

SOUTHWEST VIRGINIA SOFTBALL LEAGUE (Updated 5/7/21)

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City of Galax (276)236-3218
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Grayson County (276)773-3841
Town of Wytheville (276)223-3378

2021 S.W.V.A. GIRLS SOFTBALL RULES

All N.F.H.S. Association rules will apply except for the local league rules as listed below.

The primary objective of the **Southwest Virginia Softball league** is for **all player's** to have the opportunity to participate in practice, games, receive instructions, skills and have the experience of getting to play in the season ending tournaments. All player's will have fun, play their required time in all games, and be taught the sport of baseball. The goal of the league is to have kids play softball with an emphasis on the youth's enjoyment of the game. Getting all kids on the field each game as much as possible is the #1 priority of Southwest Va. Softball League. League directors are responsible for assigning players to teams equally as possible to insure quality games and experiences on the field. Leagues will be responsible for providing gold medals for 1st place winners and silver medals for 2nd place winners in "Pool" tournaments. Also, for the championship games, leagues will be responsible for providing 1st place gold medals and a softball to the winner of the tournament and 2nd place medals for the runner-up.

Coaches are reminded they are expected to represent themselves in a professional manner toward the youth at all times. Abusive behavior towards umpires, staff, coaches, parents or kids will not be tolerated during games or practices. Providing kids a positive softball experience is most important aspect for coaches.

League Ages: (3rd-5th Grade), (6th-8th Grade), League age groups will be determined by grade. Participants in the (6th-8th Grade), age group can't turn 14 by July 15th 2021 or they will not be eligible to play in this league. Any exceptions must be approved by the local recreation department, **but players cannot play down**. The league will schedule games with each other for the (3rd-5th) and (6th-8th) age groups.

Playing Field and Equipment

1. **Teams may start practice any time after April 1. Games will begin the around the first week of May.**
2. **Batting helmets must have a face guard and chin-strap** and be worn at all times when batting or running the bases in age groups 3rd-8th.
3. No metal spikes all allowed to be worn.
4. All bats will be legal as long as they have "Official Softball" stamped on them.
5. Bases will be 60 feet for all age groups.
6. Pitchers must wear a protective facemask during games.

Umpires- Localities that are playing in the SWVA baseball/ softball league will be responsible for training/ certifying umpires.

Rules Representative- Each year there will be a representative from one locality in the SWVA softball league that will handle rules disputes.

SOUTHWEST VIRGINIA SOFTBALL LEAGUE

The following rules apply to the designated age groups.



3rd-5th Grade Division (League age determined by grade)

PLAYING RULES:

1. 11" Reduced Injury Factor (R.I.F. Level 10) softball will be used during games
2. All players must play a minimum of 3 outs in the field and have at least one time at bat in each game.
3. All starters, including the pitcher, may re-enter the game one time. Only the starting pitcher may re-enter as a pitcher.
4. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit.
5. During the regular season, all players will be in the batting rotation for each team, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.
6. Pitching rubber will be 33 feet from home plate.
7. Pitchers may pitch a total of 12 innings a week (Mon-Sun). They may start both games of a doubleheader as long as they don't exceed 12 innings for that week. One pitch constitutes an inning pitched. Two extra innings per pitcher will be allowed when more than 3 games are played in one week.
8. All illegal pitches will be dead. No balks allowed.
9. Pitchers must have one foot in contact with the pitching rubber and one foot off. The pitcher's hand are apart at the start of the pitch and must come together for the start of the wind-up. Crow hopping will result in a dead ball.
10. Any pitched ball that hits the playing field prior to reaching home plate and then hits the batter shall be declared a dead ball, and the batter does not get first base. Runners may not advance.
11. No Intentional walks are allowed. Players are to be encouraged to pitch and hit each at bat.
12. Bunting is allowed. If a player shows bunt, they must attempt bunt, if player swings this will result in player being called out.
13. Batters cannot advance on a third strike call. Base runners may advance after a third strike and the ball has crossed home plate.
14. If a batter is walked, they may only take first base. They cannot go to second until the next pitch is thrown to the next batter.
15. Stealing is allowed after the ball has crossed home plate. If player leaves the base early the play is stopped once the ball is returned to the pitcher's mound. The team will get a warning from the umpires and the runner will go back to the base they came from. If a runner leaves the base early again, that runner will be called out. Only 1 stolen base may be taken at a time during a live play which includes a stealing play or catcher to pitcher exchange only from each base occupied after that the ball becomes dead and must return to the pitcher and they take the mound before the next live play. If the ball is misplayed by the fielder on the play the runner will stay at the base that was stolen. Examples: Runner stealing 2nd base throw goes into the outfield the runner must stay at 2nd base until the next live play. Same also

applies to runner stealing 3rd base if the catcher throws the ball into left field or mishandles the ball the runner must stay at 3rd until the next live play. Misplayed balls that occur during a hit by the batter don't apply. Rule is only for steal attempts; if ball is hit, the runner can advance more than one base.

16. There is no infield fly rule in this division.
17. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex. If a team is leading by more than 12 runs with 2 innings to play the game is also over.
18. No headfirst sliding will be allowed. Penalty will be an automatic out. Players may dive back into an unoccupied base.
19. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
20. Teams must have 8 players to start a game. If a team starts with 8 players, the 8 players will bat with no outs given to the 9th spot during the game or until a 9th player arrives. If a team starts with 9 players and one player gets hurt and cannot play or has to leave the game, their spot WILL be an out. If a team starts with 8 players and loses a player and is down to 7 players then the game is over.
21. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. A new inning starts immediately after the 3rd out is made. If an inning has started before the time limit is up, the inning will be completed if the visiting team has a chance of scoring enough runs to win. Double headers will be 6 innings OR a 1 hr. and 30 minute time limit, whichever comes first.
22. On week day games, the host team will be the home team. They will serve as the official book in any controversy. On weekend games, the host will be the team listed first on the game schedule.
23. Noise makers are not allowed in team's dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. This also goes for players in the dugout trying to intentionally distract a batter or pitcher before a pitch is thrown. If the umpire deems a noise as distracting to the batter or pitcher then the umpire will ask the coach to remove the noisemakers before the game will continue.
24. Only 3 coaches are allowed in the dugout at any point in time during the game. Coaches may not go past the 1st and or 3rd coaches box while their team is at-bat or in the field.
25. During the game players must stay in the dugout unless they are at-bat or on deck.
26. Tournament players must be on regular season rosters approved by local league director before season begins and play in 50% of games during the regular season to be eligible for tournament play. Any kids added off waiting lists must be approved by league directors. Players with injuries limiting regular season play must be approved by their local league director. Only players who played during regular season on their team may compete on that team during the tournament. If a team discontinues or cannot play during the tournament those players on that team are not allowed to play in the tournament on any other team. You must also have at least 8 eligible players before a game can be played.

SOUTHWEST VIRGINIA SOFTBALL LEAGUE

The following rules apply to the designated age groups.



6th – 8th Grade Division (League age determined by grade)

PLAYING RULES:

1. 12” Official .47 core.375 compression girl’s high school softball will be used in all games.
2. All players must play a minimum of 3 outs in the field and have at least one time at bat in each game.
3. All starters, including the pitcher, may re-enter the game one time. Only the starting pitcher may re-enter as a pitcher.
4. Teams will play with 3 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit.
5. During the regular season, all players will be in the batting rotation for each team, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.
6. Pitching rubber will be 43 feet from home plate.
7. Pitchers may pitch a total of 12 innings a week (Mon-Sun). They may start both games of a doubleheader as long as they don’t exceed 12 innings for that week. One pitch constitutes an inning pitched. Two extra innings per pitcher will be allowed when more than 3 games are played in one week.
8. All illegal pitches will be dead. No balks allowed.
9. Pitchers must have one foot in contact with the pitching rubber and one foot on or off the pitching rubber. The pitcher’s hand are apart at the start of the pitch and must come together for the start of the wind-up. Crow hopping will result in a dead ball.
10. No Intentional walks are allowed players are to be encouraged to pitch and hit each at bat.
11. Bunting is allowed. If a player shows bunt, they must attempt bunt, if player swings this will result in player being called out.
12. Batters can advance on a dropped 3rd strike.
13. Stealing is allowed after the ball has left the pitchers hand. Penalty for leaving early is no pitch and runner is out.
14. Base runners may advance after the ball has left the pitchers hand.
15. The infield fly rule will be in effect in this division.
16. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex. If a team is leading by more than 12 runs with 2 innings to play the game is also over.

17. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
18. Teams must have 8 players to start a game. If a team starts with 8 players the 8 players will bat with no outs will be given to the 9th spot during the game or until a 9th player arrives. If a team starts with 9 players and one player gets hurt and cannot play or has to leave the game, their spot **WILL** be an out. If a team starts with 8 players and loses a player and is down to 7 players then the game is over.
19. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. A new inning starts immediately after the 3rd out is made. If an inning has started before the time limit is up, the inning will be completed if the visiting team has a chance of scoring enough runs to win. All Saturday double-header games will be 6 innings or a 1 hour and 30 minute time limit, whichever comes first.
20. On week day games, the host team will be the home team. They will serve as the official book in any controversy. On weekend games, the host will be the team listed first on the game schedule.
21. Noise makers are not allowed in team dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed this also goes for players in the dugout trying to intentionally distract a batter or pitcher before a pitch is thrown. If the umpire deems a noise distracting to the batter or pitcher then the umpire will ask the coach to remove the noisemakers before the game will continue.
22. Players may not slide head first into a base, (such as going from 1st to 2nd) however they may slide back headfirst into an unoccupied base.
23. Only 3 coaches are allowed in the dugout at any point in time during the game. Coaches may not go past the 1st and or 3rd coach's box while their team is at-bat or in the field.
24. During the game players must stay in the dugout unless they are at-bat or on deck.
25. Tournament players must be on regular season rosters approved by local league director before season begins and play in 50% of games during the regular season to be eligible for tournament play. Any kids added off waiting lists must be approved by league directors. Players with injuries limiting regular season play must be approved by their local league director. Only players who played during regular season on their team may compete on that team during the tournament. If a team discontinues or cannot play during the tournament those players on that team are not allowed to play in the tournament on any other team. You must also have at least 8 eligible players before a game can be played.

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League Representative, and Rotation List.

- 2021 season Wythe County Parks and Recreation.
- 2022 season Galax Parks and Recreation.

- 2023 season Town of Wytheville Parks and Recreation.
- 2024 season Fries Parks and Recreation.
- 2025 season Grayson County Parks and Recreation.