

# Rules Matrix - Walnut Youth Softball - Spring 2017

	6U	8U	10U	12U	14U
<b>League Age</b>	4 - 6	7-8	9-10	11-12	13-14 / 14-18
<b>Fielders</b>	10 (4 OF)	10 (4 OF)	9	9	9
<b>Game time</b>	60 Min DROP DEAD	1:20 Drop Dead	Play out	Play out	Play out
<b>No New Inning after</b>	N/A	N/A	1:20 / 1:30 Drop Dead	1:20 / 1:30 Drop Dead	1:20 / 1:30 Drop Dead
<b>Innings (max.)</b>	Batt Entire Lineup	6	6	7	7
<b>Innings for Official Game</b>	N/A	3	3	3	3
<b>Home/Visitor Determination</b>	<b>Home team determined by coin flip for every game. Home team is official book. If you don't have a scorekeeper, you can't be home.</b>				
<b>Umpires</b>	No Umpire	Junior or ASA Umpires	ASA Umpires	ASA Umpires	ASA Umpires
<b>Game Ball (Yellow)</b>	10" Worth RIF Level 1 or ASA Approved ball	10" Worth RIF Level 1 or ASA Approved ball	11" Worth RIF Level 1 or ASA Approved Ball	12" Worth Dream Seam or ASA Approved ball	12" Worth Dream Seam or ASA approved ball
<b>Pitching Distance (Feet)</b>	30	30	35	40	43
<b>Base Distance (Feet)</b>	60	60	60	60	60
<b>Helmet (NOCSAE Approved)</b>	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
<b>Faceguard (NOCSAE Approved)</b>	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
<b>Cleats</b>	Rubber only	Rubber only	Rubber only	Rubber only	Rubber Preferred (Metal OK)
<b>Bats</b>	ASA Approved	ASA Approved	ASA Approved	ASA Approved	ASA Approved
<b>Max. Runs per inning</b>	5	5	5-up	5-up	5-up
<b>Batting Order (All Players)</b>	Round Robin	Round Robin	Round Robin	Round Robin	Round Robin
<b>Run Ahead Rule (Mercy)</b>	N/A	10 after 4	ASA/USA Softball Rule	ASA/USA Softball Rule	ASA/USA Softball Rule
<b>Min. Field Play for Players (Innings)</b>	Every other inning	Every other inning	Every other inning	Every other inning	Every other inning
<b>Max. Innings/Outs Pitched</b>	<b>3 coach pitches, then use the tee until the ball is hit in play</b>	9 Outs	12 Outs	Unlimited	Unlimited
<b>Hit Batters allowed</b>	N/A	Umpire's judgment	Umpire's judgment	Umpire's judgment	Umpire's judgment
<b>Bunting</b>	No	only if player pitches	Yes	Yes	Yes
<b>Dropped 3rd strike</b>	No	No	Yes	Yes	Yes
<b>Stealing</b>	No	One base per pitch	Yes	Yes	Yes
<b>Stealing after the ball...</b>	N/A	...leaves the pitcher's hand. Only off of player pitch.	...leaves the pitcher's hand		
<b>Stealing Home</b>	No	No	Yes	Yes	Yes
<b>Advance on Overthrow</b>	Yes-until ball crosses the pitcher's circle or ball is deemed out of play	Yes	Yes	Yes	Yes
<b>Infield Fly Rule</b>	No	No	Yes	Yes	Yes
<b>Special notes:</b>	No walks, hit batters or strike outs. Play is dead when ball enters/crosses the pitcher's circle. Hit ball must go beyond 15 ft. arc to be live. Hash marks used for runners (30ft). Player/Pitcher must have one foot in the circle when the ball is pitched/hit off the tee. <u>Only 2 coaches are allowed in the outfield on defense.</u>	<u>After 4 balls, coach pitches remaining strikes.</u> Foul ball on last coach pitch receives additional pitch until put in play or strike out. Coach must have one foot on pitching rubber during coach pitch. <u>Batter may not advance to 2nd on a walk.</u>			

\*\*All ASA Rules Apply Unless Stated Above

WYSA UIC - Mike Ross

Email: mikeumpire3@yahoo.com