUPPLEMENTAL RULES - 2018**

## **TBALL 6U DIVISION**

1. **WVGS does not provide ASA or youth umpires for regular season T-Ball games; parent volunteer shall umpire regular season games.**

NOTE: There is no post season double-elimination tournament for the 6U T-Ball division.

2. There will be no practicing on the infield prior to the start of a game.
3. Game length will be **1 hour, 10 minutes**. Any inning started before this time will continue until completed. The umpire is the official time keeper.
4. There will be a 4 run limit per inning, for all innings in the game.
5. No score will be kept, except by the umpire to track maximum runs per one-half inning. Standings will NOT be kept in either the **Spring** season or the **Fall** season.
6. No mercy rule.
7. The pitching plate will be **30 feet** from home plate. The ball will be the 10 inch, optic yellow, Rawlings/Worth, "Soft-Dot" (SR10RYSA).
8. Coach pitchers must pitch the ball from the pitchers rubber. 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.
9. Rules: For all games, NO infield fly rule, NO dropped third strike, NO base stealing, NO leading off, and home plate is "cold".
  - a. Runners may not attempt to advance before the ball is hit.
  - b. Hit batters are **NOT** awarded 1st base during coach pitch.
10. There are unlimited time-outs due to the instructional nature of the division. 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.

11. **All players will be used defensively (no one sits).** The infield shall have no more than 7 players (including pitcher and catcher); 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. All outfielders must stay on the grass until the ball is put into play.
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 **6 girls** are still present.
13. Everyone is to 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.
  - a. 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.
14. Free substitution. No girl should sit out an inning.
15. Managers are required to rotate players as follows: 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.
16. A team may play with a minimum of **6 players**. Teams may use players from the same division to meet this minimum requirement. The players must play outfield and must bat last in the batting order.
17. 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.
18. 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.

Responsible: TBall Division Coordinator  
Last updated 1/14/2018

# **WVGS SUPPLEMENTAL RULES - 2018**

## **MICRO 8U DIVISION**

1. **All calls made by the umpire will be final. There will be absolutely no arguing or questioning a call with the umpire.** 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. If a coach or spectator is ejected, the manager is also automatically ejected and will miss the next game as well.

**\*\*If comment are made on judgement calls or any other disrespectful behavior from manager or coach, there will be no warning issued, the manager (and coach if involved) will be automatically ejected and move 300 feet from the field playing surface and have no more contact with the team for the remainder of the game.**

**WVGS does not provide ASA umpires for Micro games; youth umpires are trained and shall umpire regular season and post season games.**

2. There will be no practicing on the infield prior to the start of a game.
3. Game length will be **1 hour, 20 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. 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. The umpire is the official time keeper.

In order to keep the game moving, 2 minutes between innings will be enforced.

4. There will be a 4 run limit per inning, for all innings in the game.
5. Score will be kept. Standings will NOT be kept in either the **Spring** season or the **Fall** season. The post season seeding in the Spring season is determined by a random drawing.
6. No mercy rule.
7. The pitching plate will be **30 feet** from home plate. All pitchers must wear a protective face mask. The ball will be the 10 inch, optic yellow, Rawlings/Worth, "Soft-Dot" (SR10RYSA).
8. Pitching limitations: **2 inning** maximum in first 4 innings during coach pitch games, regardless of the number of outs recorded per inning, and then an additional 1 inning allowed after 4th inning. During coach pitch, 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.

When no coach pitch is in effect, **3 innings** maximum per game regardless of the number of outs recorded per inning.

### **Coach Pitchers - Special 8U Rules**

- a. 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.
  - b. All coach pitchers must pitch legally from the pitching rubber.
  - c. 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.
  - d. 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.
  - e. The batter and all base runners may only advance a maximum of 2 bases on a batted ball when a coach pitcher is used.
  - f. When a coach pitcher is pitching, there will be no stealing from 1st to 2nd or 2nd to 3rd.
  - g. 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.
  - h. Hit batters are not awarded 1st base when a coach pitcher is used.
  - i. For the **Spring** season, after a certain number of game, coach pitchers will no longer be used (the actual number of games will be determined and announced once the season is underway). For the **Fall** season, coach pitch will be used for all games.
9. Rules: NO infield fly, NO dropped third strike, home plate is “cold”. A fair bunted ball is legal.
- a. Batters may only advance to 1st base on an infield hit, regardless of overthrows.
  - b. Runners at 1st base may only advance a maximum of 2 bases on an infield hit, regardless of overthrows.
  - c. Stealing is permitted from 1st to 2nd and from 2nd to 3rd base ONLY. A runner attempting to steal is limited to one base only and cannot advance on an overthrow.
  - d. Runners at 1st/3rd base cannot advance on a pick off attempt resulting in an overthrow
  - e. Per ASA rules: A batter will be awarded first base when hit by a pitch (head, body or arm), even if it has bounced, providing the batter has made a small attempt to get out of the way (umpire judgement). Other cases that are NOT HBP outlined below:
    - i. If batter is swinging the bat and is hit, this is a strike on the swing
    - ii. If batter is not swinging the bat and is hit on hand, this is a foul ball as the hand is considered part of the bat

- f. Per ASA rules: 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.
10. During the **Spring** season, mound visitations and time-outs are per ASA rules. During the **Fall** season, there are unlimited mound visitations and time-outs due to the instructional nature of the fall season, unless the umpire deems delay of game.
- a. Per ASA, the only time a player can call "timeout" is once the ball has been returned to the pitcher's circle and is no longer "LIVE". They cannot call "timeout" in the middle of a live play unless a dead ball situation is created. The player cannot call timeout to kill the play if the ball is still "LIVE". If a standoff is created with a defensive player unwilling to throw or run the ball to the pitchers circle, while standing in front of an offensive base runner who is on a base, the umpire will call dead ball.
  - b. Defensive coaches: During the **Spring** season, defensive coaches will be permitted in the outfield while coach pitch is in effect. For the **Fall** season, defensive coaches will be permitted in the outfield for the entire season.
11. **Eleven defensive players** will be used, when applicable. The infield shall have no more than 7 players (including pitcher and catcher). The outfield shall have no more than 4 players. Outfielders shall be positioned on the grass, until the ball is put into play.
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 **6 girls** are still present.
13. Everyone is to bat. Courtesy runner (last out) can only be used for an injured player.
14. 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.
15. Managers are required to rotate players between infield and outfield as follows: No player can play any one position more than 2 innings per game, regardless of the number of innings, except for the pitcher and catcher position which is a maximum of 3 innings per game. 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.
16. A team may play with a minimum of **6 players**. Teams may use players from the T-Ball Division to field a team of up to 10 players. A maximum of 3 players can be brought up and must play outfield, may not pitch and must bat last in the batting order. During the **Spring** season, once a girl is called up from the T-Ball Division, she may not be used again by that team during the following two games. In the **Fall** season, this restriction does not apply.
- a. Teams may add 1 player from within the same division (8U) when the team falls to 7 or below. A maximum of 1 player may come from within the same division (8U), and all others must come from the T-Ball division. Players from the same division (8U) must

play outfield, cannot pitch and must bat last in the order. Also, the player from the same division (8U) may not be used again by that team during the following two games.

- b. The player selected by the manager must be an equivalent player to the one being replaced and must be sent and approved by the Head of Division Coordinator and Mini Division Coordinator. Once approved, the HODC will inform the team that the manager will be playing against that this has occurred.

17. Overthrow rules for Micro division:

**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, with the exception of an infield hit by the batter who can only take first base. A runner’s “current” position is established at the time the ball is thrown (released by the thrower).

- a. Example No. 1: If a runner has not yet reached 1st base at the time the ball is thrown, she is awarded 1st base, and may not advance further.
- b. Example No. 2: If a runner has reached first base at the time the ball is thrown, then she is awarded 2nd base (unless an infield hit where batter must remain at 1st base).
- c. Example No. 3: If a runner has reached 2nd base but has not yet reached 3rd base, then she is awarded 3rd base, and may not advance further.
- d. Example No. 4: If a runner has reached 3rd base but has not yet reached home, then she is awarded home plate.

**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 additional base from the runner’s “current” position, with the exception of an infield hit by the batter who can only take first base. A runner’s “current” position is established at the time the ball is thrown (released by the thrower).

- e. Example No. 1: If a runner has not yet reached 1st base at the time the ball is thrown, she may advance to 2nd base at her own risk (unless an infield hit where batter must remain at 1st base).
- f. Example No. 2: If the runner has reached 1st base but has not yet reached 2nd base at the time the ball is thrown, then she may advance to 3rd base at her own risk (unless an infield hit where batter must remain at 1st base).
- g. Example No. 3: If a runner has reached 2nd base but has not yet reached 3rd base at the time the ball is thrown, then she may advance home at her own risk.

18. Once the ball is in the pitchers glove within the pitchers circle, the runner can only continue to the base they are approaching and cannot take an extra base. If the runner attempts to take an extra base a warning will be issued, and repeated offenses by the team will result in an “out” instead of a warning.

Responsible: Micro Division Coordinator

Last updated 3/25/2018

# **WVGS SUPPLEMENTAL RULES - 2018**

## **MINI 10U DIVISION**

1. **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. If a coach or spectator is ejected, the manager is also automatically ejected.**
2. There will be no practicing on the infield prior to the start of a game.
3. Game length will be **1 hour, 30 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. 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. The umpire is the official time keeper. Games cannot begin earlier than 5 minutes prior to the official game start time, unless agreed by both team managers.

In the **Fall** season, due to the instructional nature of the season with no scores and no standings, any inning started should be completed, regardless of the score. The bottom of the inning should be played even if the home team is ahead. After the 4th inning where there are unlimited runs, there will be a 15 minute drop-dead time limit to complete the inning.

4. There will be a 4 run limit per inning in each of the first 4 innings. Then unlimited.
5. Score will be kept. Standings will be kept in the **Spring** season, but NOT in the **Fall** season.
6. No mercy rule.
7. The pitching plate will be **35 feet** from home plate. All pitchers must wear a protective face mask. The ball will be the 11 inch, optic yellow, Rawlings/Worth, "Soft-Dot" (SR11RYSA).
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. Rules: For all games, the infield fly rule, dropped third strike, unlimited base stealing and home plate being "hot" shall be per ASA rules.
10. During the **Spring** season, mound visitations and time-outs are per ASA rules. During the **Fall** season, there are unlimited mound visitations and time-outs due to the instructional nature of the fall season, unless the umpire deems delay of game.

11. **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.
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. Everyone is to bat. Courtesy runner (last out) can only be used for an injured player.
14. 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.
15. Managers are required to rotate players between infield and outfield as follows: Each player must play one inning in the infield during the first 4 innings. If the game does not last 5 innings, there is no penalty for violating this rule.
16. 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. A maximum of 3 players can be brought up and must play outfield, may not pitch and must bat last in the batting order. During the **Spring** season, once a girl is called up from the Micro Division, she may not be used again by that team during the following two games. In the **Fall** season, this restriction does not apply.
  - a. Teams may add 1 player from within the same division (Mini) when the team falls to 7 or below. A maximum of 1 player may come from within the same division (Mini), and all others must come from the Micro division. Players from the same division (Mini) must play outfield, cannot pitch and must bat last in the batting order. Also, the player from the same division (Mini) may not be used again by that team during the following two games.
  - b. The player selected by the manager must be an equivalent player to the one being replaced and must be sent and approved by the Head of Division Coordinator and Mini Division Coordinator. Once approved, the HODC will inform the team that the manager will be playing against that this has occurred.
17. Per ASA rules: 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.

Responsible: Mini Division Coordinator  
Last updated 1/14/2018



# **WVGS SUPPLEMENTAL RULES - 2018**

## **MINOR 12U DIVISION**

1. **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. If a coach or spectator is ejected, the manager is also automatically ejected.**
2. There will be no practicing on the infield prior to the start of a game.
3. 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. 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. The umpire is the official time keeper. Games cannot begin earlier than 5 minutes prior to the official game start time, unless agreed by both team managers.

In the **Fall** season, due to the instructional nature of the season with no scores and no standings, any inning started should be completed, regardless of the score. The bottom of the inning should be played even if the home team is ahead. After the 4th inning where there are unlimited runs, there will be a 15 minute drop-dead time limit to complete the inning.

4. There will be a 4 run limit per inning in each of the first 4 innings. Then unlimited.
5. Score will be kept. Standings will be kept in the **Spring** season, but NOT in the **Fall** season.
6. No mercy rule.
7. The pitching plate will be **40 feet** from home plate. All pitchers must wear a protective face mask. The ball will be the 12 inch, optic yellow, Rawlings/Worth, Dream Seam (C12RYLAH).
8. Pitching limitations: each pitcher is limited to **12 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. Rules: For all games, the infield fly rule, dropped third strike, unlimited base stealing and home plate being "hot" shall be per ASA rules.
10. During the **Spring** season, mound visitations and time-outs are per ASA rules. During the **Fall** season, there are unlimited mound visitations and time-outs due to the instructional nature of the fall season, unless the umpire deems delay of game.

11. **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.
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. Everyone is to bat. Courtesy runner (last out) can only be used for an injured player.
14. 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.
15. Managers are **NOT** required to rotate players between infield and outfield.
16. A team may play with a minimum of **8 players**. Teams may use players from the **Mini** Division to field a team of up to **9** players. A maximum of 3 players can be brought up and must play outfield, may not pitch and must bat last in the batting order. During the **Spring** season, once a girl is called up from the Mini Division, she may not be used again by that team during the following two games. In the **Fall** season, this restriction does not apply.
  - a. Teams may add 1 player from within the same division (**Minor**) when the team falls to 7 or below. A maximum of 1 player may come from within the same division (Minor), and all others must come from the Mini division. Players from the same division (Minor) must play outfield, cannot pitch and must bat last in the batting order. Also, the player from the same division (Minor) may not be used again by that team during the following two games.
  - b. The player selected by the manager must be an equivalent player to the one being replaced and must be sent and approved by the Head of Division Coordinator and Minor Division Coordinator. Once approved, the HODC will inform the team that the manager will be playing against that this has occurred.
17. Per ASA rules: 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.

Responsible: Minor Division Coordinator  
Last updated 9/9/2017

# **WVGS SUPPLEMENTAL RULES - 2018**

## **MAJOR 17U DIVISION**

1. **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. If a coach or spectator is ejected, the manager is also automatically ejected.**
2. There will be no practicing on the infield prior to the start of a game.
3. 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. 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. The umpire is the official time keeper. Games cannot begin earlier than 5 minutes prior to the official game start time, unless agreed by both team managers.
4. There will be a **NO run limit** per inning.
5. Score will be kept. Standings will be kept in the **Spring** season, but NOT in the **Fall** season.
6. Mercy rule per ASA: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
7. The pitching plate will be **43 feet** from home plate. All pitchers must wear a protective face mask. The ball will be the 12 inch, optic yellow, Rawlings/Worth, Dream Seam (C12RYLAH).
8. There are **no pitching limitations**: pitcher can pitch the entire game if desired (with the exception of restrictions outlined in number 16 below). A pitcher shall have "entered" the game upon making her first warm-up pitch. Pitchers may only "re-enter" the game twice.
9. Rules: For all games, the infield fly rule, dropped third strike, unlimited base stealing and home plate being "hot" shall be per ASA rules.
10. During the **Spring** season, mound visitations and time-outs are per ASA rules. During the **Fall** season, there are unlimited mound visitations and time-outs due to the instructional nature of the fall season, unless the umpire deems delay of game.
11. **Nine defensive players** will be used per ASA rules. All outfielders must stay on the grass until the ball is put into play.
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. Everyone is to bat. ASA round robin rules apply where last “out” can run for pitcher or catcher.
14. Free substitution. Managers are **NOT** required to adhere to the rule that girls cannot sit out more than one inning in the first four innings of the game and no more than twice per game.
15. Managers are **NOT** required to rotate players between infield and outfield.
16. A team may play with a minimum of **8 players**. Teams may use players from the **Minor** Division to field a team of up to **9** players. A maximum of 3 players can be brought up and 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, and must bat last in the batting order. During the **Spring** season, once a girl is called up from the Minor Division, she may not be used again by that team during the following two games. In the **Fall** season, this restriction does not apply.
  - a. Teams may add 1 player from within the same division (**Major**) when the team falls to 7 or below. A maximum of 1 player may come from within the same division (Major), and all others must come from the Minor division. Players from the same division (Major) must play outfield, cannot pitch and must bat last in the batting order. Also, the player from the same division (Major) may not be used again by that team during the following two games.
  - b. The player selected by the manager must be an equivalent player to the one being replaced and must be sent and approved by the Head of Division Coordinator and Minor Division Coordinator. Once approved, the HODC will inform the team that the manager will be playing against that this has occurred.
17. Per ASA rules: 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.

Responsible: Major Division Coordinator

Last updated 1/14/2018