



Warrington–Warwick Softball Organization

Seniors Division Rules

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1. Batting & Pitching

1. **Continuous batting order**
A rotational batting order involving all members of each team will be used. Players arriving after the start of the game are added to the bottom of the order and bat when that batting position comes to bat.
2. **Pitching limit – standard rule**
Pitchers are limited to **3 innings per game**. Delivery of a single pitch constitutes having pitched in an inning. Pitchers may pitch on consecutive days. Any team trailing when taking the field is allowed to have a pitcher pitch more than 3 innings in the game.
3. **Pitcher re-entry**
A pitcher who is removed from pitching may re-enter in a different inning as a pitcher, provided she does not pitch more than **3 innings per game**. Any team trailing when taking the field is allowed to have a pitcher pitch more than 3 innings in the game.

4. **Travel softball players**
All players who participate in travel softball programs are limited to **1 inning pitched**. They may not return to the game as a pitcher under the trailing team discretion rule.
 5. **School softball players**
All players who participate on their school softball team are limited to **2 innings pitched**. They may return to the game for **one additional inning** as a pitcher under the trailing team discretion rule.
 6. **WWSO in-house only players**
WWSO "In House Only" participants are limited to **3 innings pitched**. They may return to the game as a pitcher for **unlimited innings** under the trailing team discretion rule.
 7. **Bunting / slap bunting**
Bunting and slap bunting is permitted as long as the player is in the batter's box.
 8. **Batting per inning**
There are **unlimited batters per inning**.
 9. **Dropped third strike rule**
Dropped third strike rule is in effect. On an uncaught third strike with **no runner on first base** or **with two outs**, the batter immediately becomes a runner. If the batter does not run, she will be called out when she exits the field of play.
 10. **Composite bats / pitcher safety**
Composite bat use is permitted. **All pitchers must wear a facemask.**
 11. **Warm-up catcher / helmet rule**
Players warming up pitchers must wear a **helmet**. All helmets must have **chin straps**.
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2. Base Running

1. **Field dimensions**
 - Base paths are **60 feet**
 - Pitching distance is **40 feet** from the **front of the pitching plate** to the **back corner of home plate**
(See diagrams referenced below, if included.)
2. **Steals / no leads / circle rule**
 - There will be **6 steals allowed per inning**.
(Example: runners on 1st and 2nd both steal one base = 2 steals.)
 - A runner can only steal once a pitched ball **crosses home plate**.
 - A base runner may advance on an overthrow by the catcher attempting to throw out a stealing runner.
 - There are **no leads** off the base.
 - When the ball is in the pitcher's hands in the circle, base runners must immediately go back to the bag or advance to the next base or they will be called out.

3. **Overthrows (Little League rules apply)**

Little League rules govern all overthrows.

Example: If the catcher tries to pick off a runner at a base and the ball remains in play, runners can advance as many bases as possible. All play ends when the ball is back in the pitcher's circle and controlled by the pitcher.

4. **No limit on advances**

There is **no limit on advances**. An advance can happen when the catcher delivers the ball back to the pitcher and overthrows the pitcher and the ball goes out of the pitcher's circle. An advance can also be made if the pitcher comes out of the circle to receive the ball from the catcher. Pitchers are encouraged to stay in the circle while pitching.

5. **No continuation on a walk**

Continuation on a walk from first to second is not allowed.

6. **Slide rule**

All players must slide **feet first** for all plays at home plate. If they do not slide, they are out. Little League rules cover all other slides.

7. **Courtesy runner**

A courtesy runner for a catcher catching in the next inning is allowed and is **mandatory with 2 outs**. The **last player out** will be used as the courtesy runner. No other courtesy or pinch runners are allowed.

3. Fielding

1. **Players on defense / minimum players / forfeits**

- Each team will field **10 players**.
- A team may not start or continue a game if they cannot field at least **9 players**, with a mandatory catcher.
- Whenever possible, do not forfeit a game. Play the game, or if there is advanced notice, reschedule for another time.
- If a team cannot field a team, it is recorded as a **1-0 forfeit** for the record, but the teams should still play with the other team loaning players.
- Umpires will not officiate a game unless each team has at least **8 players** on the field.

2. **Playing time**

It is encouraged that all players get equal playing time. Girls may not sit out more than **two innings in a row**.

3. **Defensive changes**

There is no changing the defense after the inning has started, except in the case of **injury or pitching change**.

4. Miscellaneous Rules

1. Game ball

Seniors use a **12" regulation ball** (core .47, comp. .375).

2. Game length / official game / weather / darkness

- Each game will consist of **6 innings**, with the visiting team batting first, as defined in Little League rules.
- If time does not permit due to weather, darkness, or time limit:
 - An official game consists of **4 full completed innings (5 during playoffs)** if the visiting team is ahead, or **3½ innings (4½ during playoffs)** if the home team is ahead.
- If the game is stopped, the score reverts back to the **last full completed inning** or the point at which a winner can be determined.
- No new innings will be started due to darkness or weather at the **umpire's discretion**.
- A game can continue within the inning past **8:00 PM** based on the umpire's judgment regarding darkness.
- Player safety is always paramount.

3. Weekend time rules / drop-dead time

- For **Saturday or Sunday games**, no new top inning may start after **1 hour 45 minutes**.
- Try to limit time between innings to **2 minutes** or **3 pitches**.
- There is **no time limit for weeknight games**.
- For Saturday games, including the last game, there is a **two-hour drop-dead time limit**:
 - The game is over at the two-hour mark regardless of inning progress.
 - The score reverts back to the previous inning.
- A new inning begins when the **last out is made**, not when the first pitch is thrown.

4. Dugout access / bat safety

- Only **coaches, players, and a scorekeeper** are allowed in the dugouts at any time.
- This rule will be strictly enforced.
- **Do not swing a bat in the dugout.**

5. Score reporting

Score will be kept for every game. The winning coach will be responsible for posting the game score on the WWSO website within **24 hours** of completion.

6. Standings

Standings will be kept.

7. Playoffs

There will be playoffs at the end of the season. All teams make the playoffs. Playoffs will be **single elimination**.

8. Home/Away sides

The home team bench is always on the **3rd base side** of the field. The visiting team bats first.

9. Field setup & cleanup

- The **home team** is responsible for:
 - Providing **2 new game balls**
 - Setting up the field by bringing out the bases and lining the field
 - The **visiting team** is responsible for:
 - Dragging the field after the game
 - Putting the bases away
 - No bases should be left on the field after the last game is played.
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5. Adult Conduct Policy

All coaches, parents, and spectators are expected to conduct themselves in a respectful and sportsmanlike manner at all WWSO events, including games, practices, and league functions. The umpire has the authority to address and report any inappropriate behavior.

If an adult (coach, parent, or spectator) displays unsportsmanlike conduct—including but not limited to arguing with umpires, using inappropriate language, or behaving in a disruptive or disrespectful manner—the following process will apply:

First Offense

- The umpire will issue a warning and document the incident.
- The report will be submitted to the WWSO Board for review.

Second Offense

- The individual will receive a suspension from attending or participating in WWSO games and/or events as determined by the WWSO Board.
- In addition, the individual will forfeit their Non-Par Fee and will not be eligible for reimbursement.

If the individual committing the offense is not a coach or parent, the coach or parent associated with that spectator will forfeit their Non-Par Fee.

The WWSO Board reserves the right to impose additional disciplinary action if the behavior is deemed severe or detrimental to the league.

WWSO is committed to providing a positive and respectful environment for all players, coaches, umpires, and families.