

# WRALL Local Rules Jr/Sr Softball – 2011

1. **RUN RULE** –The game ends if one team has a lead of 10 or more runs after 5 innings.
2. **SUBSTITUTES** - All players must enter the game by the top of the 4th inning. Refer to Reg. IV (i) for all other playing requirements and penalties.
3. **FORFEITED GAME** - If a team has less than 8 players to start the game after a 10 minute grace period, they lose by forfeiture. A game may not be continued if a team drops below 8 players during the game for any reason. The Board of Directors will review the circumstances and determine if the game will be forfeited or rescheduled.
4. **RAINOUT** - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game.
5. **MANAGERS ARE REQUIRED TO:** Umpire "C" League games! If a manager or coach must be absent it is their responsibility to find a qualified replacement. The replacement must be reported to and approved by the Umpire-in-chief at least 24 hours prior to the game. 1<sup>st</sup> offense; \$40 fine and 1 game suspension (next game), 2nd offense; \$50 fine, 3 game suspension and will not be considered as All Star coach. 3<sup>rd</sup> offense you will be removed as a manager. All fines will be paid before the next scheduled game. Additional penalties for subsequent violations may be levied by the Board of Directors.
6. **DRAFT** – Teams will draw numbers for drafting positions. A blind draft will be used to determine drafting positions. The draft will wrap, meaning the team picking 1st in the first round will pick last in the 2nd round. A common pool draft will be used. Eligible candidates are 13 thru 16 year old players and 12 year olds who request to play up.
7. **PLAYER MOVEMENT** - Eligible Major League players may be brought up during the season as a replacement player on a Jr/Sr League team. The player must be 12 years old. If the player refused to move up to the Jr/Sr League team when selected, that player will be transferred to the Major League team that eventually does lose the replacement player. **PLAYER MOVEMENT** - Eligible Major League players may be brought up during the season as a replacement player on a Jr/Sr League team
8. **TEAM STAFF** – One manager and two coaches are allowed in the dugout during the game (no batboys/batgirls). Only adult coaches will be allowed in the base coaches' box during the game.

9. **CONDUCT** - If manager, coaches or children are thrown out of a game the following penalties will be levied: 1<sup>st</sup> time sit out next game, 2<sup>nd</sup> time sit out the next 2 games, 3<sup>rd</sup> time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional penalties may be levied by the Board of Directors. Any Manager/Coach ejected from more than one game may be ineligible to coach an All Star team.
10. **TIME LIMIT** - A game will consist of 7 innings. No inning shall start 1 hour and 50 minutes from the start time. If time permits, tie games will be broken. The 1 hour and 50 minute rule does not apply when there is not a game following on the same field. Therefore, the last game of the day may run beyond 2 hours. However, no inning shall start after 10:00 P.M. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after five innings (four and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent.

**Games tied at the completion of regulation play will be broken by using the "International Tie-Breaker Rule". Under this rule, each team starts the next inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start with (2) players who completed the last official at bats, as a base runner on second and third base, and one out, until a winner has been determined. This applies to all age groups.**
11. **SLUNG BAT** - for 1<sup>st</sup> offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2<sup>nd</sup> violation and any subsequent violation the batter will be called out.
12. **MAKE UP GAMES** – All tie games or rain out games that couldn't be made up during the season will be made up at the end of the year.
13. **PITCHERS** – All pitching rules will be followed according to the 2011 rule book.
14. **OFFENSE** – A continuous batting order will be used. \*\* If there is a difference of more than two players between the teams, the team with the greater number of players may elect to play a standard 9 player batting order and comply with the minimum playing rules as established by the LL rule book. \*\*