

2025 WASHINGTON Youth Sports Association

Exceptions to the Rules and Regulations.

WEBSITE: www.washmosports.com
Washington Youth Sports Association
Revised December 2023

This book is the exceptions to the rules found in the official USSSA Baseball and Softball rulebooks as well as the Official Baseball Rulebook. (If not listed below – Rules default to USSSA Rulebooks)



DIVISIONS

PLEASE NOTE: Ages below are references. Players sign up by Age Range on sign-up form.

- Atom & Pixie Division.....5 & 6 years old
- Bantam 1 Division.....7 & 8 years old
- Petite 1 Division.....7 thru 9 years old
- Bantam 2. Division.....9 & 10 years old
- Petite 2 Division.....10 & 11 years old
- Midget Division.....11 & 12 years old
- Chic Division.....12 & 13 years old
- Juvenile Division.....13 – 15 years old
- Sophomore/Debutante Division.....14 – 18 years old
- Juniors Division.....15 – 18 years old

PARKS DEPARTMENT 390-1080

RAINOUT HOTLINES

- MARTHASVILLE PARK..... (636)433-2204**
- HERMANN FIELD WYSA NOTIFICATIONS**
- DUTZOW FIELD..... (636)433-5656**
- ST. CLAIR FIELD..... WYSA NOTIFICATIONS**
- NEW HAVEN FIELD..... (573)237-2233**
- UNION FIELDS..... WYSA NOTIFICATIONS**

WASHINGTON RAINOUT

Check “Field Status” on our homepage at washmosports.com We will post updates for all fields/all organizations on our website or check our Facebook page for updates

CONTENTS

Universal Rules for All Divisions	1
Definition of Terms.....	5
Team Selection and Assignment	6
T-Ball Division.....	7
Baseball Division Rules	8
Atom Division.....	9
Bantam 1 Division.....	10
Bantam 2. Division.....	11
Midget Division.....	12
Juvenile Division	12
Junior Division.....	12
Competitive Division	13
Softball Division Rules	14
Pixie Division.....	15
Petite 1 Division	16
Petite 2 Division	17
Chic Division	18
Sophomore Division.....	18
Debutante Division.....	18
Competitive Softball Division	19
Umpires Rules and Regulations.....	20

Washington Youth Sports Association

UNIVERSAL RULES FOR ALL DIVISIONS (EXCLUDING COMPETITIVE DIVISIONS)

1. All players must wear shoes. The shoes must be the type generally considered as safe, those without hooks or snaps, which can cause injuries. Molded athletic shoes are acceptable. **Metal spikes or cleats are prohibited except in the Juvenile, Junior, and Soph/Debutante Divisions.** If agreement cannot be reached, contact respective division chief.
2. First team listed on the schedule will be the home team. It will be the home team's responsibility to keep an accurate count of the score.
 - Game times will begin at 6:15 and 8:15pm during the week; and 4:15 and 6:15pm (possible 8:15pm) on the weekend. A new inning will not start if the time limit has been reached. **If the last out in an inning is recorded prior to the time limit ending, a new inning shall be started. A new inning shall be started even if a team cannot catch up. If the visiting team is behind and cannot catch up when the time limit is reached. Last batter can be called by the home umpire. If the home team is behind and cannot catch up, the bottom of the inning should still be played out.** If the first game extends past the time listed, the second game will start as soon as possible after the end of the first game with no infield practice for either team. The time limit of all games will be 1 hour and 30 minutes from the beginning of each game. Exceptions: Atom, Pixie, and T-Ball games will have a 1-hour time limit, Competitive Games (Ex. Fall Ball League) will be 1 hour 40 minutes for baseball and 1 hour 30 minutes for softball.

Protests: A protest may be filed for Age, Pitching Violation, and rule interpretations only. Protests must be declared to the Umpire in Charge prior to the next pitch after the dispute, and then shall be put in writing and given to the umpires before they leave the field. No protests will be allowed after the game is over unless the disputed call is the last play of the game. Then the protest must be declared as explained above. League officials will rule on the protest and their decision will be final. A \$25 protest fee MUST be paid at the time the protest is filed and will be returned only if the protest is upheld.

Each team is expected to field the normal number of players for their division at the scheduled time to play. The game will be allowed to start as an official game with 8 players. The 9th spot in the batting order WILL NOT be an automatic out. (T-Ball and Coach Pitch divisions may play with less than 8)

In the event a team cannot field 8 players within 5 minutes after the scheduled starting time of the game, the game will be a forfeit. **(Does not apply to T-Ball/Coach Pitch)**

No substitution of non-rostered players may be made after the game has started. If, for any reason, the number of players falls below the required number after the game has started, the game may be played.

If a player leaves the game due to injury or illness, his position in the batting order "may" be skipped and no out will be recorded. If the manager elects to skip the at bat with no out recorded, then the player is not allowed return in this game. (Changed 2018)

A team can select no more than 2 stand-in players from a "**equal or lower**" division to bring the team to the normal number of players. **Stand in Players MUST BE on a Washington Roster to play on a Washington team. Players that are not registered in WYSA are not eligible to play.** (Example: A team that can play 10 players on the field only has 9 of their own players available. Only 1 stand-in player can be used.) Exceptions: Atom and Pixie division's players must come from another team in their own division. (A player on your Roster can never sit out when you are using stand in players.) **INSURANCE WILL NOT COVER PLAYERS WHO ARE NOT ON THE LEAGUE ROSTERS.**

Stand-in players are not allowed to pitch in any pitching division. Stand-in Players "**are allowed**" to play in more than 1 game per day.

It is the intent of the league to provide as much enjoyment as possible for the players. If an official game cannot be played in the scheduled time slot, an unofficial game can be played providing the opposing manager agrees and it does not interfere with subsequent scheduled games. Umpires are not required to ump an unofficial game.

3. A rostered player arriving late for the game will not be allowed to play, under any circumstances, if the third inning has started (a minimum of 1 pitch has been made to the first batter in the third inning). The late rostered player will always bat last in the batting order unless a stand-in player is replaced. If a rostered player arrives late for a game and a stand-in player is being used, provided the preceding paragraph is not violated, the stand-in will always complete an inning once they officially appear in it. The rostered player will take the stand-in player's place in the batting order.
4. All players must bat consecutively in the order selected by the manager prior to the game. Both the opposing team's scorekeeper and the official scorekeeper (home team) will copy these on their score pad prior to the start of the game. Line up cards are optional.

5. Each rostered player must play a minimum of three innings per game. **This rule may be waived at the manager's discretion for disciplinary purposes, i.e. not attending practice. (Does not apply in games when only 3 innings are played)**
6. Free substitution is in effect on defense only in all divisions. Washington Youth Sports Association will use a continuous batting order in all divisions.
7. Courtesy runners are allowed ONLY for the catcher when there are two outs. (Exception: Atom & Pixie Divisions – a courtesy runner is not allowed for any other runner except for medical reasons.) The courtesy runner will be the first preceding batter not on base.
8. All team rosters are determined in accordance with the special section concerning team selection and assignment.
9. Numbers are mandatory on all league uniforms, 3 inches or larger. Managers, coaches, and players will keep their shirts tucked in once the game begins. The league does not supply uniform pants nor socks, and these will not be required for players to play. League supplied uniform should be worn unless there are extenuating circumstances.
10. Catchers must wear a catcher's mask and helmet, chest protector, and shin guards for all practice sessions and games. (Exception: Atom and Pixie Divisions will wear helmet, face mask, and chest protector.) All umpires except for adult umpires will wear mask, chest protector, and shin guards during all practice sessions and games.
11. An individual must have been 18 years of age prior to January 1 of the current year to manage a team. An individual must have been 16 years of age prior to January 1 of the current year to officially coach a team. An individual meeting the 18 years of age criteria must be present at all team functions. These age requirements may be by-passed if authorized by the Washington Youth Sports Association Board of Directors.
12. Any game ending in a tie at the end of regulation play may continue within the time limits set forth. If the time limit is reached. A game ends in a tie.
13. If a team member is caught throwing or tossing a bat or helmet in an unsportsmanship-like fashion, the player and the team will be warned once and a second offense by the same player will result in ejection from the game.

Atom and Pixie players throwing or tossing the bat in an unsafe manner while batting will be given a warning the first time. The second time the same player is observed throwing the bat, the player will be called out if they reach base or warned again if they are out. The third time the player is observed throwing the bat, the player will be called out and will be required to sit on the bench for the rest of the game.

14. Alcoholic beverages and/or tobacco use is not allowed on the playing field during a game. A game includes warm-ups prior to the game, during the contest, and immediately afterwards during equipment gathering and team meetings. Anyone involved in the contest, i.e., the manager, coaches, and players will be warned once. If not immediately stopped once the warning is issued, the game will be forfeited to the opposing team. In the event both teams are involved, the game becomes a double forfeit.
15. The officers of the board will have primary responsibility for calling a game due to inclement weather. Lightning detection devices will be kept in the concession stands. If it reaches a postponement level; a horn blast will follow. In addition, the chief umpire with the aide of both team managers can make a swift decision concerning inclement weather as well. Games should be delayed or suspended as quickly as possible during inclement weather. (Example: high winds, lightning, and darkness when lights are not available.) Games that are rescheduled due to inclement weather shall resume play where the game was initially stopped. Any game that has completed a minimum of 1 hour of play or the requirements for a complete game have been met will be considered a complete game and will not be rescheduled.
16. **Pitchers in any boy's division after being removed as a pitcher may not pitch again in that game.**
17. During the year-end tournament, special pitching regulations will be used.

Pitchers up through Midget division may pitch no more than 6 innings in any 2 consecutive games. Juvenile division may only pitch 7 innings in any 2 consecutive games. For softball, pitchers in Petite 2 and Chic division may pitch no more than 9 innings

in any 2 consecutive games. There are no limits for pitching in Sophomore or Debutante Divisions.

18. Any ball hit at VFW field that clears the fence and strikes the netting above the fence will be considered a home run.

19. Big barrel bats will be allowed in all baseball divisions. The league has opted at the present time not to require the USSSA logo on all bats.

20. Tournament Games with inclement weather: Any game scheduled for 6 Innings will be a complete game if 3 innings have been completed and the home team is ahead after 2 ½ innings, or if the home team scores to tie the game or take the lead in the bottom half of the 3rd inning. (4 innings for games scheduled for 7 innings)

After this point, if the home team is ahead when the game is called in any subsequent inning, the game is over. If the visiting team is ahead after this point, the score will revert to the last completed inning. (Example: After 4 innings the home team is ahead 4-3. The visiting team bats in the top of 5th and scores 2 runs to lead 5-4. With 1 out in the bottom of the 5th, the game is called because of rain. Because the 5th inning was not completed, the score reverts to the score after 4 completed innings and the home team wins 4-3.)

21. If a **Tournament game** is in a tie after time expires. The International Tie-Breaker will be imposed. Last batted out will be placed at 2nd Base

DEFINITION OF TERMS

ROSTERED PLAYER:

A rostered player is a player whose name is listed on the master list of all teams in their respective division. The Division Chief maintains the master list with a copy kept in the concession stands. EACH MANAGER WILL HAVE A LISTING OF ALL ROSTERED PLAYERS ON HIS/HER TEAM WITH THEM AT ALL GAMES. It is available for review by the plate umpire. Opposing managers may request the plate umpire to check official rosters. The game is to be forfeited if a player is not listed on the official roster.

5 RUN RULE:

NO MORE than five (5) runs can be scored in an inning, when the fifth (5th) run scores, the inning is over.

7 RUN RULE:

NO MORE than seven (7) runs can be scored in an inning, when the seventh (7th) run scores, the inning is over.

STAND IN PLAYER:

A player listed on any team's roster who has been asked by a team manager to play a game due to the absence of a normal rostered player. The player must be a current player in the Washington Youth Sports Association. (Players from other leagues such as Marthasville etc. are not eligible for WYSA teams) Our insurance WILL NOT cover players who are not on the league rosters.

Stand in players cannot begin after play commences in the first inning. One pitch to a batter constitutes commencement of an inning.

TEAM SELECTION AND ASSIGNMENT

It is the responsibility of the respective division chief to conduct the player assignments for the teams of the Washington Youth Sports Association. The player assignments for teams playing out of Augusta, Dutzow, Marthasville, and New Haven will be carried out by their respective organizations.

Each Manager may select up to two Assistant Coaches. The manager and his coaches may protect no more than 6 players. (Upper divisions may protect more players as determined by the board) This will include the Managers/Coaches children, or a combination with the Sponsor's children.

The teams will be randomly selected by League Officials.

1. **There will be no trading of players for any reason.** Any manager or coach who is caught trading players will be removed from their position with the league. Teams shall not be changed for any reason without prior approval from the Washington Youth Sports Association Board of Directors.

T-Ball Division

1. All hitters will hit the ball from a batting tee. The tee will be adjusted to such a height the batter will be able to swing level. **Base Distance will be 50' Feet.**
2. All players must bat consecutively in the order selected by the manager prior to the game. Both the opposing team's scorekeeper and the official scorekeeper (home team) will copy these on their scorebook prior to the start of the game.
3. No bunting is allowed.
4. Pitcher should be in contact with the rubber which will be placed at 35 feet for this division.
5. **Teams will bat the entire lineup each inning.** The last batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or scores, either of which will end the inning.
6. Batting helmets must be used at bat and when on base.
7. When the ball is hit, it must go at least **5 feet**, which is shown by an arc drawn from foul line to foul line.
8. Three complete misses of the ball while batting constitutes a strikeout.
9. If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 5-foot arc. If a batter hits all rubber or the ball does not go past the 5-foot arc, it is a foul ball.
10. No stealing or leading off permitted.
11. **A team may play a game with only 5 players.**
12. **A low impact ball will be used for this division. Game balls will be supplied to the coaches at the start of the season.**

Fielding:

1. Only 10 players on the field at any one time.
2. Each player present must play a minimum of 2 innings defensively.
3. Two defensive coaches may be on the field of play, but they must position themselves behind the player's positions playing the outfield. The coach cannot intentionally contact the players when the ball is in play.

Game:

1. The time limit is 1 hour.
2. A regulation game will be 6 innings long if time permits.

BASEBALL DIVISION RULES (Spring Recreational League)

1. Players will wear protective helmets while batting or running the bases. Player is automatically out if this rule is not complied with, i.e., a pitch is thrown, and player is not wearing his helmet. No Exceptions.
2. Groin cups will be worn by catchers in all games and practice sessions except for the Atom Division.
3. Only one player other than the batter and baserunners may be out of the dugout at any time. This player must be in the on-deck circle.

Atom Division

1. Coach pitch will be played in this division. The game ball will be supplied by the League.
2. The distance between the bases is 60 feet.
3. The normal number of players the team is expected to field is 10.
4. A pitching rubber is not mandatory.
5. The 5 run rule is in effect.
6. The infield fly rule is not in effect.
7. Two defensive coaches may be on the field of play, but they must position themselves behind the players' positions playing the outfield. The coaches cannot intentionally contact the players when the ball is in play.
8. A player may play a position only two (2) innings in a seven-inning game. Innings may be consecutive. The league recommends rotating the players each inning.
9. Catchers must wear face mask, helmet, and chest protector in this division. Shin guards are not required for Atom Division play.
10. A defensive player will be in the pitcher's position.
11. Batter will hit the ball from a coach pitched ball:
 - a) Batter must be standing in the batter's box
 - b) The coach may pitch either overhand or underhand
 - c) Each batter will be limited to no more than 6 pitches. If a fair ball is not hit after 6 pitches, the batter is out. 3 strikes on the batter will be considered an out. If the batter fouls a ball on the 6th pitch, he will be allowed another pitch.
 - d) Play will end on an infield play when an out is made or an attempt at an out is made. The runners will not be allowed to advance on an overthrow. No runner can advance beyond the next base on an infield play.

If the batter hits the ball beyond the base path, it is considered in the "Outfield" and the runner may take more than one base if a play has not been made with the ball.
12. Base stealing is prohibited. The runner can advance only because of the batter hitting a ball that is in play. Runners leaving the base before the ball is hit will be called out. Each team will be given one warning before runner is called out. A grace period will be observed at the beginning of the season, of which will end the beginning of the second week of June.
13. Stand in players must come from with the Atom division. No more than 2 stand in players are allowed and must be rostered with WYSA.
14. A team may play with only 5 players.
15. WYSA does not use the Fair Ball Arc, Safety Arc, or Pitching Line or Circle.
16. To speed up play; An assistant coach or parent will stand behind catcher to retrieve pass balls to give back to coach who is pitching.

BANTAM 1 DIVISION
(Rookie League)

1. The normal number of players the team is expected to field is 11 players. A fourth outfielder is used along with a pitcher being placed on each side of the pitching machine.
2. **The 5 run rule is in effect.**
3. The infield fly rule is not in effect.
4. A pitching machine will be used instead of a human pitcher. The machine will be placed such that its discharge point is 46 feet from the plate. The machine will be set in a 6' diameter circle for the defense. When the batted ball strikes the machine or the ball feeder; the ball is considered a dead ball. The batter is awarded first base. If a ball is touched by or thrown by a defensive player and the ball hits the machine, the ball is in play. The umpire can declare the ball dead to prevent a dangerous play around the machine as necessary.
5. Umpire discretion is used to adjust the machine. The managers may request an adjustment after the completion of a half inning. The machine will be checked after being hit by a batted ball. If at such time that the machine begins throwing consistently outside the strike zone and the umpire does not attempt to correct the problem after three pitches, the managers should call time out and confer with the umpire to correct the problem. (The object is for the batter to put the ball into play, there are no walks, thus more pitches will only delay the game and prevent the batter from putting the ball into play.) No walks are allowed. Suggested settings for the pitching machines are:
Micro: "4" Release Block: "3" Power Level: "7"
6. The manager, coach, or designated person of the batting team will insert the ball into the pitching machine rather than the umpire. If the pitching machine malfunctions, the game will be called the same as if it were rained out.
7. A defensive player will be placed on each side of the pitching machine with their foot touching the player lines that extend from the circle itself.
8. Each batter will be limited to no more than "6" pitches. If a fair ball is not hit after 6 pitches, the batter is out. 3 strikes on the batter will be considered an out. If the batter fouls a ball on the 6th pitch, he will be allowed another pitch. Any ball that hits the machine or is called dead because it lands in the circle will not count as a pitch.
- 9.) The batter is out on the third strike whether the catcher catches the ball or not
10. There will be no stealing of bases. Runners cannot leave the base until the bat contacts the ball. Runners leaving the base before the ball is hit will be called out. Each team will be given a warning on their first offense.
11. The ball feeder may coach the batter but may not coach the runners.
12. Players may play the same position only three innings. (The 2 pitching positions are considered 1 position, so a player may only be at the pitching machine for 3 innings.) The league recommends that players be rotated each inning.
13. A defensive coach is allowed in the outfield.
14. **Batters must stop at 2nd base on a hit. Runners may advance only 2 bases on any hit. (Example runner on first may advance to third, runner on second may advance home)**
15. To speed up play; An assistant coach or parent will stand behind catcher to retrieve pass balls to give back to coach who is pitching.

BANTAM 2 DIVISION
(Minor League)

1. The normal number of players a team is expected to field is 10.
2. **The 5 run rule is in effect.**
3. Players may play the same position only three innings, including pitchers. One pitch in an inning is considered an inning played at that position.
4. Stealing is allowed. Baserunners may not leave the base until the ball reaches the batter. Each team will be given a warning on their first offense. **(This includes stealing home)**
5. The pitching distance will be 46 feet.
6. Batter is out on a dropped third strike. Base runners may advance at their own risk.

MIDGET DIVISION
(Major League)

1. The normal number of players the team is expected to field is 10.
2. The pitching distance will be 50 feet. Bases will be 70 feet. Pitchers are limited to 15 consecutive outs in a game. Pitchers may only pitch 7 innings in a calendar week (Monday through Sunday) and must have 2 calendar days between outings. One pitch in an inning is considered an inning pitched.
3. Balks will be called in this division. One warning per pitcher will be assessed. The manager may accompany the umpire to the mound to explain the balk call and will not be assessed as a "Trip" to the mound. However, if in the umpire's judgment the manager exceeds the balk explanation, he may assess a trip to the mound against the manager.
4. **The 5 run rule is in effect.**
5. Batters may advance on a dropped 3rd strike if first base is not occupied or if there are 2 outs.
6. Suicide Squeeze is not allowed in this division. The runner on 3rd base cannot break for home on the first movement of the pitcher. **The runner can come home ONLY after the bunt is laid down. A direct steal of Home is not allowed. Runners can delay steal on return throw to the pitcher or can steal on a passed ball.**

JUVENILE DIVISION

1. The pitching distance is 60'6" with 90' bases. Pitchers are limited to 18 consecutive outs in a game. Pitchers may only pitch 8 innings in a calendar week (Monday through Sunday) and must have 2 calendar days between outings. One pitch in an inning is considered an inning pitched.
2. **The 7-run rule is in effect. (Teams may only score 7 runs per inning)**

JUNIOR DIVISION
(15-18 LEAGUE)

1. The pitching distance is 60'6" with 90' bases.
2. **The 7-run rule is in effect. (Teams may only score 7 runs per inning)**

Competitive Baseball Rules

Please Note these Competitive Rules do not apply to the Spring Recreational League or its year-end Tournament

**These apply to Tournament play and Fall Ball League
Exceptions are below Defaulting from USSSA Rulebook**

COMPETITIVE BASEBALL DIVISIONS

8 & under – 9 & under – 10 & under - 11 & under - 12 & under - 13 & under - 14 & under

Pitching Distance: 8UPM:	46 Feet	Base Distance: 60 Feet
9U:	46 Feet	60 Feet
10U:	46 Feet	60 Feet
11U:	50 Feet	70 Feet
12U:	50 Feet	70 Feet
13U:	60 Feet 6 inches	90 Feet
14U:	60 Feet 6 inches	90 Feet

Game Preliminaries:

Game Times: 1:00p.m & 3:00p.m (Possible 5:00p.m games may be scheduled)

Time Limit: 1 hour 40 minutes. A new inning will not be started after the time limit. A regulation game will be “6” innings up to 12U. “7” innings for 13U and up.

For 11U and up - In the event of a tie after time has expired. International Tie Breaker will be implemented. At start of the inning, last batted out will be placed on 2nd base until regulation of innings is concluded. If concluded still in a tie. Game will be over in a tie.

No roster change will be allowed after July 31st unless abnormal circumstances exist. The league president will be contacted in this circumstance and will rule on the roster change.

Players may NOT play on 2 teams in the same division. (No Subs)

If a team cannot field 8 players by 5 minutes after game time, the game will be considered a forfeit. Managers may agree to play a practice game in this event.

Teams will use a continuous batting order; all players will bat. **7.02.D.1(c)**

Mercy run rule per USSSA applies. **RULE 7.03.B**

Metal spikes are prohibited in competitive divisions.

For 9U and 10U Divisions.

Stealing is allowed. Baserunners may not leave the base until the ball reaches home plate. Each team will be given a warning on their first offense. (This includes stealing home)

Balk Rules do not apply.

Batter is out on a dropped third strike. Base runners may advance at their own risk.

7-Run Rule per inning applies. No Mercy Rule. No Tie Breaker.

For 11U and 12U divisions.

Balks will be called in these divisions. One warning per pitcher will be assessed. The manager may accompany the umpire to mound to explain the balk call and will not be assessed as a “Trip” to the mound. However, if in the umpire’s judgment the manager exceeds the balk explanation, he may assess a trip to the mound.

Runners may lead off and steal. However, stealing home on the pitch/wind up is not allowed. No suicide squeeze is allowed. A batter may bunt with the runner on third, but the runner cannot take off until the pitch is made to the plate. The runner may advance home on overthrows, wild pitch/passed balls etc.

The batter may advance on a dropped 3rd strike if first base is unoccupied or if there are two outs.

Pitching Suggestions and Limits:

Ages 9-12

(Typically, 46-50' Pitching Distance)

- Do not exceed 80 combined innings pitched in any 12-month period
- Take at least 4 months off from throwing every year, with at least 2-3 of those months being continuous
- Make sure to properly warm up before pitching
- Set and follow pitch-count limits and required rest periods
- Avoid throwing pitches other than fastballs and change-ups
- Avoid playing catcher while not pitching
- Players are not allowed to pitch in multiple games on the same day
- Monitor for other signs of fatigue
- Pitchers once removed from the mound may not return as pitchers
- No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

Ages 13 - 14

(Typically 60' Pitching Distance)

- Players can begin using breaking pitches after developing consistent fastball and changeup
- Do not exceed 100 combined innings pitched in any 12 month period
- Take at least 4 months off from throwing every year, with at least 2-3 of those months being continuous
- Make sure to properly warm up before pitching
- Set and follow pitch-count limits and required rest periods
- Avoid playing catcher while not pitching
- Players are not allowed to pitch in multiple games on the same day
- Monitor for other signs of fatigue
- A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game
- No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
13-14	95	1-20	21-35	36-50	51-65	66+

SOFTBALL DIVISION RULES

(Spring Recreational League)

1. Fast pitch softball will be played. Exceptions: Pixie will be Coach Pitch; Petite 1 will be pitching machine.
2. The normal number of players the team is expected to field is 10.
3. Protective head gear with Facemask will be worn while batting and running the bases. Player is automatically out if this rule is not complied with, i.e., a pitch is thrown, and player is not wearing her helmet. No exceptions
4. Only one player other than the batter and baserunners may be out of the dugout at any time. This player must be in the on-deck circle.

PIXIE DIVISION

1. Coach pitch will be played in this division. The game ball will be supplied by the league.
2. The distance between bases is 60 feet.
3. The normal number of players the team is expected to field is 10.
4. A pitching rubber is not mandatory.
5. The 5-run rule is in effect.
6. The infield fly rule is not in effect.
7. Two defensive coaches may be on the field of play but must position themselves behind the outfield player positions. The coach cannot intentionally contact the players when the ball is in play.
8. A player may play a position only two (2) innings in a seven-inning game. Innings may be consecutive. The league recommends rotating the players each inning.
9. Catchers are required to wear helmet, face mask, and chest protector. Shin guards are not required in this division.
10. A defensive player will be in the pitcher's position.
11. Batter will hit the ball from a coach pitched ball:
 - a) Batter must be standing in the batter's box
 - b) Coach may pitch either over hand or under hand
 - c) Batter will be limited to no more than 6 pitches. If a fair ball has not been hit after the 6 pitches, the batter is called out. 3 strikes on the batter shall be considered an out. If the batter fouls a ball on the 6th pitch, he will be allowed another pitch.
 - d) Play will end on an infield play when an out is made or an attempt on an out is made. The runners will not be allowed to advance on an overthrow. No runner can advance beyond the next base on an infield play.

If the batter hits the ball beyond the base path, it is considered in the "Outfield" and the runner may take more than one base if a play has not been made with the ball.
12. Base stealing is prohibited. The runner can advance only as a result of the batter hitting a ball that is in play. Runners leaving the base before the ball is hit will be called out. Each team will be given one warning before a runner is called out. A grace period will be observed at the beginning of the season, of which will end the beginning of the 2nd week of June.
13. Stand in players must come from the Pixie Division. No more than 2 stand in players may be used. Stand in players must be rostered with the Washington Youth Sports Association.
14. A team may play with only 5 players.
15. WYSA does not use the Fair Ball Arc, Safety Arc, or Pitching Line or Circle.
16. To speed up play; An assistant coach or parent will stand behind catcher to retrieve pass balls to give back to coach who is pitching.

PETITE 1 DIVISION

1. Game balls will be supplied by the league and will be a 10-inch ball.
2. The normal number of players the team is expected to field is 11.
3. **The 5-run rule is in effect.**
4. The infield fly rule is not in effect.
5. A pitching machine will be used instead of a human pitcher. The machine will be placed such that its discharge point is 35 feet from the plate. The machine will be set in a 6-foot diameter circle for the defense. When the batted ball strikes the machine or the ball feeder; the ball is considered a dead ball. The batter is awarded first base. If a ball is touched by or thrown by a defensive player and the ball hits the machine, the ball is in play. The umpire can declare the ball dead to prevent dangerous play around the machine as necessary.
6. Umpire discretion is used to adjust the machine. The managers may request an adjustment after the completion of a half-inning. The machine will be checked after being hit by a batted ball. If at such time that the machine begins throwing consistently outside the strike zone and the umpire does not attempt to correct the problem after three pitches, the managers should call time out and confer with the umpire to correct the problem. (The object is for the batter to put the ball in play, there are no walks, thus more pitches will only delay the game and prevent the batter from putting the ball into play.) The suggested machine settings are: Micro: "3" Release Block: "3" Power Level: "3"
7. The manager, coach, or a designated person of the batting team will insert the ball into the pitching machine rather than the umpire. If the pitching machine malfunctions, the game will be called the same as if it were rained out.
8. A defensive player will be placed on each side of the pitching machine with their foot touching the player lines that extend from the circle itself.
9. Each batter will be limited to no more than "6" pitches. If a fair ball is not hit after 6 pitches, the batter is out. If the batter hits a foul ball on the 6th pitch, she will be allowed another pitch. Three strikes on the batter will be considered an out. If the batter fouls a ball on the 6th pitch, he will be allowed another pitch.
Any ball that hits the pitching machine or is called dead because it lands in the circle will not be counted as a pitch.
10. The batter is out on the third strike whether the catcher catches the ball or not.
11. Runners cannot leave the base until the bat contacts the ball. Runners leaving the base before the ball is hit will be called out. Each team will be given a warning for their first offense.
12. The ball feeder may coach the batter but may not coach the runners.
13. Players may play the same position only three innings.
14. A defensive coach may be in the outfield.
15. **Batters must stop at 2nd base on a hit. Runners may advance only 2 bases on any hit. (Example runner on first may advance to third, runner on second may advance home)**
16. To speed up play; An assistant coach or parent will stand behind catcher to retrieve pass balls to give back to coach who is pitching.

PETITE 2 DIVISION

1. The normal number of players the team is expected to field is 10.
2. **The 5-run rule is in effect.**
3. This division will use live pitching and will have a pitching distance of 35 feet. The game ball will be an 11-inch ball and will be supplied by the league. **The pitcher must have their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.**

4. The batter is out on the third strike whether the catcher catches the ball or not.
5. Runners leaving the base too soon will be called out. Each team will be given a warning for the first offense. **Runners cannot leave the base until the ball reaches the batter.**
6. Stealing is not allowed. This includes advancing past first on a walk, wild pitches, passed balls, and catcher's overthrow back to the mound.
7. Players may play the same position only three innings including pitcher.
8. The infield fly rule is not in effect.

CHIC DIVISION

1. The pitching distance is 40 feet. The game ball is a 12-inch ball and will be supplied by the league. **The pitcher must have their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.**
2. **The 5-run rule is in effect.**
3. A batter may run on a dropped third strike.
4. Runners may leave the base after the pitcher releases the ball. Any runner who leaves the base too soon will be called out.
5. The normal number of players a team is expected to field is 10.

SOPHOMORE DIVISION

1. The pitching distance will be 43 feet. The game ball will be a 12-inch ball and will be supplied by the league.
2. **The 7-run rule is in effect. (Teams may only score 7 runs per inning)**
3. The normal number of players the team is expected to field is 10.
4. Runners may leave the base after the pitcher releases the ball. Any runner who leaves the base too soon will be called out.

DEBUTANTE DIVISION

1. The pitching distance will be 43 feet. The game ball will be a 12-inch ball and will be supplied by the league.
2. **The 7-run rule is in effect. (Teams may only score 7 runs per inning)**
3. The normal number of players a team is expected to field is 10.
4. Runners may leave the base after the pitcher releases the ball. Any runner that leaves the base too soon will be called out.

Competitive Softball Rules

Please Note these Competitive Rules do not apply to the Spring Recreational League or its year-end Tournament

**These apply to Tournament play and Fall Ball League
Exceptions are below Defaulting from USSSA Rulebook**

COMPETITIVE SOFTBALL DIVISIONS

9 & under – 10 & under - 11 & under - 12 & under - 13 & under - 14 & under

Pitching Distance:	9UPM:	35 Feet	Base Distance:	60 Feet
	10U:	35 Feet		60 Feet
	11U:	40 Feet		60 Feet
	12U:	40 Feet		60 Feet
	13U:	43 Feet		60 Feet
	14U:	43 Feet		60 Feet

- Game times will be 1:00 and 3:00 (Possible 5:00p.m games may be scheduled). Time limit: 1 hour 30 minutes. A new inning will not be started after the time limit.
- A regulation game will be "7" innings.
- Pitching limitations: In the 12 & U divisions, a pitcher regardless of age may pitch in no more than 10 innings per calendar week. (A calendar week is Monday through Sunday) If a pitcher delivers 1 pitch in an inning, she shall be charged with 1 inning pitched. (**There are no pitching limitations in the 13U and higher divisions.)
- Runners may leave the base when the pitch leaves the pitchers hand. Any player that leaves too soon will be called out.
- Batters may advance on a dropped 3rd strike if the first base is unoccupied or if there are 2 outs.
- Teams are limited to "9" players on the field. A team may elect to start a game with only "8" players. If a team cannot field 8 players by 5 minutes after game time, the game will be considered a forfeit. Managers may elect to play a practice game in this event.
- Teams will use continuous batting order; all players will bat.
- There is a free substitution on defense. Defensive players may be substituted at any time.
- If a player shows up late for a game, she may be added to the lineup provided the team has not yet batted through the complete lineup. The player shall be placed at the bottom of the lineup. If the leadoff batter has already had his second at bat, the player cannot be added.
- Managers may elect to use a courtesy runner for the catcher/pitcher at any time. The runner shall be the last out made prior to the catcher/pitcher in the batting order. If it happens to be the first inning and no outs have been recorded, the runner shall be the last batter before the catcher/pitcher in the batting order that is not currently on base.
- Mercy run rule per USSSA applies
12 runs lead after 3 completed innings or 2 1/2 innings if the home team is ahead, 10 runs after 4 completed innings or 3 1/2 innings if the home team is ahead, 8 runs lead after 5 completed innings or 4 1/2 innings if the home team is ahead.
- Players who leave the game or are removed from the lineup due to illness/injury are out of the game. There will not be an out assessed for their spot in the batting order.

UMPIRE RULES AND REGULATIONS

1. Training is mandatory for all umpires.
2. Two times missed without notification to the umpire Chief is grounds for dismissal. At least one-hour notification is required.
3. If there is a complaint about a manager or coach's behavior, the umpire is to note problem on the back of the game card.
4. If there is a complaint about an umpire, designate the problem on the back of the game card, or report problem directly to the division chief. The game card is to be signed by both teams. The score is to be recorded on the game card. The card must be signed by each umpire and score recorded or you will NOT be paid for that game!!!
5. Umpires are to arrive 1/2 hour before game time for the purpose of field preparation, which includes putting the bases at their proper location, as well as the pitching machine.
6. Just before the game begins, the home plate umpire will inform both coaches of the time at the start of the game and the time at which no new inning will begin. All games will observe the time limit rule.
7. It is the duty of the field umpire to remove the bases, pitching machine, and extension cord and place them in the storage area. The home plate umpire is to assist in this once his assignment is complete.
8. If the umpires need help in removing the pitching machine from the field, it is advised that they get help from the coaches or managers. Umpires will rechalk as needed between games.
9. Proper uniform for umpires in the Juvenile and Sophomore Division will be gray slacks, black belt, navy blue shirt, (button type with collar) black shoes and socks. All other umpires will wear a navy-blue shirt, button type with collar and khaki shorts. The umpire patch will be worn on the left sleeve. No short shorts or shorts with holes, patches, or tears will be permitted, likewise with jeans.

If a baseball cap is worn, the cap will not be worn backwards. The bill on the cap must be facing forward.

10. All umpires will bring with them a ball and strike indicator, a watch, and two-inch paint brush for the purpose of keeping home plate clean. **Umpires are not allowed to be texting or using their Cell Phone during the Game!!! You may remove it momentarily to check for time limit but there will be no other exceptions!!!**
11. The umpire(s) will place themselves in what they feel is the best location for them to call the game.

Washington Youth Sports Association reserves the right to dismiss anyone not conducting themselves in accordance with the rules and regulations set forth.