

WESTERVILLE YOUTH BASEBALL AND SOFTBALL LEAGUE

2026 WYBSL 7U (COACH-PITCH) SOFTBALL LEAGUE

SUMMARY – PROGRAM AND RULES

This league is composed of 7U girls and approved 5 year old girls. The league will play with the *"Reduced Injury Factor"* Softball and, although scores and standings will be kept, the main emphasis will be on skills and a basic understanding of the game. The league is organized and supervised by the Coach-Pitch Softball General Manager, under the direction of the Softball Program Director and the WYBSL Board of Trustees. Games are played in accordance with National Federation High School rules with the following modifications and clarifications:

1. GAMES, FIELD EQUIPMENT AND CONDITIONS

- A. Games are six (6) innings in length and will generally be played on Tuesdays, Wednesdays and Saturdays. Make-up games will not necessarily be played if each team has played a minimum of 10 games. If make-up games are necessary to reach the 10-game minimum, they will be played on Sundays, Mondays and/or during the week following the end of the regular scheduled season and will be scheduled as necessary, generally starting from the canceled games at the beginning of the regular schedule with the intent of equalizing the number of games each team plays.
- B. Scores shall be kept and standings will be posted at this level of play.
- C. Each offensive inning shall consist of **three (3) outs** or **five (5) runs**, whichever comes first. The batting order will continue with the next person in the batting order at bat for the next inning. You may not start the batting order all over each inning.
- D. There will be no "Run Rule." If the home team is ahead in the bottom of the 6th, the game is over. Games may also be complete if All Rules 1E applies.
- E. Games less than six (6) innings are considered **complete** if they last at least four (4) full innings (three and one-half (3½) innings, if the home team is ahead) and are stopped for any reason. The final score is determined by reverting back to the last complete inning unless the home team is at bat and ahead when play is stopped. Games that are not complete are considered **suspended** games. When continued, play resumes exactly where it left off when play was stopped (batting order, position of any base runners, pitchers, etc.) and all rules apply as if it was one continuous game.

2. Coaching

- A. Normal defensive alignment consists of ten (10) players – four (4) outfielders and six (6) infielders. All outfielders must be positioned in the outfield grass before each pitch. When a team is required to play with nine (9) players, the team will play with three (3) outfielders and six (6) infielders (including a pitcher and catcher). When a team is required to play with eight (8) players, the positions of pitcher and catcher are required. Defensive

players shall not be substituted for or switched in the middle of an inning except because of injury or sickness.

- B. Every player will play a minimum of three (3) defensive innings per game. A player must play an infield position and an outfield position during each game and may play no more than one (1) inning at any position. For the purpose of this rule, the infield position is defined as any infield position other than catcher. A player must enter the game no later than the defensive third inning. This will ensure the player a minimum of nine (9) defensive outs. No player may sit out for a second (2nd) inning until all players have sat out one (1) inning. No player may sit out for a third (3rd) inning until all players have sat out two (2) innings.
- C. Prior to the start of each game, each team **MUST** exchange their defensive player rotation plan and batting order with the opposing team. During a game, each team **MUST** also notify the opposing team of any change in the defensive plan or batting order. If a game goes into extra innings, the player rotation plan will revert back to the rotation plan in effect at the beginning of the game.
- D. At the end of each half inning, the first pitch must be pitched within two (2) minutes, unless the catcher is the final out, when the time limit will extend to three (3) minutes.
 - 1) If the catcher is on base with two (2) outs (or if the tenth batter of the inning is up to bat), the last batter on the bench (the most recent batter not on base) may substitute as a runner for the catcher to expedite putting on the catcher's gear.
- E. Each team will provide an adult parent/family volunteer to count pitches, call foul balls, and call safe/out at the bases. Volunteers should be recruited by each Head Coach. Each team should have two designated volunteers; however, only one from each team will be used during the game. When a team is on defense, that team's volunteer shall be located behind home plate and will count pitches and call plays at third base and home plate; when a team is on offense, that team's volunteer shall be positioned to call plays at first and second base. The volunteers will change positions after each half-inning.
 - 1) Knowledge of the rules is helpful. Head Coaches are responsible for explaining the rules to their own team volunteers.
 - 2) Both volunteers should go over the rules with both coaches prior to the start of the game to eliminate any misinterpretation of the rules.
 - 3) A volunteer shall not act as a coach when performing duties on the field and, as such, may not make any coaching calls or moves to encourage or instruct a batter, base runner, or fielder.
 - 4) A volunteer shall not have the authority to eject a player, coach, or spectator from a game. A volunteer should report any observed unsportsmanlike behavior to the coaches and to the Program Director for review.

3. EQUIPMENT

- A. Base distance will be 60 feet. The pitching rubber shall be positioned 30 feet from the rear point of home plate. The ball used will be an 11" "*Reduced Injury Factor*" Softball selected by the league.

- B. All softball bats must be factory marked with the ASA 2004 certification logo or USA softball certification logo. Prior to each game, it shall be the responsibility of each Head Coach to check all bats to be used by his/her teams' players to assure that only legal bats are used during a game.
- C. No metal spikes or metal cleats may be worn.
- D. For the safety of all participants, players may not wear watches, smartwatches, fitness trackers, or any other smart devices worn on the wrist during practices, scrimmages, or games.
 Players also may not wear any exposed metal jewelry, with the exception of small stud earrings. Metal necklaces may be worn only if they are completely tucked inside the player's shirt before play begins and remain tucked in at all times while participating. Any exposed metal necklace or other prohibited jewelry discovered during play must be corrected before the player may continue participating.
PENALTY: The first violation will result in a team jewelry warning. A second and each subsequent jewelry violation will result in the offending player being declared out.
- E. Organized chants and cheers are permitted only from the time a pitched ball crosses home plate until the pitcher comes set on the pitcher's mound. No chants or cheers are permitted while the pitcher is set on the mound or while the ball is live. No fans, coaches or players may engage in intentional distractions or any artificial noises which would distract players on their field or any other field. This is unsportsmanlike behavior and shall not be tolerated in the WYBSL. Coaches shall be responsible for the behavior of their fans. A first infraction shall be a warning to the coach and player(s) responsible for the infraction. A second infraction shall result in the Head Coach and player(s)'s removal from the field.

4. OFFENSE

- A. As a safety measure, only the batter may take practice swings and they must be inside of the **BATTER'S BOX**. **There will be no practice swings by "on-deck" or other batters.**
- B. Each coach-pitcher will pitch to his/her own team's players.
- C. The coach-pitcher must start their pitching motion with at least one foot in contact with the pitching rubber, and is allowed to step off toward home plate as part of the pitching motion.
- D. The coach-pitcher must pitch underhand and attempt to have no arch on the ball to all players.
- E. Each batter will receive a maximum of **seven (7)** pitches. If, after the seventh pitch, the batter has not hit the ball into fair territory or struck out, the batter will be called out. However, in the case of a foul ball on the seventh pitch, the batter shall receive additional pitches as long as the batter continues to hit foul balls and is not called out. There shall be no walks. The "delay by batter" rule will not be in effect.
- F. A batter who swings and misses three (3) times is out (three strikes). A foul tip is considered a strike, including the third strike. A foul ball is considered a strike except on the third strike or as described in E above; however, if a foul ball or foul tip, which goes above the batter's

head, is caught by the catcher or any other fielder within the field of play before the ball touches the ground, the batter shall be called out.

Clarification: If the catcher catches a foul tip on a third strike the batter is out.

- G. A batter who throws the bat will be verbally warned by the adult parent/family volunteer **one (1)** time. If the same batter again throws the bat during that game, that batter will be called out. Warnings will be noted by the opposing coach. In all cases, a dead ball will be declared, and no runners may advance.
- H. If a batter is hit by a pitched ball, no base will be awarded.
- I. No bunting, stealing or leading off is permitted at this level of play. If a player leads off, the adult/family volunteer shall call “dead ball” and the player leading off will be given one (1) warning and told to return to the base by the adult/family volunteer; if a player leads off again during the same time as a base runner, the player will be called out.
- J. Sliding is not encouraged or penalized.
- K. As soon as a ball is hit by a batter, the coach-pitcher shall immediately move from the pitching area toward the foul line in a direction away from any play. If he/she does not do so, the ball will be considered a dead ball and the pitch will be replayed. The coach-pitcher may return to the pitching area only after a dead ball or the play is completed.
- L. The coach-pitcher shall make every effort to avoid contact with a batted or thrown ball in fair territory to avoid inhibiting a defensive play. However, if accidental interference occurs in fair territory, the adult parent/family volunteer will call a dead ball and the pitch will be replayed.
- M. The coach-pitcher is not a base coach, and as such, may not make coaching calls or moves to encourage or instruct a base runner.
- N. A runner who leaves the base after the ball is dead must return to the base.
- O. Double First Base. A “double first base” will be used. The defense must use the white portion (in fair territory) and the batter-runner the colored portion (in foul territory) when a play is being made on the batter-runner. (See Exception below).

Exception: The batter-runner or runner may touch the white or colored base:

- 1. When advancing on balls hit to the outfield with no play being attempted at first base, or when returning to first base.
- 2. When tagging up on a fly ball.
- 3. When returning to the bases on an attempted pickoff play.

The batter-runner is out for interference when there is a force play and the batter-runner makes contact with the fielder about to catch a thrown ball while on the white portion of the base. The batter-runner is safe if the defense is touching any part of the colored portion while a force play is being made and the fielder makes contact with the batter-runner.

5. DEFENSE

- A. . A batted ball hit into fair territory is a live ball. A ball is considered dead when a thrown ball is returned to and in possession of any infielder (outfielder running ball into infield will not

stop play). In the case of an overthrow at a base or home plate, the ball will be considered dead only when in possession of an infielder.

- B.** There is no infield fly rule.
- C.** No player, including the catcher, may block a base or home plate from a base runner, whether or not a play can be made. The penalty for a violation of this rule shall be the award of the base to the runner.
- D. Players:** No fielder can be positioned closer than 30 feet to home plate and the player designated as the pitcher must remain within three feet, to the right or left of the pitching rubber until the ball is hit. The player designated as pitcher may not step in front of or obstruct the coach who is pitching.
- E. Defensive Coaches.** No more than two (2) defensive coaches shall be allowed on the field. These coaches must remain behind the outfielders at all times and may not interfere with the play of the game. They may not touch or interfere with the ball at any time; if the ball is touched or interfered with by either of these coaches, it will be considered in play and base runners shall advance at their own risk.