

**WCMSA - 2017 SEASON - SOFTBALL RULES SUMMARY**

ALL DIVISIONS: For full explanations of rules, read the "Constitution" on the website.

Rule/Level	Mite U10	Squirt U12	PeeWee U14	Bantam U16 / Midget U18	
<b>Game Length/ Time Limit</b>	Max 7 Innings. No new inning should be started 1h 15min after beginning of game.	Max 7 Innings. No new inning should be started 1h 30min after beginning of game.			
<b>Inning is completed when:</b>	First 4 weeks: all players bat Last 4 weeks: 3 outs or all players bat whatever comes first	3 outs are made or 5 runs are scored			
<b>Last Inning (Local Rule) See Examples at the bottom **</b>	Same as above	5 runs or deficit +1 (see bottom of chart)			
<b>Players in line up</b>	All players are in the batting line up, defensive substitution is unlimited. Minimum six players in the field defensively	All players are in the batting line up, defensive substitution is unlimited. Nine players max in the field defensively, seven players minimum			
<b>Dropped Third Strike</b>	Batter Automatically Out		Regular Rule Applies (see Rule 8-1b)		
<b>Pitching motion</b>	Windmill pitching permitted, 2 feet on pitching plate, no stepping back or leaping (see Rule Sec 6-3)				
<b>Pitching/Substitutions Max Inning (Local Rule) Other pitching restriction</b>	2 innings per game max No Walks - coach to pitch Pitcher removed if 2 batters hit	3 innings per game maximum per pitcher No more that 2 innings consecutively		12 outs per game maximum per pitcher	
<b>Lead-Off / Stealing</b>	No Stealing. Runner can lead off when ball crosses the plate	No Stealing Home. Runner can lead off when ball crosses the plate	Regular Rule Applies After ball released by pitcher (see Rule Sec 8-5c)		
<b>Advancing bases</b>	When ball is returned to infield from the outfield, base runners can only proceed to the base to which they were advancing at their own risk. Base runner may not advance on any overthrow.	Base runner may only advance one base on an overthrow		Regular rule applies	
<b>Infield Fly Rule</b>	Not Used (Local Rule)		Regular rule Applies (see Rule Sec 1-52)		
<b>Throwing of Bat (Local Rule)</b>	Automatic Out				
	<b>Mite</b>	<b>Squirt</b>	<b>PeeWee</b>	<b>Bantam</b>	<b>Midget</b>
<b>Pitching (Male/Female)</b>	30'/30'	35'/35'	40'/38'	42'/40'	46'/43'
<b>Bases</b>	45'	55'	60'	60'	60'
<b>Ball Size</b>	11" Incrediball	11" Normal	12"	12"	12"

\*\* For the Visiting Team (top of the last inning), if visitors are winning or the home team is ahead by fewer than 5 runs, the visiting team can score a maximum of 5 runs; if the deficit is greater than 5 runs, the visiting team can score until they are one ahead. For the Home Team (bottom of the last inning), standard softball rules applies ie. If the home team is ahead, the game is over. If not, the game continues until three outs OR until the Home Team is ahead.