

WAYNE COUNTY PONY SOFTBALL LEAGUE

(WCPSL)

RULES & POLICIES

As of February, 2018

1. Introduction

This is an instructional league. Coaches must emphasize fundamental training, player development, and good sportsmanship for all players, assistant coaches, and fans- not just wins & losses. In interpreting and applying these rules, the underlying principle to be served is that games are to be played and children are to actively participating.

- A. The standard procedure for try-outs, are as following: Girls must come to tryouts on their designated day and time. If unable to make assigned tryout, players must contact the Director and make arrangements for a possible make- up date and time.
- B. Managers MUST declare their coaches and protections at least 24 hours prior to the beginning of the Try-outs.

2. Player Draft (GCYAA)

- A. Draft all older girls (second year players) first.
- B. Draft all younger girls (first year players) second.
 - 8, 10 &12 and under Draft:
 - Draft will be determined by random drawing of cards.
 - Each team will be allowed a head coach to protect their own child (children) and assistant coach to protect their own child (children). No other protections will be allowed.
 - Any established pitcher will be rated 17 and required to be drafted at the top of the draft.
 - Potential pitchers will be rated a 16 and will be drafted after the 18's.
 - Potential catchers will be rated a 16 and will be drafted after pitchers.
 - after the pitchers are picked the draft may resume, its normal process.
 - GCYAA officials may stop the draft and force a team to pick pitchers and/or potential pitchers before resuming.
 - The league may allow for ride acts. A ride act is where no more than two players (unless sisters are involved) and must be picked together in the draft. Both parents must agree before a ride act will be allowed. In the case there is siblings on one half of the ride act, more than two protections will be allowed.
- C. There will be a rating system designed to assist coaches in selecting their teams in the draft. This system will have a panel of three members to assign the GCYAA rating. Each player will go through hitting, throwing, and running. The panel will then rate the player from one to twenty

this will be the GCYAA rating for the draft. The first round will be done in an order which will be determined by drawing a playing card, with the Ace drafting first. The second round will start with the team with the lowest GCYAA rated players team picking first in that round. Each round is the same thereafter with GCYAA rating points accumulating in each round with the lowest total first in each round. If at the end of each round there is a tie, proceed in the direction of the arrows. Managers and Coaches daughters must go through try-outs and will be rated along with all other players to determine their position in the draft.

- D. Sister Act: Unless the parents request otherwise, there will be a sister act. The younger Sister will be rated by the league panel and her rating will be determined before the draft begins. The younger sisters round in the draft will be established. If a manager takes the older sister he must take the younger sister in the assigned round. (This includes step-sisters).

3. Schedules

- A. There maybe 1 or 2 division.
- B. All games will count towards divisional standings.
- C. Incomplete games, or games postponed by rain, will be made up on the first available day. (4 innings will be considered a complete game)
- D. Establish the game start time with the umpire. No inning may begin **2 hours after the start of the game**. If followed by another game with a start time of 6PM, time limit will be no more innings started after 1 hour and 30 minutes after **scheduled start time** of game for the first game and 1 hour and 30 minutes after the start of the second game.
- E. Each half inning will conclude with 3 outs or 5 runs, **whatever comes first except for the last scheduled inning. The last scheduled inning is defined as the 6th inning for 10U and 7th inning for 12U. Unlimited runs will be allowed for the last scheduled inning and extra innings. Extra innings may be played provided the game does not exceed the time limit rules.**
- F. **8U games will have a 1 hour and 30 minute time limit.**

4. Managers and Coaches

- A. GCYAA coaches and managers must be a GCYAA member.
- B. Managers will set a good example of sportsmanship for all coaches, players, spectators, and umpires.
- C. Managers must call all team members to notify them of the time and place of all practices, make up games, and all other team functions.
- D. No team member, coach, manager, or spectator may dispute an umpire's call. This rule will be strictly enforced. An abuse of this rule can be lead to managers or coaches suspension or dismissal by the League Director or Commissioner.
- E. The manager and the coach for each team will meet with the opposing managers or coach prior to the game to exchange batting orders and to discuss ground rules. Batting orders are to written prior to this meeting.
- F. **A Coach must be in the dugout or field of play during the game. Girls must not be left alone during a game.**

5. Offensive Rules

- A. All players MUST be placed in the batting rotation, and MUST bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game. Exception: Player arrives late to the game, the player will be placed at the bottom of the lineup even if the team has batted through the line up before the player arrives. In this case the player will assume the last position of the lineup. (This assumes the player's spot in the batting order is skipped because they have not arrived to the game).
- B. **In 10U only**, when the player is issued a base-on-balls, the player may NOT advance past 1st base until the next pitch reaches home plate. **Runners on base may not steal during a base-on-balls.**
- C. Runners who leave the base early will be called out. NO LEAD-OFFS.
- D. Leaving the base early for 10U and 12U is when player leaves the base before the ball reaches Home plate. This will be a judgment call by the umpire.
- E. 10U players may advance one base to steal per pitch. Even if an attempt is made, the player may not take another base if the ball is overthrown as it relates to a stolen base.
- F. 10U is NOT allowed to steal home plate.
- G. No drop 3rd strike for 10U.
- H. 10U bunting is allowed, BUT only 1 per inning.
- I. If a batter throws a bat, that batter will be given 1 warning per **batter!** Runners will not advance if the batter is called out for throwing the bat. **Throwing the bat will be determined at the umpire's judgment.**

6. Defensive Rules:

- A. **The defensive team may not have more than 6 players on the infield before the ball is pitched by the pitcher. Outfield is considered 20 feet beyond the baseline or 20 feet behind the bases.**
- B. **Teams may field a total of 10 players in defensive positions.**
- C. **No player will sit for more than one more inning than any other player on the team.**
Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings. Etc.

7. Player Conduct:

- A. Players not in the field, batting, or in the on deck circle must stay on the bench at all times, **unless a player is using the facilities.**
- B. There will be no absolutely no harassment of opposing players. Penalty is player, manager, and coach, removal from the game (this includes "HEY BATTER")
- C. If you wish to discipline a player, you must get written approval from a director of you league 24 hours before game time. Failure to do so may cause your removal as a manager, coach, or a forfeit. Any forfeit under this rule may be appealed to the protest committee. Discipline must

report to the opposing manager and umpire before the game starts. The disciplined player's parents must also be notified in writing by the league.

8. Pitching Rules:

- A. No intentional walks.
- B. 10U & 12U may not pitch more than four (4) innings per game.
- C. One pitch constitutes an inning.
- D. Innings pitched do not have to be consecutive.
- E. Violation of these pitching rules will subject the game to be forfeited and the manager's dismissal.
- F. 1 trip to mound per pitcher, per inning. On second trip per pitcher per inning, pitcher will be replaced. If umpire believes this to be a stall tactic, the umpire may not allow the coach to talk to the pitcher.
- G. 8U will have both player and coach pitch (or machine pitch).
- H. 8U Coach or machine will pitch up to 5 pitches or three strikes, no walks.
 - 1. No called strikes for pitches from coach or machine.
 - 2. Unlimited foul balls are allowed.
 - 3. If player does not connect with last pitch or does not swing at last pitch, then player is out.
- I. 8U player pitch will be allowed to pitch to every player but may not walk players.
 - 1. After coach calls ball 4 from the pitcher, the coach or machine will throw up to three more pitches.
 - 2. Player may strike batters out. Coach will call strikes if ball is over the plate and player does not swing.
 - 3. Pitchers may not pitch more than 3 innings per game.

9. Tie-Breaker Rules for playoff seating:

- No playoffs for 8U

- A. Overall record.
- B. Head to Head
- C. Least runs allowed among teams involved.
- D. Coin Toss

10. General Rules:

- A. This league is to provide 12 and under girls with the opportunity to learn and play organized Fast Pitch Softball. Emphasis will be on teaching and learning the fundamentals of fast pitch softball.
- B. Injured players must be attended to immediately. All play must stop if the injury appears to be in slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out within twenty-four hours. Base runners shall be awarded bases at the umpire's discretion.
- C. NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER, OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR LEGAL ACTION.

- D. All rules not covered above will be covered under P.O.N.Y. rules.
- E. There is no smoking on the playing field, or in the dugout.
- F. All protest must be in accordance with the GCYAA protest form.
- G. Mercy Rule: for 10U, ten runs after four complete innings, three and a half if the home team is winning. 12U, ten runs after 5 complete innings, four and a half if the home team is winning.
- H. Teams can play with eight players; seven or less is a forfeit.
- I. Any violation of the before mentioned rules may result in forfeiture of that game.
- J. For 8U & 10U pitcher's mound to home plate is 35ft, for 12U it is 40ft.
- K. **For 8U bases are 50ft apart, for 10U & 12U, bases are 60ft apart.**
- L. If a player leaves the lineup because of an injury or ejection, the batting position will not be considered an automatic out. The player will not be eligible for re-entry into the line-up. The opposing team will be notified.
- M. If a player is skipped because she is unavailable to bat, not because of injury or ejection, her team will accept the out and the player will continue to participate in the game. The opposing team will be notified.
- N. Courtesy runner can be used for catcher. Courtesy runner is recommended with two outs for runner taking the catcher position when the team goes into the field for the purpose of speeding up the game. Courtesy runner must be last out made or last batter in the line-up if in the first inning and no outs.
- O. Each team must identify players sitting the bench to the other team prior to the first pitch for the inning.
- P. The league reserves the right, with the power vested in the board of directors, to amend, nullify alter, or change any rule or policy it deems, to be in the best interest of the league and its participants.
- Q. **Coaches should monitor players being hit by a pitcher, document in the score book who was hit and where (did it bounce...). If it seems excessive, umpires may suggest removing a pitcher. If this becomes a problem the league will revisit this rule.**
- R. **A player's ejection from the game is subject to suspension of future games. The opposing team must notify the director as soon as possible.**
- S. **8U & 10U teams use size 11 ball. 12U teams use size 12 Ball.**
- T. **A team may borrow players to bring them up to 9 players. If a team has 9 players, the team may not borrow players.**
- U. **A borrowed player must be approved by the city director. Borrowing a player is meant to allow a team to play instead of forfeiting. This is not a means for "Stacking" a team to gain the win.**
- V. **Borrowed players may play any position except for pitching and catching.**

If an umpire deems a coach to be "Stalling", the umpire may announce additional time be given to the complete game. The coach is subject to disciplinary action by the league.