

SOUTHWEST VIRGINIA SOFTBALL LEAGUE

Wythe County
City of Galax
Pulaski County
Floyd County



Grayson County
Town of Wytheville
Carroll County

2017 S.W.V.A. GIRLS SOFTBALL RULES

All N.F.H.S. Association rules will apply except for the local league rules as listed below.

The primary objective of the **Southwest Virginia Softball league** is for **all player's** to have the opportunity to participate in practice, games, receive instructions, skills and have the experience of getting to play in the season ending tournaments. All player's will have fun, play their required time in all games, and be taught the sport of baseball. The goal of the league is to have kids play baseball with an emphasis on the youth's enjoyment of the game. Getting all kids on the field each game as much as possible is the #1 priority of Southwest Va. Baseball League. League directors are responsible for assigning players to teams equally as possible to insure quality games and experiences on the field. Leagues will be responsible for providing gold medals for 1st place winners and silver medals for 2nd place winners in "Pool" tournaments. Also, for the championship games, leagues will be responsible for providing 1st place gold medals and a baseball to the winner of the tournament and 2nd place medals for the runner-up.

Coaches are reminded they are expected to represent themselves in a professional manner toward the youth at all times. Abusive behavior towards umpires, staff, coaches, parents or kids will not be tolerated during games or practices.

Playing Field and Equipment

1. **Batting helmets must have a face guard and chin-strap** and be worn at all times when batting or running the bases in age groups 8-13.
2. No metal spikes all allowed to be worn.
3. All bats will be legal as long as they have "Official Softball" stamped on them.
4. Bases will be 60 feet for all age groups.

SOUTHWEST VIRGINIA SOFTBALL LEAGUE

The following rules apply to the designated age groups.



8 – 9 – 10 Years old Division (League age determined as of July 1)

PLAYING RULES:

1. 11” Reduced Injury Factor (R.I.F. Level 10) softball will be used during games
2. All players must play a minimum of 3 outs in the field and have at least one time at bat in each game.
3. All starters, including the pitcher, may re-enter the game one time. Only the starting pitcher may re-enter as a pitcher.
4. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit.
5. During the regular season, all players will be in the batting rotation for each team, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.
6. Pitching rubber will be 33 feet from home plate.
7. Pitchers may pitch a total of 12 innings a week (Mon-Sun). They may start both games of a doubleheader as long as they don't exceed 12 innings for that week. One pitch constitutes an inning pitched. Two extra innings per pitcher will be allowed when more than 3 games are played in one week.
8. All illegal pitches will be dead. No balks allowed.
9. Pitchers must have both feet in contact with the pitching rubber until the start of the wind-up, once wind-up is started, one foot must stay in contact with the rubber. Crow hopping will result in a dead ball. The pitcher is not allowed to step backwards off the rubber.
10. Any pitched ball that hits the playing field prior to reaching home plate and then hits the batter shall be declared a ball and the batter does not get first base.
11. No Intentional walks are allowed players are to be encouraged to pitch and hit each at bat.
12. Bunting is allowed. If a player shows bunt, they must attempt bunt, if player swings this will result in player being called out.
13. Batters cannot advance on a third strike call. Base runners may advance after a third strike and the ball has crossed home plate.
14. Stealing is allowed after the ball has crossed home plate. . If player leaves the base early the play is stopped once the ball is returned to the pitcher's mound and the defense has a choice of taking the play or putting the runner back on the base with a “no play” called (no ball or strike is awarded to batter if they put runner back). Only 1 stolen base may be taken at a time during a live play which includes a stealing play or catcher to pitcher exchange only from each base occupied after that the ball becomes dead and must return to the pitcher and they take the mound before the next live play. If the ball is misplayed by the fielder on the play the runner will stay at the base that was stolen. Examples: Runner stealing 2nd base throw goes into the outfield the runner must stay at 2nd base until the next live play. Same also applies to runner stealing 3rd base if the catcher throws the ball into left field or mishandles the ball the runner must stay at 3rd until the next live play. Misplayed balls that occur during a hit by the batter don't apply. Rule is

only for steal attempts; if ball is hit, the runner can advance more than one base.

15. There is no infield fly rule in this division.
16. A 15-run rule is in effect after 3, 4, 5, innings of a 5, 6, 7 inning game respectively. The game is over if leading by 15 after each situation listed above.
17. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex. If a team is leading by more than 12 runs with 2 innings to play the game is also over.
18. No headfirst sliding will be allowed. Penalty will be an automatic out. Players may dive back into an unoccupied base.
19. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
20. Teams must have 8 players to start a game. If a team starts with 8 players the 8 players will bat with no outs will be given to the 9th spot during the game or until a 9th player arrives.
21. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. If an inning has started before the time limit is up, the inning will be finished if the visiting team has no chance of scoring enough runs to win. Double headers will be 4 innings with a 1 hr. and 30 minute time limit.
22. A coin flip will be used at the start of games to determine the home team during the weekend round robin games only. On week day games, the host team will be the home team. They will serve as the official book in any controversy.
23. Noise makers are not allowed in team dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. If the umpire deems a noise as distracting to the batters and game the umpire will ask the coach to remove the noisemakers before the game will continue.
24. Catcher with 2 outs may be replaced with player from previous out for base running
25. On a 4th ball drop, the runner may only take one base

SOUTHWEST VIRGINIA SOFTBALL LEAGUE

The following rules apply to the designated age groups.



11 – 12 – 13 Years old Division (League age determined as of July 1)

PLAYING RULES:

1. 12” Official .47 core .375 compression girl’s high school softball will be used in all games.
2. All players must play a minimum of 3 outs in the field and have at least one time at bat in each game.
3. All starters, including the pitcher, may re-enter the game one time. Only the starting pitcher may re-enter as a pitcher.
4. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit.
5. During the regular season, all players will be in the batting rotation for each team, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.
6. Pitching rubber will be 43 feet from home plate.
7. Pitchers may pitch a total of 12 innings a week (Mon-Sun). They may start both games of a doubleheader as long as they don’t exceed 12 innings for that week. One pitch constitutes an inning pitched. Two extra innings per pitcher will be allowed when more than 3 games are played in one week.
8. All illegal pitches will be dead. No balks allowed.
9. Pitchers must have both feet in contact with the pitching rubber until the start of the wind-up, once wind-up is started, one foot must stay in contact with the rubber. Crow hopping will result in a dead ball. The pitcher is not allowed to step backwards off the rubber.
10. No Intentional walks are allowed players are to be encouraged to pitch and hit each at bat.
11. Bunting is allowed. If a player shows bunt, they must attempt bunt, if player swings this will result in player being called out.
12. Batters can advance on a dropped 3rd strike.
13. Stealing is allowed after the ball has left the pitchers hand. Penalty for leaving early is No pitch and runner is out.
14. Base runners may advance after the ball has left the pitchers hand.
15. The infield fly rule will be in effect in this division.
16. A 15-run rule is in effect after 3, 4, 5, innings of a 5, 6, 7 inning game respectively.
 - a. The game is over if leading by 15 after each situation listed above.

17. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex. If a team is leading by more than 12 runs with 2 innings to play the game is also over.
18. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
19. Teams must have 8 players to start a game. If a team starts with 8 players the 8 players will bat with no outs will be given to the 9th spot during the game or until a 9th player arrives.
20. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. If an inning has started before the time limit is up, the inning will be finished if the visiting team has no chance of scoring enough runs to win. Double headers will be 4 innings with a 1 hr. and 30 minute time limit.
21. A coin flip will be used at the start of games to determine the home team during the weekend round robin games only. On week day games, the host team will be the home team. They will serve as the official book in any controversy.
22. Noise makers are not allowed in team dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. If the umpire deems a noise as distracting to the batters and game the umpire will ask the coach to remove the noisemakers before the game will continue.
23. Catcher with 2 outs may be replaced with player from previous out for base running