GENERAL RULES/GUIDELINES

- 1. ALL RULES WILL FOLLOW WIAA guidelines, unless specific exceptions are listed
- 2. Age restrictions of league teams: Because we are in a transition to the USA Softball Age Regulations, the Wolf River League will allow the 2024 Little League Softball age cutoff of January 1st to still be used for the 2024 season. The USA Softball Age Regulations are based on the age of the player on August 31, 2023. Players of younger age classification may play in older age classifications, players may not play in the younger age classification.
 - a. 8U generally 1st, 2nd, and 3rd graders
 - b. 10U generally 4th and 5th graders
 - c. 12U generally 6th and 7th graders
 - d. 14U generally 8th and 9th graders
 - e. 16U generally 10th and 11th graders
- 3. Shirts/Jerseys must have numbers on the back
- 4. No "chanting" or coordinated cheering after the first pitch. All comments should be positive and directed to your own team. This is a developmental league and we do not want to discourage young players.
- 5. Face masks are highly encouraged for ALL infield positions
- 6. Earrings, jewelry or metal hair pins
 - a. Medical and Religious jewelry is allowed but it must be taped to the skin.
- 7. Unlimited Substitutions with no reporting necessary
- 8. All players bat
- 9. Courtesy runners for pitchers and catchers are encouraged especially if there are 2 outs already. A courtesy runner is the person that made the last out.
- 10. Pitching Circle diameter is 8 foot radius and should be chalked for 12U and up
- 11. Batter's box should be chalked for 12U and up
- 12. On deck batter will remain on the side of their own dugout.
 - a. Exceptions can be made in 8U and 10U, only, if both coaches agree.
- 13. A pitch which hits the ground and then hits the batter is a dead ball. However, taking 1st base is optional and at the sole discretion of the coach and batter. If the decision is made to continue the at-bat, the pitch will be counted as a ball. This rule does not apply to the 4th ball in the count. The batter will take 1st base on ball four whether or not it hits the batter.
- 14. Forfeits are discouraged. Coaches should attempt to fill the team with other players that are younger. Any exceptions for older players need to be cleared by the opposing coach.
- 15. Runners must slide or give themselves up on close plays with exception of a hitter going to 1st base on a batted ball. It is umpire discretion if the runner should be called out for not sliding.
- 16. The hosting team posts rules in each dugout.
- 17. Umpires are the expense of the host. The hosting team is responsible for providing qualified umpires with an adult or other trained individual calling balls and strikes. See rules by age group as to the number and placement of the umpire(s).
- 18. Any complaints should be directed to the town's softball director and the Wolf River League director
- 19. Home team is responsible for providing the game balls.

8U Rules

- 1. Games will be a maximum of 5 innings with no new inning starting after 1 hour and 5 minutes
- 2. There is a 5 run limit per inning.
- 3. 10 run rule after 3 innings.
- 4. An 11" ball will be used
- 5. Pitching rubber is 35' from the front of the rubber to the apex of home plate.
- 6. Pitching will be the first 2 innings of the game after the 2nd inning is over it will be coach pitch from there on til the rest of the game. Coach does not have to stand on the pitching plate and can go to the edge of the circle if needed.
- 7. No Infield Fly rule
- 8. No Dropped 3rd Strike rule
- 9. No Walk rule
 - a. Batters are not allowed to take their base on the 4th ball
 - b. Coach of the team batting will pitch for the remaining strike count
 - c. The batter will only be allowed to take first base off of the coach pitch, baserunners can take unlimited bases once the ball is put in play.
 - d. Umpire continues to call balls and strikes, the batter will strike out on the 3rd strike
- 10. No stealing bases, no exceptions
- 11. Bunting is allowed, EXCEPT off of coach pitch
- 12. Slap hitting is not allowed
- 13. The batter cannot show bunt, pull back and hit
- 14. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
- 15. One coach of the fielding team is allowed in the field to help and one behind catcher to assist with overthrows
- 16. Runners can take 1 additional base on an overthrow, with umpire discretion on additional overthrows
- 17. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
- 18. Metal cleats are not allowed.

10U Rules

- 1. Games will be a maximum of 5 innings with no new inning starting after 1 hour 15 minutes.
- 2. There is a 5 run limit per inning.
- 3. 15 run rule after 3 innings, 10 run rule after 4 innings.
- 4. An 11" ball will be used
- 5. Pitching rubber is 35' from the front of the rubber to the apex of home plate.
- 6. Pitchers will pitch a maximum of 3 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 2 innings remaining)
- 7. No Infield Fly rule
- 8. No Dropped 3rd Strike rule
- 9. No Walk rule
 - a. Batters are not allowed to take their base on the 4th ball
 - b. Coach of the team batting will pitch for the remaining strike count
 - c. The batter will only be allowed to take first base off of the coach pitch on a batted ball, baserunners can take unlimited bases once the ball is put in play.
 - d. Umpire continues to call balls and strikes, the batter will strike out on the 3rd strike

10. Stealing

- a. Runner can lead off after the pitch crosses home plate
- b. A runner may steal 1 base per batter
 - i. Exception made if a runner is played upon after she has already stolen her base for that batter. i.e. pitcher attempts to pick off a girl at 2nd base the pitch after the runner stole 2nd base, runner can go to 3rd base or retreat back to 2nd base once the ball is thrown by the pitcher.
- c. The runner cannot steal home unless she is played upon by the pitcher or catcher.
- d. When stealing, the runner may not advance any additional bases, including if there is an overthrow
- e. The runner cannot steal while coach is pitching
- 11. Bunting is allowed, EXCEPT off of coach pitch
- 12. Slap hitting is not allowed
- 13. The batter cannot show bunt, pull back and hit
- 14. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
- 15. One coach of the fielding team is allowed in the field to help
- 16. Runners can take 1 additional base on an overthrow, with umpire discretion on additional overthrows
 - a. Disregard when a runner is stealing
- 17. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
- 18. Metal cleats are not allowed.

12U Rules

- 1. Games will be a maximum of 6 innings with no new inning starting after 1 hour 20 minutes.
- 2. There is a 6 run limit per inning.
- 3. 15 run rule after 3 innings, 12 run rule after 4 innings 8 run after 5 innings
- 4. A 12" ball will be used
- 5. Pitching rubber is 40' from the front of the rubber to the apex of home plate.
- 6. Pitchers will pitch a maximum of 4 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 3 innings remaining)
- 7. Infield Fly rule is in effect
- 8. Dropped 3rd Strike rule is in effect
- 9. Stealing is allowed after the pitch leaves the pitcher's hand, without restrictions
- 10. Bunting is allowed
- 11. Slap hitting is allowed
- 12. The batter cannot show bunt, pull back and hit
- 13. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
- 14. Coaches of the fielding team are not allowed on the field with exception of time being taken
- 15. Runners can take unlimited additional bases on an overthrow
- 16. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
- 17. Metal cleats are not allowed.

14U Rules

- 1. Games will be a maximum of 7 innings with no new inning starting after 1 hour 20 minutes.
- 2. There is a 7 run limit per inning.
- 3. 15 run rule after 3 innings, 12 after 4 innings, 10 run rule after 5 innings.
- 4. A 12" ball will be used
- 5. Pitching rubber is 43' from the front of the rubber to the apex of home plate.
- 6. Pitchers will pitch a maximum of 5 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 4 innings remaining)
- 7. Infield Fly rule is in effect
- 8. Dropped 3rd Strike rule is in effect
- 9. Stealing is allowed after the pitch leaves the pitcher's hand, without restrictions
- 10. Bunting is allowed
- 11. Slap hitting is allowed
- 12. No restriction on a batter showing bunt, pulling back and hitting/slapping
- 13. Teams will have a maximum of 9 players on the field with three starting on the outfield grass (or an agreed upon line ahead of the first pitch)
- 14. Coaches of the fielding team are not allowed on the field with exception of time being taken
- 15. Runners can take unlimited additional bases on an overthrow
- 16. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders. The recommendation for 14U is that two umpire crews be used whenever possible.
- 17. Metal cleats are allowed.

16U and 18U Rules - WIAA Rules with inning run limit variation if agreed to by coaches