

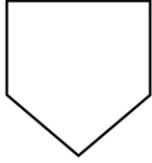


(Updated 05/08/2024)

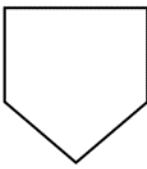
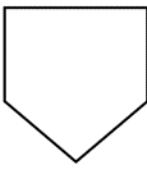


All N.F.H.S. Association rules will apply except for the local league rules as listed below.

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SOUTHWEST VIRGINIA BASEBALL AND SOFTBALL LEAGUE

The following rules apply to ALL LEAGUE AGE GROUPS.

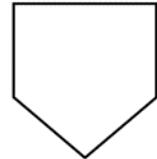
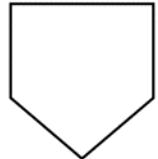
The primary objective of the **Southwest Virginia Baseball/Softball League** is for **all players** to have the opportunity to participate in practice, games, receive instructions, skills and have the experience of getting to play in the season-ending tournaments. All players will have fun, play their required time in all games, and be taught the sport of baseball/softball. The goal of the league is to have kids play baseball/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. Baseball/Softball League. League directors are responsible for assigning players to teams as equally as possible to ensure quality games and experiences on the field. For the championship games, leagues will be responsible for providing 1st place medals to the winner of the tournament and 2nd place medals for the runner-up.

Rules of the game

1. All local games will be 6 innings with a 1 hour and 30-minute time limit. No new innings may begin after 1 hour and 30 minutes from the start of the game. A new inning starts immediately after the 3rd out is made. If an innings has started before the time limit is up, the innings will be completed if the visiting team has a chance of scoring enough runs to win. No extra inning games will be played during the regular season regardless of the time limit. The home plate umpire is the official timekeeper during the games.
2. If an illegal pitch occurs, the first time will be a warning from the umpire. After that each illegal pitch will be ruled a dead ball and declared a ball.
3. No intentional walks are allowed. Players are to be encouraged to pitch and hit each at bat.
4. 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.
5. A 13-run rule is in effect after the 4th inning of a 6-inning game.
6. Bunting is allowed. If a player shows bunt, they must attempt to bunt. If a player swings, this will result in the player being called out.
7. 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 as distracting to the batter or pitcher, then the umpire will ask the coach to remove the noisemakers before the game continues.

Equipment/Safety

1. All batting helmets must have a full faceguard and must be worn at all times when batting, on-deck or running the bases in all age groups. Chinstraps are recommended, but not required.
2. No metal spiked cleats are allowed to be worn.
3. An official youth baseball approved by any national baseball organization will be used during games. Only USA certified bats may be used. The first offense for using an illegal bat will result in an out after the first pitch of the at bat. The second offense will result in an ejection of the head coach.
4. No headfirst sliding will be allowed. Penalty will be an automatic out. Players may dive back into an unoccupied base.

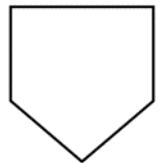


5. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
6. During the game, players must stay in the dugout unless they are at-bat or on deck.

Department Regulations

1. All players must play a minimum of 3 outs in the field and have at least one at-bat in each game. If playing a double header game, kids who don't start the first game must start the second game of the day in all age groups.
2. All players will be in the batting rotation for each team for the entirety of the game, 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.
3. Teams must have 8 players to start the game. If a team starts with 8 players, the 8 players will bat with no outs given to the 9th spot during the game until the 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.
4. Only 3 coaches are allowed in the dugout and inside the fenced area during games. Coaches may not go past the 1st and/or 3rd base coaches' box while their team is at-bat. When on defense, coaches must remain inside the dugout.
5. A coin flip will determine the home team. The home team will serve as the official book in any controversy.
6. Tournament players must be on regular season roster 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 have at least 8 eligible players before a game can be played.
7. League standings will be kept for the minimum amount of games played by any one team.

****Rules continued on page 5****



8. Coaches are reminded that 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 baseball/softball experience is the most important aspect for coaches.
9. If an ejection of a coach or player occurs, that individual will be suspended from their next scheduled game. Any further ejection may result in suspension for the remainder of the season. When suspended, individuals are not permitted at the game locations.
10. An attempt will be made to make up any missed games under the discretion of localities and time availability.
11. Umpires- Localities that are playing in the SWVA League will be responsible for training/certifying umpires.
 - a. Red officiating shirt will be for any official who is under the age of 18.
 - b. Grey officiation shirt will be for any official who has less than one year of experience.
 - c. Blue officiating shirt will be for any official who has one or more years of experience.



SOUTHWEST VIRGINIA BASEBALL LEAGUE



- **League Ages:** 3rd-4th grade & 5th-7th grade.
- **Players cannot play down.** The league will schedule games.
 - **3rd – 4th Grade League:** Any player in the 3rd-4th grade may participate unless he/she is 11 years old as of September 30th of the current school year, in which he/she will play in the next division.
 - **5th - 7th Grade League:** Any player in the 5th - 7th grade may participate; however, if he/she is 14 years old as of September 30th of the current school year, he/she is ineligible.

Playing Field, Starting times and Equipment:

1. Legal bats will be 2 1/4 inch in barrel diameter or 2 5/8 inch in barrel diameter and have "USA Baseball" stamped on them. Bats cannot exceed 2 5/8-inch barrel diameter.
2. Personal protective equipment is recommended and encouraged at participants' expense.
3. All starters, including the pitcher, may re-enter the game one time. Pitchers will not be allowed to re-enter as a pitcher or a catcher but may re-enter in any other position.

Pitching:

1. If a pitcher reaches the maximum limit imposed in his/her league while facing a batter, the pitcher may continue to pitch until any of the following conditions occur:
 - a. That batter reaches base.
 - b. That batter is put out.
 - c. The third out is made to complete the half-inning.
2. A player may not pitch in more than one game per day.
3. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn notify the pitchers manager that the pitcher must be removed.

Field Play:

1. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baseline and may not move beyond this line toward the infield until the ball is hit or a pick-off attempt has been initiated. Bases will be 60 ft.

Pitcher Regulations

1. Pitching mound will be 43 ft.
2. No balks allowed.
3. Pitchers must be in contact with the pitching rubber to start their wind up.
4. Number of Pitches. Calendar Days of Required Rest

1-20	0
21-40	1
41-60	2
61-75	3

Batting/Base running Regulations

1. There is no infield fly rule in this division.
2. Stealing is allowed after the ball has crossed home plate. If a 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 If the ball is misplayed by the fielder on the play the runner will stay at the base that was stolen (misplaced balls that occur during a hit by the batter don't apply). **Examples:** Runner stealing 2nd base throw goes into the outfield the runner must stay at 2nd base until the next live play.
3. Batters cannot advance on a dropped third strike call. Base runners may advance after a third strike and the ball has crossed home plate.
4. Any pitched ball that hits the playing field prior to reaching home plate and then hits the batter shall be declared a dead ball. The batter does not get first base and runners may not advance.
5. 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.



SOUTHWEST VIRGINIA BASEBALL LEAGUE

5th-7th Grade Baseball Division



Field play:

1. 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 towards the infield until the ball is hit or a pick-off attempt has been initiated. Bases will be 70 ft.

Pitching Regulations:

1. Pitching mound will be 50 ft.
2. Balks will be called.
3. Number of Pitches.

Calendar Days of Required Rest

1-25	0
26-45	1
46-60	2
61-85	3

Batters/Base Running Regulations:

1. The infield fly rule will be in effect in this division.
2. Stealing is allowed. Players can lead off bases.
3. Batters may advance after a dropped third strike.



SOUTHWEST VIRGINIA SOFTBALL LEAGUE



League Ages: (3rd-5th grade & 6th-8th grade.

Players cannot play down.

- **3rd-5th Grade League:** Any player in the 3rd-5th grade may participate unless he/she is 12 years old as of September 30th of the school year, in which he/she will play in the next division.
- **6th - 8th Grade League:** Any player in the 6th-8th grade may participate; however, if he/she is 15 years old as of September 30th of the school year, he/she is ineligible.

Game Play:

1. All starters, including the pitcher, may re-enter the game one time. Only the starting pitcher may re-enter as a pitcher.

Pitching:

1. Pitchers must have one foot in contact with the pitching rubber. The pitchers hands are apart at the start of the pitch and must come together for the start of the wind-up.

Playing Field and Equipment:

1. All bats will be legal as long as they have "Official Softball" stamped on them.
2. Bases will be 60 feet for all age groups.
3. Pitchers must wear a protective facemask during games. Facemasks are recommended for all players.
4. Pitchers may pitch a total of 12 innings a week (Sunday-Saturday). 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.

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

- 2024 season Wythe County Parks and Recreation.
- 2025 season Town of Wytheville Parks and Recreation.



SOUTHWEST VIRGINIA SOFTBALL LEAGUE

3rd-5th Grade Softball Division

Equipment/Field Regulations:

1. 11" Reduced injury Factor (R.I.F Level 10) softball will be used during games.
2. Pitching rubber will be 33 feet from home plate.

Game Play:

1. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baseline and may not move beyond this line toward the infield until the ball is hit.

Batter/Base runner Regulations:

1. There is no infield fly rule in this division.
2. Stealing is allowed after the ball has crossed home plate. If a 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 one stolen base may be taken at a time. If the ball is misplayed by the fielder on the play the runner will stay at the base that was stolen (misplaced balls that occur during a hit by the batter don't apply **Examples:** Runner stealing 2nd base throw goes into the outfield the runner must stay at 2nd base until the next live play)
3. Batters cannot advance on a third strike call. Base runners may advance after a third strike and the ball has crossed home plate.
4. Any pitched ball that hits the playing field prior to reaching home plate and then hits the batter shall be declared a dead ball. The batter does not get first base and runners may not advance.
5. If a batter is walked, they may only take first base. They cannot go to second until next pitch is thrown to the next batter.



SOUTHWEST VIRGINIA SOFTBALL LEAGUE

6th-8th Grade Softball Division



Equipment/Field Regulations:

1. 12" Official .47 core .375 compression girls high school softball will be used in all games.
2. Pitching rubber will be 43 feet from home plate.

Game Play:

1. Teams will play with 3 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baseline and may not move beyond the line toward the infield until the ball is hit.

Batter/Base runner Regulations:

1. The infield fly rule will be in effect in this division.
2. Stealing is allowed after the ball has left the pitcher's hand. Penalty for leaving early is no pitch and runner is out.
3. Batters can advance on a dropped third strike.