

# West Alabama Girls Fastpitch Softball



Updated: January  
2016

**League Rules  
2016**

## **League Wide Rules – Updated Spring 2012;2015;2016**

1. Minimum number of players: The minimum number of players required to play without incurring a penalty in any age group is nine players. A team can play with eight players, but there will be a one out penalty in any inning where the ninth spot in the batting order is reached. The out will not be called until the ninth spot in the order is reached. If a team cannot field at least eight players, then they must forfeit the game. 6u, 8u & 10u age groups may field bonus defensive players but that does not change the league minimum players rule. Example: If a 10u team only fields eight players for a game, then there would only be one out penalized at the ninth spot in the batting order and then they would go back to the top of the batting order.
2. A team can pick up as many as two players to make the minimum number required for that age group, but not more than the minimum. For example, in the 13u or 10u age division you can pick up one or two players to make the no penalty minimum of nine players, but you cannot pick up one or two players to make ten total players.
3. All pick-up players MUST bat last in your batting line up and play in the outfield. If a player who is on your roster shows up during the game, they must continue to bat in the position of the pick-up player, however, they are free to play anywhere the coach designates (keeping in mind rules of pitching rotation). Upon arrival of player on roster, pick-up player is removed from the game.
4. All pick-up players MUST be an active player in the West Alabama Girls' Fastpitch league (WAGFS) for the season they are being picked up. For example, it is not okay to pick up a player not on a roster in the fall, just because she was on a roster in the spring.
5. The pick-up player must also be from the same age division or a younger age division. For example – if your pick up player plays 13u but is still age eligible to play 10u – she cannot be picked up for the 10u team. There are no exceptions to this rule.
6. Participation: The entire roster of the team will make up the batting order. Each player on the roster must participate in the game defensively. Example: If a team has thirteen players, then they will have a thirteen player batting order and all of the girls must play defensively in the game. This rule applies to every age group of the league.
  - a) Because every child must be in the batting line-up and proper substitutions are not possible, the following rules will govern changes to the batting order during a game:
    - a. Between innings, a child may be pulled from the batting order without penalty to the team but that child may not re-enter the game. This includes injury, illness or necessity to leave the ballpark.
    - b. Once an offensive inning has begun (the first pitch of the inning has been thrown), any player who cannot make their at-bat shall be declared out and play will proceed to the next batter or the next inning whichever is appropriate. A child who misses an at-bat due to injury and is penalized with an out for that at-bat may re-enter the game at a later at-bat without further penalty. If the child does not return to the game, there is no further penalty at her next at-bat.
    - c. Roster players arriving late to the game must immediately replace pick-up players at the pick-up player's spot in the batter order and the pick-up player must leave the game.

7. Any girls that are active players on their middle school team roster are not eligible for league ball whatsoever. Once a girl plays on a middle school roster, she is not eligible for league play, even if the middle school season is over. "Active" does not include middle school managers.
8. All girls have to be on a league roster before the start of the season. The rosters for each team you will be playing will be distributed prior to your first game. There are no late additions to the rosters allowed.
9. A team, a coach, or a parent can and will be penalized for unsportsmanlike conduct or creating a problem in or for the WAGFS. This includes cursing, refusal to shake hands, cheating, verbal or physical abuse of umpires, and/or the verbal or physical abuse of girl's participating within WAGFS. Punishments range from being barred from regular season games, being barred from tournament games, and in severe cases being removed from your coaching duties.
10. All time lines have to be met and fees paid before schedule is handed out.
11. All coaches are required to attend the coach's clinic before the beginning of the season or forfeit their right to coach.
12. All rosters have to be signed, with birthdates, before the start of the season.
13. Complete games: The following rules will regulate games that are tied or interrupted.

If two-thirds of a scheduled game's time or innings are played and the game has to be interrupted based on the umpire's decision or league director's decision due to weather or some other issue such as field malfunction, then the game shall be deemed as a complete game and its results shall be declared final.

Age Group	Scheduled Time	Scheduled Innings	Complete after	Complete after
6u	1:00	6	40 minutes	4 innings
8u	1:15	6	50 minutes	4 innings
10u	1:15	6	50 minutes	4 innings
13u	1:20	6	54 minutes	4 innings

**Drawn Tournament Seasons:** Regular season games during a season that ends with a drawn tournament may end in a tie. Regular season games during a season that ends with a drawn tournament that are interrupted after they have started because of weather or other issues that may arise do not have to be rescheduled for completion.

**Seeded Tournament Seasons and Tournament Games:** Regular season games during a season that ends with a seeded tournament and tournament games should be played to a conclusion. If the game is tied and time becomes a factor or the game is tied and is interrupted, then the game should be suspended, rescheduled and restarted until a conclusion is reached. Suspended games are picked up exactly at the point they were paused.

Regular season games during a season that ends with a seeded tournament and tournament games that are not tied and are interrupted due to weather or other issue will be considered final if two thirds of the game has been played according to table one above. If the game is called in the middle of an inning past the two thirds point of the game, then the winner is determined by going back to the last completed inning. A completed inning is one where the home team batted.

14. Age: The date that determines the cutoff for ages for WAGFS is January 1<sup>st</sup>. As an example, if a child was 6, 8, 10 or 13 on January 1<sup>st</sup>, she would be eligible for play in 6u if 6 years old, 8u if 8 years old, 10u if 10 years old or 13u if 13 years old regardless of their age during the actual season.

15. Protests: Protests of West Alabama Girls Fastpitch Softball Games will be governed by ASA Rule 9: Protests with the following exceptions:

- a) The fee to protest a game will be \$100 cash to be delivered to a League Director or WAGFS tournament director or official.
- b) A protesting team losing the protest forfeits the \$100 protest fee to WAGFS.
- c) At least one League Director of a league not directly involved the protest will hear the protest. That Director may decide the protest or confer with other Directors before making a decision.
- d) WAGFS may designate a Protest Committee for the hearing of protests.
  - a. If no committee has been designated refer to rule 16 (c).
  - b. If the Protest Committee is made up of a majority of members that represent the teams/leagues involved in the protest, refer to rule 16 (c).
- e) The most current published rules of WAGFS will be the first resource for guidance on protest issues followed by the current published rules of ASA.

16. Each team will provide an approved ball for any scheduled regular season or tournament game.

(TRAVEL BALL PLAYER RULE REMOVED 2/2/2015)

17. ALL Parks participating in WAGFS shall sanction each team in their prospective park thru both ASA and USSSA. Any rule not covered in this document shall revert to ASA rules during league regular season and league tournament play. Any rules pertaining to ALL-STAR play shall revert to USSSA rules with the exception of rule 18c below. (ADDED 2/2/2015)

18. ALL-STAR SELECTION.

a. WAGFS shall send up to two (2) teams to play in USSSA sub district, district, and possibly state tournament play. The number of teams will be determined by the winning coach of the league tournament.

b. The head coach of the all-star team from each age group will be the coach whose team wins the season ending tournament. If that coach chooses not to coach the team the option will go down the line to coaches in the order of how their team finished in the WAGFS season ending tournament.

- FOR AGE GROUPS 6U and 8U THE HEAD COACH AS DETERMINED BY TOURNAMENT WINNER will field a team on an invitation basis. That coach will be encouraged to consult with coaches and directors from all WAGFS teams and parks in order to choose a team that will compete at a high level while representing WAGFS in all-star play. (Amended 1/2016)

FOR AGES GROUPS 10U and 12U the coach will conduct a tryout, which will be eligible to all girls on WAGFS rosters during the current spring season as long as they were on the proper USSSA rosters also. All WAGFS eligible girls are encouraged to try out. USSSA has rules are specific pertaining to all-star rosters. For example, the child's name cannot be on two rosters during the all-star period. Also, players must play all stars in the age group that they played regular season ball (must play in age group that their name is on roster with USSSA during regular season).

c. Each park, may decide to field their own all-star team consisting of players not selected in the above tryouts, but they must play any tournaments thru ASA.  
(ADDED 2/2/2015)(MODIFIED 1/2016)

## **19. DEFINITION OF A LEGAL PITCH FOR 10U and 13U**

### Prior to the pitch

- (a) Shoulders square with the 1<sup>st</sup> and 3<sup>rd</sup> base with ball either in glove or pitching hand with hands separated and both feet on the rubber.
- (b) Pitcher should take or simulate taking a signal.
- (c) Pitcher must have possession of the ball to get on or near the pitchers rubber.
- (d) Pitch starts when the windup begins after hands have been brought together.
- (e) There may be NO step taken backwards.
- (f) The pivot foot may remain in contact or push off from the rubber and drag away prior to front foot touching down.
- (g) Lateral movement on rubber is not considered a step.
- (h) A pitcher is not considered to be in position unless the catcher is within the lines of the catcher's box in a position to receive the pitch.
- (i) No foreign substance or tape on the pitching hand.
- (j) Pitcher has 1 minute from the last out to be ready to deliver pitch to batter.
- (k) Umpire may award warm up pitches during inclement weather or for a pitcher returning from injury.
- (l) Pitcher cannot deliberately drop, roll or bounce the ball to prevent the batter from striking at it.
- (m) After the pitcher has possession of the ball in the circle, she has 20 seconds to release the pitch (she has 10 to get ready and pitcher has the other 10 to pitch).(ADDED 1/2016)

**West Alabama Girls Fastpitch Association RULES**  
**SPECIFIC FOR AGE GROUP 6 & UNDER**

**GAME TIME:**

- 1 hour or six innings, whichever comes first.
- **MERCY RULE- 21 Runs after 3 innings; 11 Runs after 4 innings(Amended 1/2016)**

**THE BALL:**

- General rule 3, will apply
- 10", Yellow-Optic, Worth Sof-Dot RIF Level 1 (SR10RYSA) or USSSA 10" RIF level 5 will be used (2/2/2015)

**INNINGS / PLAYING TIME:**

- **A maximum of Ten (10) batters may bat per half inning or until the defense records three (3) outs, whichever occurs first. (Amended 1/2016)**
- **There are no automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out. (Amended 1/2016)**
- No new innings will start after 1 hour or six innings, whichever comes first.
- An inning in progress must be finished unless the game is called due to weather. The home team must get to bat, unless there is no possibility that they could win the game numerically.

**LAY-OUT OF THE FIELD:**

- 30' Pitching distance, front of rubber to back of home plate. • 50' Base paths, There will be a half-way mark between bases.
- To signify outfield positions, measure off 10' from the back of each base and draw a line that runs parallel to the base.
- A 16' (8' radius) circle will be drawn around the pitcher's rubber using the center of the front edge as the axis. A player inside the circle must have control of the ball or a player must have control of the ball in front of the lead runner for a play to end.
- 6' Arch from front of plate should be drawn for dead balls. A dead ball is still counted as one of the players 5 swings.

**PLACING OF THE TEE:**

- The Tee should be placed at the front of home plate. Half of the base of the tee should be on home plate and the other half should be on the ground in front of home plate facing the pitcher.

**NUMBER OF PLAYERS / BATTING LINEUP:**

- **The defensive team shall have no more than 6 infielders. Up to (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at any time. (Amended 1/2016)**
- Every player on the team will be listed on the lineup.
- Each team will bat through the lineup regardless of who is playing defense each inning.

## **EQUIPMENT:**

- Each batter must have a helmet with a facemask and chin strap.

## **PITCHING RULES FOR 6/U:**

- Each batter will get three pitches from a coach. If the batter does not hit the ball on the 3 pitches then she will be given two swings at the ball from a tee. No bunting in this age group. A total of five (5) swings for each batter. If ball is not put into play on the five (5) swings an out is recorded (The batter does not strike out if she swings and misses on the pitches from the coach). When using a tee for the batter, if the bat touches any part of the ball and the ball rolls in fair ground then it is a fair ball, if it does not pass the 6 foot arc or goes into foul ground it is a dead ball. Touching any part of the ball could mean that the bat touches the tee also. If the bat never touches the ball and only hits the tee, it is a dead ball and the swing counts.
- Each coach pitches to their own batters and the coach must have at least one foot in contact with the pitching rubber until they release the ball.
- Each player that plays the position of pitcher must stay completely in the 16' circle around the pitching mound with both feet in the circle until the ball is hit.
  - The child playing defensive pitcher must not interfere with coach-pitcher's ability to pitch to the batter and must stand to the left or the right of the coach-pitcher.
  - The defensive pitcher may not stand behind the coach-pitcher.
  - If a batted ball strikes a coach-pitcher or the coach-pitcher otherwise touches the ball after it has been batted, the ball shall be dead, the batter is awarded first and any runner forced to move to the next base may advance. Runners not forced to advance must return to the same base they were at when the ball was pitched.

## **STEALING / SLIDING:**

- No head first sliding.
- **No stealing. If a player leaves the base before the ball reaches home plate when coach is pitching or before the ball is hit while the batter is hitting off the tee, the player will be called out.(Clarified 1/2016)**

## **THE GAME:**

- Regular Season Games that end in a tie will not be played-off or extra innings provided. Regular Season Games can end in a tie.

**THROWS/OVERTHROWS (AMENDED 1/2016)**

- There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If an out is made by rolling the ball the batter/runner or the base runner will be called safe. (Amended 1/2016)
- A ball thrown from an infield position towards first base in an attempt to get the batter out that is overthrown to the first baseman and goes past the 3 foot running lane is considered a dead ball at this point. All runners will be allowed one additional base. The ball must go past the 3 foot running lane line to be considered an overthrow(Amended 1/2016)
- Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base runners must stop at the base that the umpire rules they are entitled. If the defensive player has possession AND control inside the pitchers circle and time is awarded, the ball is dead. If the base-runner has started advancing toward the next base and is past the half way mark, then the next base shall be awarded to the base runner. (Amended 1/2016)

**COACHING:**

- The defensive team may have two coaches on the field, one down the 1<sup>st</sup> base foul line and the second one down the 3<sup>rd</sup> foul line in foul territory.(Amended 1/2016)
- Each team is allowed one offensive coach on the first base side line, one on the third base side line, one coach that pitches (as needed) and one at home plate to return pitched balls to the pitching coach or to set the ball on the tee.

**PICK UP PLAYERS:**

A team can pick up 2 pick-up players within the West Alabama Girls Fastpitch League, that are in the same age group or a younger age group, to fill out the required number of players. These players must bat last and play an outfield position.

International Tie Rule is in effect in tournament games. Regular season games can end in a tie

**ON DECK BATTER:**

The on deck batter will stand in the on deck circle behind the batter at the plate.

If a rule is not on this sheet, it defaults back to ASA Rules.



**West Alabama Girls Fastpitch Association**  
**RULES SPECIFIC FOR AGE GROUP**  
**8 & UNDER**

**Game Time:**

~1 hour and 15 min., or six innings whichever comes first.

- **MERCY RULE- 21 Runs after 4 innings; 11 Runs after 5 innings(Amended 1/2016)**

**The Ball:**

~General rule 3, will apply.

~ANY 11" Yellow-optic ball with a 375# compression and a .46 CORE

**(AMENDED 2/2/2015)**

**Innings / Playing Time:**

- **A maximum of Ten (10) batters may bat per half inning or until the defense records three (3) outs, whichever occurs first. (Amended 1/2016)**
- **There are no automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out. (Amended 1/2016)**
- No new inning will start after 1 hour and 15 minutes, or 6 innings whichever comes first.
- An inning in progress must be finished. The home team must get to bat, unless there is no possibility that they could win the game numerically.

**Lay-out of field:**

~30' pitching distance, front of rubber to back of plate.

~50' base paths: There will be a half-way mark between bases.

~A player between bases when the ball becomes dead will either advance to the next base or return to the previous base depending on which side of the half-way mark she is on.

~To signify outfield positions, measure off 10' from the back of each base and draw a line that runs parallel to the base. Have outfielders stand behind the line.

~A 16' (8' radius) circle will be drawn around the pitcher's rubber using the center of the front edge as the axis.

**Number of Players/Batting Lineup:**

- **The defensive team shall have no more than 6 infielders. Up to (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at any time. (Amended 1/2016)**

~Every Player on the team will be listed on the lineup.

~Each team will bat through the lineup regardless of which is playing defense each inning.

~Every player on the team roster must be substituted into play, in each game.

**Equipment:**

- Each batter must have a helmet with a facemask and chin strap.
- Each pitcher must wear a defensive facemask while in the pitching circle.
- **The catcher will be in full catchers gear. The catcher shall wear a NOCSAE approved head protector, and approved mask with throat protector, a body chest protector and shin guards. (Amended 1/2016)**

## The catcher: (Amended 1/2016)

The catcher must be in the catchers box when contact is made with ball in order for a caught ball to be called an out. The catcher may squat or stand but must be in the box upon contact. The catchers box is considered 8.5' wide (outside to outside of batters boxes and 10' deep from the back of batters boxes towards backstop

## Pitching Rules for 8/Under:

~The pitcher may throw up to 4 pitches. A batter may strike out, but cannot be walked.

~If a batter is hit by a child's pitch, she may be awarded first base.

- Once a child is struck by a child-pitcher and chooses to continue the at-bat, the coach-pitcher will immediately come on to finish the at-bat.
- A child may not be awarded first by being struck by the coach-pitcher.

~After four pitches the count on the batter is no longer a factor. A coach will then throw three pitches from the pitching rubber.

**~Once a two ball count is reached on a child pitcher, the coach will come on to pitch their three pitches.**

~The batter must hit one of the three pitches thrown by the coach or she will be called out and will return to the dugout.

~A batter cannot walk on a coach pitch and foul balls count against the three pitches.

~The pitching coach must make every effort not to interfere with a hit ball or the defensive players on the field.

~If you throw a pitch in the 1<sup>st</sup> or 2<sup>nd</sup> inning of a game, you cannot come into the next game to pitch until the 3<sup>rd</sup> inning.

~Pitchers must start with both feet touching the pitching rubber.

~Each player that plays the position of pitcher must stay completely in the 16' circle around the pitching mound with both feet in the circle until the ball is hit.

~The child playing defensive pitcher must not interfere with coach-pitcher's ability to pitch to the batter and must stand to the left or the right of the coach-pitcher.

~The defensive pitcher may not stand behind the coach-pitcher.

~If a batted ball strikes a coach-pitcher or the coach-pitcher otherwise touches the ball after it has been batted, the ball shall be dead, the batter is awarded first and any runner forced to move to the next base may advance. Runners not forced to advance must return to the same base they were at when the ball was pitched.

## Coaches:

- When playing defense, there will be 1 defensive coach allowed behind the plate umpire to retrieve missed balls by the catcher. The defensive team may also have two coaches on the field, one down the 1<sup>st</sup> base foul line and the second one down the 3<sup>rd</sup> foul line in foul territory. (Amended 1/2016)
- When playing offense, teams are allowed to have 3 offensive coaches on the field. One coach as the first base coach, on the first base side line, one coach as the third base coach, on the third base side line, and one as the pitching coach, who is allowed on the field only when it is his or her turn to throw the three coach pitches.

## **Stealing/Sliding/Base runners**

~No head first sliding.

~No stealing in the 8/Under age group.

~**A base runner that leaves the base before ball reaches the plate or is hit by the batter will be called out.** (Amended Sept. 2013 to match Alabama ASA rules)

- Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base runners must stop at the base that the umpire rules they are entitled. If the defensive player has possession AND control inside the pitchers circle and time is awarded, the ball is dead. If the base-runner has started advancing toward the next base and is past the half way mark, then the next base shall be awarded to the base runner.

(Amended 1/2016)

## **The game:**

~Regular season games that end in a tie will not be played off or extra innings provided. Games will just end in a tie.

## **Overthrow to First:**

~If a ball is overthrown to first base – the batter en route to first can advance to second at their own risk.

~If the batter advances beyond second safely and the play ends – the runner will be placed back on second base.

~If runners are on a base at the start of the play – they are free to advance with no restrictions.

## **Pick up Players:**

~If a team is short the required number of players, that team is allowed to pick up 2 players within the West Alabama Girls Fastpitch League.

~Pick up players must be in the same age group or a younger age group within the West Alabama Girls Fastpitch League.

~Pick up players must bat last and play an outfield position.

## **Miscellaneous Rules:**

- If there is a rule question, and the rule is not addressed on this sheet, the ruling defaults back to official ASA rules.
- International tie break rule is in effect during tournament play.
- Each age group has free substitution.

**INFIELD FLY RULE DOES NOT APPLY TO 8U** (Amended 1/2016)

## **On deck batter:**

The on deck batter will stand in the on deck circle behind the batter at the plate.

## **Addendum to 8 Under Rules – added 9/7/10:**

~Bunting is allowed for 8u, but only off the child pitcher. All regular bunt rules would apply. A bunt attempt off the coach will result in a dead ball. All base runners must return to the base they were at when the play began and the pitch is counted against the coach's count of three pitches. **(A DRAG BUNT is a BUNT). Slapping is NOT a BUNT.**

**West Alabama Girls Fastpitch Association**  
**Age Group Rules**  
**RULES SPECIFIC FOR AGE GROUP**  
**10 & UNDER**

**GAME TIME:**

- 1 hour and 15 min., or six innings whichever comes first.
- **MERCY RULE- 21 Runs after 4 innings; 11 Runs after 5 innings(Amended 1/2016)**

**THE BALL:**

- General rule 3 will apply.
- ~ ANY 11" Yellow-optic ball with a 375# compression and a .46 CORE  
(AMENDED 2/2/2015)

**INNINGS / PLAYING TIME:**

- An inning will consist of 3 outs or (6) runs, whichever comes first.
- No new innings will start after 1 hour; 15 min., or six innings whichever comes first.
- An inning in progress must be finished. The home team must get to bat, unless there is no possibility that they could win the game numerically.

**LAY-OUT OF THE FIELD:**

- 35' Pitching distance, front of rubber to back of home plate.
  - 60' Base paths.
  - A 16' (8' radius) circle will be drawn around the pitcher's rubber using the center of the front edge as the axis.
- A player inside the circle must have control of the ball or a player must have control of the ball in front of the lead runner for a play to end.

**NUMBER OF PLAYERS / BATTING LINEUP:**

- Ten defensive players will be used. The 10th player will be an extra outfielder.
- Every player on the team will be listed on the lineup.
- Each team will bat through the lineup regardless of who is playing defense each inning.
- Every player on the team roster must be substituted into play in each game.
- **EACH AGE GROUP HAS FREE SUBSTITUTION.**

**EQUIPMENT:**

- Each batter must have a helmet with a facemask and chin strap.
- The pitcher must wear a face mask.

**PITCHING RULES FOR 10U:**

- Legal pitch defined in League Wide Rule 19
- If you throw a pitch in the 1st or 2nd inning of a game you cannot come in to the next game to pitch until the 3rd inning.
- Pitchers must start with both feet touching the pitching rubber.

## **STEALING / SLIDING:**

- General rule 17 applies on head first sliding.
- Stealing is allowed. A player may **advance one base per pitch** when the ball leaves the pitcher's hand. If a batter walks, first base is considered her one base for that pitch,
- A player may steal home.
- A player is liable to be put out if she comes off the base.
- Bunting and Slap Hitting is allowed.
- The pitcher or catcher may be replaced as a base-runner without penalty by the last player in the batting order that had a complete at-bat. A complete at-bat is either a score or an out whichever was more recent.

## **LOOK BACK RULE:**

· LOOK BACK RULE IS IN EFFECT.

LOOK BACK RULE (to wait, to be uncertain, to hesitate)

\*\*The pitcher must have possession of the ball in the circle and NOT attempting to make a play on any base runner.\*\*

- (a) When the act of any base runner is to challenge the pitcher intentionally or unintentionally.
- (b) Where the base runner stops, changes directions and stops again.
- (c) Where the base runner stops and waits.

\*\*Rule violation is an automatic dead ball, the offending player will be called out, and the other runners must return to the last base legally touched at the time of the "dead ball".

## **THE GAME:**

· Regular Season Games that end in a tie will not be played-off or extra innings provided. Games will end in a tie.

## **DROPPED THIRD STRIKE:**

· Dropped third strike will be enforced as follows: When the catcher fails to catch the third strike before the ball touches the ground and there are 1) Fewer than two outs and first base is not occupied at the time of the pitch or 2) any time there are two outs. The batter/runner may attempt to safely reach first. The batter/runner may be put out by tagging the batter/runner before they reach first, by executing a force play (at first with less than two outs or at any possible base with two outs) or when the batter/runner gives herself up by leaving the playing area and entering the dugout.

In WAGFS play, this will be treated as a stolen base and the one stolen base per pitch will apply to the batter/runner and any runner already on base. Runners may not move up more than one base on a pitch even in the case of an overthrow or error by the defense. (Amended Sept. 2013)

**COACHES, ADULTS, NON-PLAYING CHILDREN ON THE FIELD**

- General rule 4 will apply.
- When playing offense you are allowed to have 2 Offensive Coaches on the field. One (1) as a first base coach, on the first base side line, and one (1) as a third base coach, on the third base side line.
- No Defensive Coaches allowed on the field.

**PICK UP PLAYERS:**

- A team can pick up 2 pick-up players within the West Alabama Girls Fastpitch League, that are in the same age group or a younger age group, to fill out the required number of players.

**MISCELLANEOUS RULES:**

- If rule is not on this sheet, it defaults back to ASA Rules.

International Tie Rule is in effect.

**ON DECK BATTER:**

The on deck batter will stand in the on deck circle behind the batter at the plate.

**OVERTHROW TO FIRST:**

- ~If a ball is overthrown to first base – the batter en route to first can advance to second at their own risk.
- ~If the batter advances beyond second safely and the play ends – the runner will be placed back on second base.
- ~If runners are on a base at the start of the play – they are free to advance with no restrictions.

**Addendum to 10 Under Rules – added 3/29/10:**

- The pitcher must wear a face mask.

**West Alabama Girls Fastpitch Association**

**Age Group Rules**

**RULES SPECIFIC FOR AGE GROUP**

**13 & UNDER**

**GAME TIME:**

- 1 hour and 20 min., or six innings whichever comes first.
- **MERCY RULE- 21 Runs after 4 innings; 11 Runs after 5 innings(Amended 1/2016)**

**THE BALL:**

- General rule 3, will apply
- ANY 12" Yellow-optic ball with a 375# compression and a .46 CORE (AMENDED 2/2/2015)

**INNINGS / PLAYING TIME:**

- An inning will consist of three outs or six (6) runs, whichever comes first. (NUMBER OF RUNS AMENDED 2/2/2015)
- No new innings will start after 1 hour, 20 minutes or six innings of play whichever comes first.
- The home team must get to bat unless the visiting team has not pulled ahead of the home team by the end of the top half of the last inning of play.

**LAY-OUT OF THE FIELD:**

- 40' Pitching distance, front of rubber to back of home plate.
- 60' Base paths.
- A 16' (8' radius) circle will be drawn around the pitcher's rubber using the center of the front edge the pitching rubber as the axis.

**NUMBER OF PLAYERS / BATTING LINEUP:**

- Nine defensive players will be used.

**EQUIPMENT:**

- Each batter must have a helmet with a facemask and chin strap.
- The pitcher must wear a face mask.

**PITCHING RULES FOR 12/U:**

- Legal pitch defined in League Wide Rule 19
- If you throw a pitch in the 1st or 2nd inning of a game, you cannot come into the next game to pitch until the 3rd inning.
- Pitchers must start with both feet touching the pitching rubber.

**STEALING / SLIDING:**

- General rule 17 applies on head first sliding.
- Stealing, bunting, slap-hitting techniques are allowed.
- The pitcher or catcher may be replaced as a base-runner without penalty by the last player in the batting order that had a complete at-bat. A complete at-bat is either a score or an out whichever was more recent.

**LOOK BACK RULE:**

- LOOK BACK RULE IS IN EFFECT.

LOOK BACK RULE (to wait, to be uncertain, to hesitate)

\*\*The pitcher must have possession of the ball in the circle and NOT attempting to make a play on any base runner.\*\*

- (d) When the act of any base runner is to challenge the pitcher intentionally or unintentionally.
- (e) Where the base runner stops, changes directions and stops again.
- (f) Where the base runner stops and waits.

\*\*Rule violation is an automatic dead ball, the offending player will be called out, and the other runners must return to the last base legally touched at the time of the "dead ball"

**THE GAME:**

- Regular Season Games that end in a tie will not be played-off or extra innings provided. Games will end in a tie.

**DROPPED THIRD STRIKE:**

- Dropped third strike rule is in effect for this age group.
- See your ASA Rule Book. Rule 8, Section 1-B and Section 2-A

**COACHES, ADULTS, NON-PLAYING CHILDREN ON THE FIELD:**

- General rule 4 will apply
- When playing offense you are allowed to have 2 Offensive Coaches on the field. One (1) as a first base coach, on the first base side line, and one (1) as a third base coach, on the third base side line.

**PICK UP PLAYERS:**

A team can pick up 2 pick-up players within the West Alabama Girls Fastpitch League, that are in the same age group or a younger age group, to fill out the required number of players. These players must bat last and play an outfield position.

**MISCELLANEOUS RULES:**

If is not on this sheet, it defaults back to ASA Rules.

International Tie Rule is in effect.

EACH AGE GROUP HAS **FREE SUBSTITUTION.**

**ON DECK BATTER:**

The on deck batter will stand in the on deck circle behind the batter at the plate.

**Addendum to 13 Under Rules – added 3/29/10:**

- The pitcher must wear a face mask.