

# **WAA Girls Softball Recreation League Rules and Regulations**

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# 1 Rules Hierarchy

Official playing rules and regulations of the current ASA Softball Rules are to be followed. WAA Girls' Softball League Rules will supersede the current ASA Rule Book when so stated.

## 2 The League

### 2.1 Team Formation / Draft process

2.1.1 Team formation: (All leagues except Major and Senior Leagues)

2.1.2 Teams are formed by the WAA board. The League will honor specific team requests in the Minor, Rookie, and Tee Ball Divisions whenever possible.

2.1.3 Team formation: (Major and Senior Leagues Only)

**Head Coach** - Each team shall have one head coach. The head coach is a volunteer who is responsible for the direction and control of the team. The board will select and appoint head coaches.

**Assistant Coaches** - Volunteer assistant coaches may be selected by the head coach or appointed by the board. There is no limit to the number of assistant coaches allowed per team, however the league will provide a limit of two coaches' shirts per team.

**Players -Draft System:** The Draft is done in the Major and Senior leagues when needed with the selection of known players who will have been rated the previous year as pitchers, catchers, and overall players.

**All players** entering a Division for the first time will be placed on a team through the "Draft". The only way a player may be placed on a team without being drafted is if their parent or guardian is the head coach, assistant coach, or team liaison of the team. **However, no team shall have more than three players who have been placed in this manner on its roster (Exception: siblings).**

A player may choose to play on a team with a sibling, provided the team is in her appropriate age group.

Players entering a division after the draft has been concluded will be placed on a team at the discretion of the Board based on the needs of the League.

## 3 The Season

### 3.1 Starting Times

3.1.1 Game start time is 6:15 PM weekdays and as scheduled on Saturdays.

3.1.2 **Seniors and Majors:** There is no grace period. A forfeit will be declared against a team not ready to play by 6:15 PM.

**Note:** Keep the two hour time rule in mind when starting games.

### 3.2 Regulation Team Size (Official Team)

3.2.1 Seniors and Majors.

Sharing players, a team must be able to field a minimum of six (6) players from their own team, borrowing players from opposing team only (not from other teams) to play the field (not batting) in order to bring the defense up to a minimum of eight (8) players to constitute an official team.

If a team cannot field at least six (6) of their own players for any reason during a game, the game will end at that point and must be forfeited to the opposing team. A game may be played, but will not count in standings. This applies to regular season and tournament play.

3.2.2 All other leagues may play with any number of players.

### 3.3 Make-up Games

3.3.1 Seniors and Majors.

A Manager unable to field an Official Team (6 players) for a game, may request to have the game rescheduled.

All requests for rescheduling must be made to the League Commissioner within a minimum of **48 hours** prior to the scheduled game.

All decisions rendered by the League Commissioner will be final. (No Appeal)

3.3.2 **Rain Outs:** The League Commissioner shall make cancellations due to weather or field conditions. Games rescheduled due to weather or field conditions must be played at a time scheduled by the League.

3.3.3 **Suspended Games:** A game that is suspended because of weather will resume where it left off provided a minimum of one full inning has been completed (otherwise the game is re-started from the beginning). If the game is suspended in the middle of an inning the team at bat is responsible for keeping track of the number of outs, runs scored, and base runners when the game is resumed. The batter who leads off the resumed game will start with fresh balls and strikes count. An attempt should be made by both coaches to preserve the batting order as best as possible when the game is resumed, depending on which players are available.

### 3.4 Game Preliminaries

3.4.1 Home team shall occupy the 1st base side of the field.

3.4.2 Teams will field ten (10) players defensively.

3.4.3 No casts of any kind allowed during games.

3.4.4 The wearing of jewelry IS **NOT ALLOWED** during games. Covering jewelry with tape or Band-Aids etc. is not allowed.

3.4.5 **Winning team must** update the WAA Website of game results within 24 hours of completed game or risk the game being recorded as a tie. (Major and Senior leagues only).

3.4.6 **Seniors and Majors:** Lineup cards will be made available to the opposing team prior to the start of the game.

### 3.5 Umpires

3.5.1 **Senior League** – Supplied by Rochester District Umpires Association.

3.5.2 **Major League** – Supplied by Rochester District Umpires Association.

3.5.3 **Minor League** – Supplied by WAA.

3.5.4 **Rookie League** – Coaches or Volunteer Parents to Umpire.

3.5.5 **Tee-Ball** - Coaches or Volunteer Parents to Umpire.

### 3.6 Coach Responsibilities

- 3.6.1 All coaches will be required to complete an online background check through JDP. Links will be provided via email.

### 3.7 Length of an Inning (Seniors and Majors)

- 3.7.1 A six (6) run rule per inning (seniors) and five (5) run rule per inning (majors) with unlimited runs in the last inning for both teams. Last inning may not be the sixth or seventh inning. Due to game duration or darkness the last inning may be earlier in the game. Coaches need to agree before an inning is started and notify the umpire that this inning is the last and unlimited runs apply.
- 3.7.2 A six (6) run rule per inning (seniors) and five (5) run rule per inning (majors) will apply. The last play does not stop when the run limit is reached; however runs scored beyond the limit are not counted toward the final score.
- 3.7.3 Unlimited runs apply in the last inning - whether it's the last *scheduled* inning or an earlier inning - as long as both coaches agree on it and inform the umpire before that inning starts

### 3.8 Length of a Game

All regular season games are subject to a **two hour time rule**. A game may progress beyond two hours provided, **No inning shall start after two hours have elapsed from the beginning of the game**. The umpire will determine game start time. Umpires time is official and final. **(Coaches should make note of start time in their game book. \*\*\* Darkness is an exception to this rule\*\*\*)**

- 3.8.1 **Senior:** A game will consist of seven (7) innings; official game is 4 1/2 innings if the home team is ahead and 5 innings if the home team is behind.
- 3.8.2 **Major League:** A game will consist of six (6) innings; official game is 3 1/2 innings if the home team is ahead and 4 innings if the home team is behind.
- 3.8.3 **Minor League:** A game will consist of five (5) innings.
- 3.8.4 **Rookie League:** A game will consist of five (5) innings

### 3.9 Darkness Rule

ALL LEAGUE'S: If the inning cannot be completed due to darkness, the score reverts back to the previous inning. If the game ends in a tie, a tie is recorded in the standings. When league standings are considered, a tie situation is better than a loss. **Safety** is the main concern and the Umpire has the final say when darkness becomes an issue. (Note\* No inning may begin after two hours have elapsed from the beginning of the game.)

### 3.10 Participation (All Leagues)

- 3.10.1 No player may sit out more than one (1) consecutive inning. \*\* An exception is illness or injury. It is the league's intent that ALL GIRLS play an equal amount of time each game.
- 3.10.2 All girls must play a minimum of 1 inning in the infield (1B, 2B, SS, 3B, P, or C) and a minimum of 1 inning in the outfield per game including playoffs. An exception is illness or injury. If a team has only 7 or 8 players a minimum of 1 inning in the outfield is required. If a team has 6 or fewer players there is no minimum outfield requirement. It is the league's intention that all girls get an equal amount of playing time in the infield and outfield positions. Coaches should encourage players to play different positions throughout the season.

3.10.3 All players present shall bat. The batting order shall consist of all starting players and reserves present at the start of the game.

Players arriving late for a game shall be placed at the bottom of the batting order.

3.10.4 If a team is found in violation of Participation Rules (3.10) they will forfeit the game.

### 3.11 Equipment and Uniforms

#### 3.11.1 Helmets

All batters, on-deck batters and base runners are required to wear a batter's helmet with a chinstrap.

Minor, Major and Senior Leagues are also required to wear a face shield on the helmet.

3.11.2 All catchers are required to wear a helmet, facemask, chest protector, throat protector and knee/shin guards during warm up on and off the field.

3.11.3 Each coach will be given an equipment bag. In the bag will include: Softballs (practice and Game balls), Tennis balls (recommended during early practice weeks to teach fundamentals and boost confidence), bats, helmets, first aid bag, and catching equipment.

### 3.12 Lighting/Thunder

Lightning/Thunder – When a game has been suspended because of lightning or thunder, it may be resumed when at least 20 minutes have passed without more lightning/thunder being seen/heard.

## 4 Game Rules

### 4.1 Pitching

4.1.1 Balks will not be called.

4.1.2 Intentional walks or intentional loading of the bases is **not** allowed. All batters must be pitched to.

4.1.3 **Seniors and Majors:** Illegal pitch; automatic ball on batter.

4.1.4 **Minors:** Illegal pitch will not be called.

4.1.5 Warm Up Pitches

Only three (3) pitches for warm up allowed for a pitcher returning from the previous inning.

New pitchers are allowed six (6) pitches (Any time).

### 4.2 Hitting

4.2.1 On deck batter with bat **NOT ALLOWED** for Tee Ball, Rookie & Minor. Major and Senior leagues can have an on-deck batter. The on-deck circle is located in front of the team on offense. The on-deck batter must face the batter at the plate, at all times. On-deck batters cannot interfere with the offensive or defensive players on the field without penalty.

4.2.2 Hit Batsman: Hit Batsman: When a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing.

**Effect:** The ball is dead. The batter is entitled to one base without liability to be put out.

**Note:** The batter's hands are not a part of the bat.

If the batter is hit anywhere, including the hands, while swinging at a pitch that is determined by the umpire as an offer at the pitch, then the ball is dead and a strike called. If it is strike three, the batter is out. **(Not used in Tee Ball, Rookies, and Minors)**

### 4.3 Base Running

- 4.3.1 Courtesy Runner for the catcher is allowed provided the catcher is on base and there are two outs. Substitutions should be made prior to count on active batters.
- 4.3.2 "Double First Base" (2003 Rule change)  
(Authority - ASA Rule 8-M)  
When using the double base at first, the following rules should be enforced:
  - 4.3.3 A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
  - 4.3.4 Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.
  - 4.3.5 On any force out attempt from the foul side of first base, or on an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion.
  - 4.3.6 On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
  - 4.3.7 When tagging up on a fly ball, the white portion must be used.
  - 4.3.8 On an attempted pickoff play, the runner must return to the white portion.
  - 4.3.9 If, when using the double base, there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.  
**Effect:** Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

## 5 Divisions of Play

### 5.1 Senior League: 13-16 yrs

- 5.1.1 12" ball
- 5.1.2 Base distance - 60'
- 5.1.3 Pitcher's distance - 43'
- 5.1.4 Stealing allowed (all bases) after the ball leaves the pitcher's hand.  
If the runner leaves base prior to the ball leaving the pitcher's hand, the runner is out.  
(Refer to LL rule 7.13)
- 5.1.5 Dropped Third (3rd) Strike Rule: When the catcher fails to catch the third strike before the ball touches the ground and there are;  
Fewer than two outs and first base is not occupied at the time of the pitch, or

Any time there are two outs.

5.1.6 Bunting **is** allowed.

5.1.7 Sliding **is** permitted. Sliding head first while advancing to a base is not permitted (Runner is out). Sliding head first during a run back or pick off situation is allowed. Attempt to slide at home to avoid contact. No collisions allowed (Runner is out). Excluding 1st base, any runner is out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.

5.1.8 "Look Back Rule": The Look Back Rule will be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or with the lines of the circle.

When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the circle, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.

Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.

This also includes a base on balls or dropped third strikes.

5.1.9 Pitchers allowed 4 innings per game; unlimited innings per week; one (1) pitch constitutes an inning; no restriction on consecutive innings (Pitchers may pitch 4 innings in a row, or every other inning, etc.). Exceptions to this rule are:

- Travel league pitchers may pitch no more than 2 innings,
- Maximum collective innings pitched by travel league players is 4 per game.
- At the discretion of the league commissioner a travel league pitcher who *far exceeds* the average pitching ability of the league will not be allowed to pitch
- Any pitcher who hits 2 or more batters and has either injured a batter or is considered by both coaches as likely to injure a batter will no longer be allowed to pitch in that game. If coaches are in disagreement as to whether or not to remove the pitcher the Officer of the Day will be brought in to make that decision.

## 5.2 Major League: 11-12 yrs

5.2.1 12" ball

5.2.2 Base distance - 60'

5.2.3 Pitcher's distance - 40' (can move back or forward as long as inside pitcher's circle to assist individual girls in throwing strikes). Subject to coaches and umpire discretion.

5.2.4 Stealing allowed. Base runner may take a lead only after the pitch crosses home plate (WAA **Exception** - Stealing of Home Not permitted)

Only can advance one base per steal attempt.

5.2.5 **No** Dropped Third (3rd) Strike Rule.

5.2.6 Bunting is allowed.

5.2.7 Sliding **is** permitted. Sliding head first while advancing to a base is not permitted (Runner is out). Sliding head first during a run back or pick off situation is allowed. Attempt to slide at home to avoid contact. No collision allowed (Runner is out). Excluding 1st base, any runner is out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.



5.2.8 “Look Back Rule”: The Look Back Rule will be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher’s circle. The pitcher is considered to be in the pitcher’s circle when both feet are on or with the lines of the circle.

When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the circle, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.

Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.

This also includes a base on balls or dropped third strikes.

5.2.9 Pitchers allowed 3 innings per game; unlimited innings per week; one (1) pitch constitutes an inning; no restriction on consecutive innings (Pitchers may pitch 3 innings in a row, or every other inning, etc.). Exceptions to this rule are:

- Travel league players may pitch no more than 1 inning,
- Maximum collective innings pitched by travel league players is 3 per game.
- At the discretion of the league commissioner a travel league pitcher who *far exceeds* the average pitching ability of the league will not be allowed to pitch
- Any pitcher who hits 2 or more batters and has either injured a batter or is considered by both coaches as likely to injure a batter will no longer be allowed to pitch in that game. If coaches are in disagreement as to whether or not to remove the pitcher the Officer of the Day will be brought in to make that decision.

5.2.10 Infield Fly Rule is not enforced

### 5.3 Minor League: 9-10 yrs

5.3.1 Game philosophy:

Games should be played by the rules.

Score is kept. League standings are not kept.

Coaches should make no rules exceptions at game time.

5.3.2 Strike zone:

ADHERE TO OFFICIAL STRIKE ZONE DEFINITION \*

The strike zone is that space over home plate, which is between the batter’s armpits and the top of the knees when the batter assumes a natural stance.

5.3.3 11“ ball

5.3.4 Base distance - 60’

5.3.5 Pitcher’s distance - 35’

5.3.6 No stealing; Base runner may take a lead after the pitch crosses home plate.

5.3.7 No Dropped Third (3rd) Strike Rule.

5.3.8 Bunting is allowed.

5.3.9 Sliding is permitted. Sliding head first while advancing to a base is not permitted (Runner is out). Sliding head first during a run back is allowed. Attempt to slide at home to avoid contact. No collision allowed (Runner is out). Excluding 1st base, any runner is out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.

- 5.3.10 Pitchers allowed 2 innings per game; unlimited innings per week; one (1) pitch constitutes an inning; no restriction on consecutive innings (Pitchers may pitch 2 innings in a row, or every other inning, etc.). Exceptions to this rule are:
- Travel league pitchers may pitch no more than 1 inning. There are no restrictions on Jr Xtreme pitchers.
  - At the discretion of the league commissioner a travel league pitcher who *far exceeds* the average pitching ability of the league will not be allowed to pitch
  - Any pitcher who hits 2 or more batters and has either injured a batter or is considered by both coaches as likely to injure a batter will no longer be allowed to pitch in that game. If coaches are in disagreement as to whether or not to remove the pitcher the Officer of the Day will be brought in to make that decision.
- 5.3.11 A Pitcher is limited to 4 balls (not 4 pitches) per Batter. When 4 balls are thrown, a Coach from the Batters team will enter and pitch until the Batter either hits the ball in play or strikes out. **NO WALKS**. The youth pitcher remains on the field as a defensive player. The youth pitcher will resume with the following Batter. The process may repeat. If a coach has entered an inning a fourth time to pitch to a batter (regardless of the number of pitchers used), the Coach from the Batter's team will remain in the field and pitch the balance of the inning. The next inning starts with a player pitching to a batter.
- 5.3.12 Base Running: A base runner may not advance beyond the base she is safely at or in the process of advancing to, once the ball is **in the infield** and is in the **control** of a defensive player. Once the ball is in the control of a fielder in the infield, play stops. The transfer of the ball from the fielder to the pitcher is considered a dead ball play and no runner may advance as a result of a misplayed ball to the pitcher. **(Sportsmanship first)**
- 5.3.13 Four (4) run rule or three (3) outs will end the inning. Play will not stop due to run limit. Both teams will bat in all innings (No winner or Loser).
- 5.3.14 Coaches are encouraged to be in the field with their team for instructional purposes.
- 5.3.15 Infield Fly Rule is not enforced.

#### 5.4 Rookie League: 7-8 yrs

- 5.4.1 Four (4) run rule or three (3) outs will end the inning. Both teams will bat in all innings (No winner or Loser).
- 5.4.2 Game philosophy:
- Games should be played by the rules.
  - Scores are not kept. League standings are not kept.
  - Coaches should make no rules exceptions at game time.
  - EXCEPTION: May reduce game length if agreed upon by both coaches.
- 5.4.3 11" incrediball (safety ball)
- 5.4.4 Base distance - 60'
- 5.4.5 Pitcher's distance – Machine Pitch only - 35'.
- 5.4.6 No stealing; No lead off; If runner leaves base prior to ball being hit, runner is out.
- 5.4.7 Bunting **is not** allowed.
- 5.4.8 Sliding **is** permitted. Sliding head first while advancing to a base is not permitted (Runner is out). Sliding head first during a run back is allowed. Attempt to slide at home to avoid contact. No collisions allowed (Runner is out). Excluding 1st base, any runner is out if the

runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.

- 5.4.9 The manager, coach, or a designated adult of the team at bat will act as the machine pitch operator.
- 5.4.10 Pitching. The pitching machine will be positioned such that it is just inside of the pitcher's circle. The speed of the pitching machine shall be set between 34-36 MPH. The intent is to ensure that the majority of the children are comfortably hitting the ball from the machine. The machine pitch operator shall be a coach from the hitting team. The machine pitch operator should "present" the ball to the batter by holding the ball above shoulder height just prior to placing it into the pitching machine. Each batter will receive 5 pitches. No walks will be awarded to the batter. First base is not awarded if a pitch hits a batter. If after 5 pitches, the batter has not made contact, a tee will be brought out and the player shall hit off of the tee.
- 5.4.11 Base Running: A base runner may not advance beyond the base she is safely at or in the process of advancing to, once the ball is **in the infield**. Once the ball is in the infield, the runner stops advancing, encouraging players to continue to get the ball in the possession of an infielder to complete the play. All runners may advance one base on infield hits.
- 5.4.12 If the fielder makes an out the batter (or base runner) will return to the dugout.
- 5.4.13 No Advancing on overthrows.
- 5.4.14 All players play the field. Regular infield positions and the remaining players in the outfield.

## **5.5 Tee Ball: 6-7 yrs.**

### 5.5.1 Division Overview:

The sole purpose of the Tee Ball division of WAA softball is to teach basic softball fundamentals and techniques. This is a pure instructional division.

### 5.5.2 Practice and Games:

All practice/games will be on Saturday's from 9-11:00 AM at Ridge Park. The format will be 45-60 minutes for practicing fundamentals and 45-60 minutes for game play. Each team will be assigned a field with another team and those teams will play one another during game playtime.

### 5.5.3 TEE/Pitching:

During the first half of the season it is recommended to solely use the batting tee for practice and play. During the second half of the season introduce coach pitching for both practices and play. During coach pitching play, each batter will have **4 pitches** to hit. If at that time the batter has not hit the pitch, the batter must then use the tee. **NO WALKS or STRIKEOUTS.**

### 5.5.4 Game Play:

All players on the roster will bat during an inning. Once the batting order is complete the teams switch offense/defense. There will be no scoring or outs recorded. If a player is out by the coach's assessment, that player may remain on base at the discretion of the coach of the batting team. All players will play in the field during game play. Each team has 7-8 girls so this should not be an issue. Please alternate positions every inning. It is recommended that when the batter hits the ball, that all base runners only precede one base. There is no leading, sliding, or stealing. While batting there will be no on deck batter or practice swings.

## 6 Post Season

### 6.1 League Tournament

The League will hold an end of season tournament for the **Senior and Major Leagues**. All teams are in the tournament regardless of regular season record. Teams will be seeded based on their regular season record. The higher seeded team shall be the home team. The Tournament dates will be posted on the website prior to the first game of the season.

- 6.1.1 Duration of game will be the same as during regular season (i.e. no inning shall start after 2 hours have elapsed from beginning of game). League commission may adjust times if necessary.

### 6.2 All Star Selection Process

- 6.2.1 **Coaches:** Coaches interested in coaching an All Star Team may submit an application to the League for consideration. An application will be provided.
- 6.2.2 **Players:** Players are selected by team vote. Voting will be determined on a league by league basis by the commissioner and board members with collaboration from the coaches.

## WAA Recreation League Softball Rule Matrix

Category	Tee Ball	Rookies	Minors	Majors	Seniors
Age (as of 12/31 of prior year)	5-6	7-8	9-10	11-12	13-16
Minimum # players needed	no min	no min	no min	6	6
# of players in field	10	10	10	10	10
Max runs/inning	na	4	4	5	6
Play stops due to run limit	na	yes	yes	yes	yes
Continuation scoring after max runs	na	no	no	no	no
Length of game (innings)	na	5	5	6	7
Official game (minimum innings)	na	na	na	3.5	4.5
Batter allowed in on-deck circle	no	no	no	yes	yes
Base distance	60'	60'	60'	60'	60'
Ball type	11" safety	11" safety	11"	12"	12"
Pitcher distance	na	35' machine	35'	40'	43'
Walks allowed	no	no	no	yes	yes
Strikeouts allowed	no	no	yes	yes	yes
Stealing of 2nd and 3rd	no	no	no	yes	yes
Stealing of home	no	no	no	no	yes
Lead-off after	na	na	na	pitcher releases ball	pitcher releases ball
Dropped third strike rule enforced	na	na	no	no	yes
Bunting allowed	no	no	yes	yes	yes
Sliding permitted	no	yes	yes	yes	yes
Look back rule	na	na	na	yes	yes
Advance on overthrows	no	no	no	1 base	yes
Max innings pitched per player per game (non travel players)	na	na	2	3	4
Max innings pitched by travel player	na	na	1	1	2
Score kept	no	no	yes	yes	yes
League standings kept	no	no	no	yes	yes
Post-season tournament	no	no	no	yes	yes
Infield fly rule enforced	no	no	no	no	yes
Umpires	Coach or Vol. Parent	Coach or Vol. Parent	Supplied by WAA	Supplied by RDUА	Supplied by RDUА
					<i>updated 3/21/24</i>

AUTHOR	DATE	CHANGE SUMMARY
T. Suhr	04/07/2006	<p>Added Mini Minor league.            Combined Junior and Senior league.            Changed ages for Minor and Major leagues.            Format changes.            Removed "Excluding Senior league." from G.) <u>Participation</u>.            Added revision page.</p>
Rules Committee	01/18/2008	<p>Change to ASA rule book            Forfeited game can still be played. Standings will not count.            Mini Minor will play full innings.            Added references to WAA website            Major league uses Webster youth umpires            Mandatory sliding changed to attempt to slide. Avoid collision.            Minor: coaches encouraged to be in the field.            Changed Mini Minor format            League tournament: home team the higher seed.            Major league to use draft system.            Player ratings on website and mandatory for Minor, Major, and Seniors.            Remove J1 No infield or outfield balls allowed between innings            C: change president to commissioner.            Little Sluggers: Removed Coaches Binder section.</p>
John Palmer	02/12/2008	<p>Helmet with chinstraps (all) and face shield (major&amp;senior).            Used ASA rules for "Hit Batsman", "Dropped Third Strike" and "Look Back"</p>
Tom Suhr	12/10/2008	<p>Little Slugger runners may remain on base even if put out.            R) No returning players for Major league.</p>
Tom Suhr	07/07/2009	<p>Added Minors to I) Helmets.</p>
Scott Woodruff	05/12/2010	<p>Updated board approved rule changes for the Minors Division. Also re-formatted document.</p>
Scott Woodruff	04/02/2012	<p>Updated board approved rule changes for the Majors, Minors and Mini-Minors Division.</p>
Steve Mack	06/19/14	<p>Updated board approved rule changes from 2013:            Seniors, Majors may use minimum of 6 players            Major league max runs per inning is 5 except in unlimited run inning            Senior pitching distance is 43'            Major pitching distance is 40'; can be modified as long as within circle            Minor lead off only after pitch crosses home plate.            Added Rules Summary Matrix</p>
Steve Mack	03/26/15	<p>Updated board approved rule changes from 3/10/15:            Clarified rules for suspended games            Clarified last-inning unlimited run rule            Updated participation rules for shorthanded teams            Added section on forfeiture of game for violation of participation rules            Clarified pitching distance for Majors            Added section on playoff game duration</p>
Steve Mack	10/10/17	<p>Updated board approved rule changes from 10/5/17:            Restrict number of innings pitched by travel league pitchers.            Allow for removal of pitchers when there is concern of injury</p>
Derek Hagen	8/18/2023	<p>Updated travel player pitching restrictions for Seniors and Majors.            Updated "Little Sluggers" to "Tee ball"            Updated "Mini Minors" to "Rookies"            Coaching responsibility of pitcher/catcher evaluations deleted.            Coaching responsibility of online background check added.</p>
Derek Hagen	1/10/2024	<p>Updated Rookies Pitching Machine Rules            Updated the rules matrix</p>
Derek Hagen	3/3/2024	<p>Updated Rookies Pitching Machine Rules</p>

Derek Hagen	4/11/24	<p>Changed Lightning/Thunder rule to: When a game has been suspended because of lightning or thunder, it may be resumed when at least 20 minutes have passed without more lightning/thunder being seen/heard.</p>
Derek Hagen	5/1/24	<p>Board approved changes from 4/30/24 meeting:</p> <ul style="list-style-type: none"> <li>● Removed 4.2.2 Hit batsman exception: <b>Exception:</b> <i>If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.</i></li> <li>● Added “<i>that is determined by the umpire as an offer at the pitch</i>” to Hit Batsman rule to clarify it is at the umpire’s discretion if an offer was made at the pitch.</li> <li>● Added to sliding rule: <i>Excluding 1st base, any runner is out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.</i></li> <li>● Changed minimum innings required in infield/outfield to read: All girls must play a minimum of 1 inning in the infield (1B, 2B, SS, 3B, P, or C) and a minimum of 1 inning in the outfield per game including playoffs. Removed: <i>If a team has only 7 or 8 players a minimum of 1 inning in the outfield is required.</i></li> </ul>