

2020 WPPA SOFTBALL RULES—8/10U DIVISIONS

Welles Park Parents Association softball rules are based on the National Federation of State High School Associations (NFHS) softball rules—modifications and exceptions to NFHS softball rules are identified in this document. This document also includes additional Welles Park-specific softball rules that govern such items as uniforms, coach/parent conduct and more. These rules will be in place until season's end unless determined by the commissioner in collaboration with division coaches that a change is needed.

FIELDS

Dimensions & distances

1. Base paths: 60'
2. Pitching plate: 35' from the back tip of home plate to the front of the pitcher's plate.

Markings

1. Pitcher's circle: 16' in diameter around the pitcher's plate.
2. Additional field markings:
 - Halfway chalk marks will be drawn on all base paths except from home plate to first.
 - Note: No WPPA softball divisions draw or use the diagonal line on the field in front of home plate. The fields should not be marked with this line. If the line is drawn, umpires—and players—should ignore.
 - Batter's boxes are marked at 7' long and 3' wide. The front line of each box shall be 4 feet in front of a line drawn through the center of home plate.

EQUIPMENT

Uniforms

1. WPPA-provided uniforms should be worn at all games—this includes official shirts, pants and socks.
2. In the event of extreme cold, players should prioritize warmth over uniform compliance.
3. In the event of extreme heat, and at the discretion and announcement of the softball commissioner, shorts will be allowed. Uniform socks should still be worn to protect players' legs.
4. Sliding shorts are optional, but recommended.
5. WPPA coaches must wear WPPA shirts for all games. Parents volunteers ("helping coaches") helping coach 1st and 3rd base do not need to wear coaching shirts.

Helmets

1. Supplied by league; players are also allowed to use their own.
2. Batters, on-deck batters, and runners must wear helmets. All helmets must have approved facemasks.

Facemasks

1. Two masks are supplied by league; players are also allowed to use their own.
2. Required to be worn by pitchers.
3. Required to be worn by first baseman in 8U only.
4. Optional for players at other positions.

Shoes

Cleats are recommended but not required. Players may only wear cleats with plastic or rubber cleats. No metal cleats allowed.

Bats

1. Softball bats must be furnished by players.
2. Bats must be alloy and must say "official softball" and include "ASA" or "USSAA" softball logo
3. No oversized barrels (over 2.25" in diameter) are allowed.
4. If a bat is judged by an umpire to not comply with the above rules (or to be considered "unsafe" for any reason), it will be removed from play with no penalty to the batter.

Softballs

1. WPPA 8U and 10U softball will use a 11" ball.
2. The league will provide two (2) game balls for each game, distributed at the beginning of the season to each coach.
3. Each coach will bring one WPPA-supplied game ball to each game. Before each game begins, each coach will give the game ball to the umpire.

GAMES

Pre-game & starting a game

1. The home team is responsible for setting up and removing bases (if necessary) and always occupies the 3rd base side of the field.
2. Before each game, the head and assistant coaches from each team must identify themselves (and any helping coaches) to the umpire. (A "helping coach" is anyone that will be helping coach players on the field during the game.)
3. When the field is available to do so, each team will have 10 minutes to warm up on the field. The home team takes the field first; the visiting team takes the field second. Both teams should be off the field 5 minutes before the official game time. If warmup time is cut short due to an overlapping game or weather, etc., each team will evenly divide the time available before the game to warm up on the field.
4. Each head coach must make him or herself available to the umpire for a pre-game meeting at home plate 5 minutes before the start of the game and after both teams have finished warming up on the field.
5. Before game time, each head coach must provide the opposing head coach with his or her line up, including the names of all players in attendance. Any players not present at the time of the pre-game meeting, but who are expected to arrive, must be placed at the bottom of the lineup.

Rain delays/cancellations/make-up games

1. Thirty minutes prior to the first game of the day, the softball commissioner will determine if the grounds and other conditions are suitable for starting the game. If the softball commissioner is not available to make the decision, another board member shall make the decision.
2. In the event a game is cancelled, the commissioner will notify both head coaches via text and/or email.
3. After a game is cancelled, the commissioner will alert both teams that a make-up game needs to be scheduled, and provide available dates/times/fields. If neither team makes a concerted effort to schedule a makeup game within a week of receiving options, the commissioner will assign a date/time and field.
4. With regard to field availability, makeup games will be given priority over regularly scheduled practice, at the discretion of the commissioner.

Time & inning limits

1. 10U Games are a maximum of 6 innings or 2 hours 15 minutes. 8U games are a maximum of 5 innings or 2 hours.
2. 10U - no full inning may be started 2 hours past the scheduled start time; no half-inning started after 2:10 minutes past the scheduled start time, with the exception of an official delay as a result of weather, etc., in which case all game times/starts may be pushed back, and all times will be measured from delayed start time. This is at the commissioner's discretion.
3. 8U - no full inning may be started 1 hour 45 minutes past the scheduled start time; no half-inning started after 1 hour 55 minutes past the scheduled start time, with the exception of an official delay as a result of weather, etc., in which case all game times/starts may be pushed back, and all times will be measured from delayed start time. This is at the commissioner's discretion.
4. 10U - Any full inning started after 1 hour 45 mins from the scheduled start time will be played as the final open inning with no run cap. The umpire should announce to both head coaches that the inning is uncapped. 8U - Any full inning started after 1 hour 30 mins from the scheduled start time will be played as the final open inning with no run cap. The umpire should announce to both head coaches that the inning is uncapped.
5. *In the regular season, any game still being played five minutes before the scheduled start time of the following game will end immediately and revert to the score at the end of the previous inning, unless the home team is ahead at the time the game is called, or unless the home team, having been behind at the end of the previous inning, has tied the game. Time limits still stand even if game is not followed by another game.*
6. In the 10U playoffs, a full 6-inning game must be played—there are no time limits. In the 8U playoffs, a full 5-inning game must be played—there are no time limits.
7. A game that is tied at the end of the last inning will be continued until a winner is determined, unless time limits, darkness or inclement weather intercedes. If an official regular season game is tied and cannot be continued because of time limits, weather or darkness, the game will remain a tie. (Note: For league standings, a tie game counts as one half of a win and one half of a loss.)
8. An inning may not be “uncapped” once the first pitch has been thrown. An inning can never be capped for the visiting team and then become uncapped for the home team, even due to time restraints.
9. Because the time limit typically occurs before the inning limit, the umpire and coaches will discuss IN ADVANCE when they are moving to the open inning, which will then become the final inning of the game.

Speed-up rules

1. Time elapsed between the third out and the start of the next half inning shall be no longer than 3 minutes (10U). Umpires will ask coaches to move more quickly as 3 minutes approaches. 5 minutes for 8U.
2. This time includes warm up pitches for pitchers returning to the mound from the previous inning. (10U only)
3. Pitchers new to the mound for the game may have 6 warmup pitches, even if 3 minutes have already passed. (10U only)
4. Coaches for the batting team shall instruct their catcher for the next inning to suit up after the 2nd out and be ready to play immediately after the 3rd out is made.
5. When there are two outs and the catcher is on base, it is required that coaches send in a courtesy runner for the catcher so that she may put on her equipment. Runner will be the player who made the last out.

Complete/official game

1. A full game is 3.5 innings if the home team is winning; four (4) if the visiting team is winning. (i.e., in case of rain or time limit has been reached).
2. If the game must be called because of darkness, inclement weather or time limit before it is considered complete/official, an attempt will be made to make it up and replay it from the beginning. If that is impossible, the score will stand as it was at the end of the last full inning played.

Minimum players & penalties

1. A full team is composed of 9 players.
2. Eight (8) players are required to start the game. No mandatory out will be recorded for the team with 8 players.
3. If one team has fewer than 8 players when the game is scheduled to start, that team will forfeit, although the teams may play a scrimmage game if they choose.
4. If a team starts with 8 players and drops to 7 players during the game, one automatic out will be recorded each time the end of the lineup is reached.

Borrowed players

1. 10U - Borrowed players must be borrowed from the 8U division. 8U - Borrowed players must be borrowed from another 8U team.
2. Teams may only borrow enough players to reach a roster of 10 players.
3. Borrowed players must bat at the bottom of the order.
4. Borrowed players may only play in the outfield, short center, or 2nd base.
5. If both teams are short players, borrowed players will be distributed evenly among the teams to help both teams field 9 players before either team has 10 players.
6. Borrowed players must be played the minimum infield innings applicable to all players.
7. No official player may sit out more innings than a borrowed player.
8. Teams *may* call up the same farm team player more than once during both the regular season and playoffs.

Injured players

1. In case of any injury to a defensive player, she may be replaced by a player from the bench.
2. A coach should seek to apply immediate first aid and/or seek emergency medical care as necessary for the injured player. If a parent or guardian is not present, he or she should be notified as soon as possible.
3. If appropriate, a player may return to the game after a rest of at least the remaining half inning in which the injury occurred.
4. In case of any injury to a batter who cannot continue the plate appearance, the at-bat shall be vacated and will not count. No out is recorded. The next batter starts with a new count.

Run limits & slaughter rule

1. Maximum of 5 runs per inning before the last inning; no maximum runs in the last inning (or mutually agreed-upon final inning, should a complete game be impossible)
2. The umpire will declare a "slaughter rule" in effect if one team is ahead by 15 or more runs at the end of a half inning (if the home team is ahead) or after a complete inning (if the visiting team is ahead).

BATTING

Batting order/lineup

1. Continuous batting order—everyone bats.
2. All able and eligible players, including called up players, will constitute the batting order and all players will bat during the entire game in the order established by the lineup. The only exception to this rule exists if a player is temporarily or permanently removed from the game due to injury, illness or disciplinary action, or must leave the game early for personal reasons.

3. Any player arriving after the beginning of the game is added to the end of the batting order.
4. There are no designated hitters in WPPA softball

Tee (8U only)

1. Beginning with the first game of the season and continuing for all games played (as opposed to scheduled) through and including Memorial Day weekend, the tee will be used for one complete rotation through the batting order. All batters will hit off the tee the first time through the lineup. Coach pitch will commence when the team begins its second time through the lineup. All batters for that team will use coach pitch for the remainder of the game.
2. There may be only one practice swing taken with a coach assisting the batter when the batter is at the plate. No ball can be placed on the tee for this purpose. When the ball is placed on the tee, the coach must follow all coach positioning rules listed in the WPPA Youth Softball Rules.
3. There are no strike outs off of the tee.
4. The coach or a designated person from the team on offense shall be present on the team bench to remove the tee for safety reasons after the ball has been hit and put into play. There must be a regular home plate under the tee. If the tee is not removed, it will be considered interference and no base runner from 3rd base may advance. If the bases are loaded, the lead runner will be out and all other base runners will advance one (1) base.

Strike zone

1. The strike zone is the space over home plate, between the batter's forward armpit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. The umpire shall determine the batter's strike zone according to the batter's usual stance.
2. Any ball that touches or bounces in front of or on home plate shall not be considered a strike by the umpire.

Hit by pitch

1. If the pitched ball hits the batter or her clothing while she is positioned within the batter's box, the batter is awarded 1st base.
2. A player is considered "hit by pitch" even if the ball is on the bounce (i.e., has hit the ground first).
3. No movement to avoid the pitch is required if it is headed toward the batter while she is in the batter's box, although batters are encouraged to do so to avoid injury.
4. If the batter is hit by a strike either by swinging or by moving into the strike zone—as determined only by the umpire—the ball is dead. The pitch is called a strike and the batter remains at bat unless it is strike three and the batter is out.
5. If the batter is hit by a pitch delivered by the coach pitcher, the ball is a dead ball and the pitch doesn't count. The batter is not awarded a base.

Bunting, slashing & slapping

1. Batting, slashing and slapping are not allowed in 8U or 10U softball.

Dropped 3rd strike

1. There is no "dropped 3rd strike" provision in 8U or 10U. If a third strike is called on the batter, the batter is called out even if the catcher drops the ball.

Thrown bat

1. If a batter throws her bat unintentionally, her team will receive one warning from the umpire, but the play will stand.
2. If the same or any other player throws a bat during the remainder of the game, the player who has thrown the bat will be called out and the umpire will call a dead ball. There are no more warnings.
3. If a batter throws her bat intentionally, she will be called out immediately and subject to ejection from the game by the umpire.

BASE RUNNING RULES:

Leadoffs

1. No leadoffs. 10U players may leave the base when the ball crosses the plate. 8U players may leave the base on hitter's contact.
3. A runner leaving early will prompt a team warning. The next time any runner from a team that has been warned leaves a base early, she will be called out. If the ball is hit, it will be called a no-pitch. If a strike or a ball is called, the runner will be out and the pitch will count as called.

Runners advance vs. dead ball

1. 10U - Runners may advance on a played ball until **the infielder has control of the ball** ("Infield" include short center). At that time, the ball is declared "dead."
2. 10U - Runners will be allowed to advance to the next base if the runner is past the halfway chalk line in the base path. If there is no pitcher's circle drawn, umpires must consistently call dead ball when the pitcher is within 8 feet of the pitcher's plate. If they are not past the halfway mark, the umpire will send the runners back to their last occupied base.
3. 8U Runners may advance only one base on an infield hit. A hit that does not reach the outfield grass is considered to be an infield hit.

Stealing

1. **During kid pitch only**, stealing 3rd base is allowed—no stealing of 2nd base or home plate is permitted.
2. There is no overthrow penalty for throwing to 3rd on a steal of 3rd base (i.e., there is a "wall" at 3rd). Runners stealing 3rd base cannot advance home.
3. Runners may attempt to advance to the next base when the ball crosses home plate.
4. "Delayed steals" are not allowed. Runners may not break toward/advance to the next base after the catcher releases the ball in a throw back to the pitcher. Overthrows from catcher to pitcher are considered a dead ball and runners may not advance.
5. During coach pitch, a runner may not steal.
6. There is no stealing in 8U.

Pickoffs (10U)

1. The fielding team may attempt to pick a runner off at any base at any time.
2. Runners cannot advance a base on a pickoff attempt. They must return to their base even in the case of an overthrow; i.e., there is no penalty to make the throw. (Note: The "wall" at each base in the case of a pickoff attempt is intended to encourage players to attempt the throw and teach the runners how to get back.)

Infield fly rule

No infield fly rule is in effect.

Overthrows

1. Out-of-play boundaries must be clearly identified and agreed upon prior to the game by coaches and umpire(s).
2. 8U - No penalty on overthrows.
3. 10U - No penalty on overthrows to 1st base, even if the ball goes out of play. No extra base will be awarded, and the ball is declared dead.
4. 10U -- In the case of an overthrow to 3rd in which the ball goes out of play, the umpire will award one extra base—one base beyond the base to which the runner(s) were headed at the time the ball went out of play—to the runner(s).

Helmets

1. Helmets must be worn by batters, on-deck hitters and base runners.
2. Base runners must keep helmets on until they leave the field and return to the bench or dugout. If a base runner's helmet is deliberately removed before time has been called by the umpire, the runner will be called out.

Sliding (10U only)

1. Runners are not required to slide into home or any other base and will not be automatically called out if they don't. However, if a runner plows into a base while in an upright position (with no attempt to slide) and crashes into a defender who is attempting to make a play, she will be called out. If she slides and is safe, the play will stand.
2. No head-first slides while advancing to the next base are allowed. The runner will be called out if she does it.
3. A player may, however, slide head first when returning to a base previously occupied.

Courtesy runner

1. When there are two outs and the catcher is on base, a courtesy runner must be used for the catcher so that she may put on her equipment. (Courtesy runner must be the player who made the last out.)
2. Coaches are encouraged to bring in a courtesy runner when a batter has been hit or otherwise injured during her at-bat.

DEFENSIVE RULES

Player maximums & field positions

1. Ten (10) players are allowed on the field. Two options:
 - Option 1 - play 4 outfielders on the grass.
 - Option 2 - Play 3 outfielders on the grass and one short center. Short center must play behind second base.
2. Outfielders must start the play on the grass and may not enter the dirt until the ball is put into play.
3. If the game is being played on a baseball field (e.g., senior diamond at Welles) and the infield is significantly larger than on a traditional softball field, coaches and umpires should pace it out, and agree to an approximation of where the "grass" line should be.
4. Each player must play 1 of the first four innings per game in the infield and 2 total infield innings if a full 6-inning game is played. Catcher is considered an infield position.
5. Infielders cannot play more than two steps in front of the base path.
6. Fielders may not block the base paths—runners have the right of way to the plate/base. If players do not move/relocate, a coach can ask umpire to call "time" and ask the defensive coach to adjust the fielder's position.

Sitting out

1. Based on a 6-inning game, no player may sit out more than 2 times before all other players have sat at least 2 innings

Pitcher putouts

1. 10U - Pitchers may not herself run to bases to make force outs, with the exception of 1st base and home when forward momentum makes that play the smartest/safest. Pitcher must throw ball to 2nd and 3rd bases for force outs.
2. 8U - Pitcher may not herself run to bases to make force outs. Pitcher must throw ball to 1st, 2nd, 3rd base for force outs (i.e., the pitcher can't run around infield to make putouts). Pitcher may run to home to make an out.

Catcher

1. Catcher will assume position behind the plate for all pitches.
2. Coaches, opposing coaches, umpires, and other players have the right to suggest to the umpire that s/he move the catcher back to ensure her safety.

PITCHING RULES

Coach pitch (8U)

1. The transition from tee to coach pitch may occur at any point during an inning.
2. A coach-pitcher may throw up to 6 pitches per batter.
3. The umpire will not call strikes unless the batter swings.
4. A batter will strike out after a third missed swing.
5. If the batter does not reach base safely by the sixth pitch, the batter is out.
6. In the case of a foul ball on the sixth pitch or any subsequent pitch that is fouled, another pitch is thrown.
7. No base will be given and no runners will advance when the batter is hit by a pitch during coach pitch.

Coach Pitch (10U)

1. Coach Pitch is in place for one full run through the batting order.
2. A coach-pitcher may throw up to 6 pitches per batter.
3. The umpire will not call strikes unless the batter swings.
4. A batter will strike out after a third missed swing.
5. If the batter does not reach base safely by the sixth pitch, the batter is out.
6. In the case of a foul ball on the sixth pitch or any subsequent pitch that is fouled, another pitch is thrown.
7. "Modified Kid Pitch" is in place for the remainder of the game.
8. No base will be given and no runners will advance when the batter is hit by a pitch during coach pitch.

Modified kid pitch (10U only)

1. Modified kid pitch will begin after one complete run through the batting order. Modified Kid pitch will be in place for the remainder of the game.
2. During Modified Kid Pitch, the umpire will call balls and strikes while a player is pitching until the ball is put in play, there is a strikeout, or there are 4 balls. After 4 balls, the coach finishes the at-bat. Strikes accumulate throughout the entire at-bat (i.e., coach pitch can start with 0, 1 or 2 strikes).
3. The Coach Pitcher assumes the pitch count and the umpire will call swinging strikes and called strikes.
4. Coach pitchers will have a four-pitch limit; that is, if the batter has not struck out or otherwise made contact with the ball after four coach pitches, the batter will be called out. Exception: if the batter hits a foul ball on the fourth pitch or any subsequent pitch that is fouled; then she receives another pitch.
5. If a pitcher hits three batters, she may not pitch for the remainder of the game. The coaches and/or scorekeepers should keep track of this to assist the umpire in making this decision

6. There are no walks during modified kid pitch.

Pitch/inning limits (10U only)

1. A pitcher may only pitch 2 innings max per game during regular season and 3 innings max per game during playoffs. There is no weekly pitch/inning limit.
2. A pitcher may be withdrawn from the game and re-entered once, provided that pitcher has not reached her maximum innings pitched for that game and provided that pitcher was not removed as a result of her own injury or as a result of hitting 3 batters.
3. If a pitcher throws one pitch it is deemed an Inning.

Pitcher position & motion (players) (10U only)

1. In order for a pitch to be considered legal without penalty:
 - a. Pitchers must begin with their pivot foot on the pitcher's plate—they are allowed one step back with their non- pivot foot.
 - b. Pitchers may not throw lob pitches. Pitches must be thrown with no discernible arc.
 - c. The pitcher's pivot foot must start on the pitcher's plate and remain in contact with the ground, throughout the delivery; no leaping.
 - d. A pitcher's windup must be a continuous motion without interruption, stop or reversal of the forward motion.
 - e. The ball must be delivered underhanded, below the hip. No side arm pitches
2. If the umpire deems a pitch illegal, the pitcher will receive a warning, and the pitch will be called a ball, whether the batter swings at the ball or not. On the second offense, the umpire will award a ball to the batter and all runners on base will advance one base without penalty. If the illegal pitch is hit and all runners reach their base safely, no penalty is declared.
3. While a windmill pitching motion is not required, coaches are strongly encouraged to teach players to pitch using a windmill.

Pitching rules for coach pitch and modified kid pitch (coaches) (10U only)

1. The offensive team will provide a coach-pitcher who will pitch to his/her own team.
2. The coach-pitcher must have his/her pivot foot on the pitching plate until the ball is released.
3. Coach will not lob the ball and will pitch with little discernible arc. If the coach lobs the ball, the umpire will issue a warning and that warning will result in a dead ball declared. If the coach continues, the umpire will call lob pitches as strikes. If the batter hits a lob pitch after a warning, the ball will be declared dead and the batter will be called out.
4. The coach-pitcher must attempt to get into foul territory as soon as the batter makes contact with the ball. If the coach- pitcher is hit by the batted ball, the ball is dead.
5. The coach-pitcher may not coach any players (batters or defenders) or bases while acting as the pitcher.

Pitching rules for coach pitch (coaches) (8U only)

1. The offensive team will provide a coach-pitcher who will pitch to his/her own team.
2. The coach-pitcher must have his/her pivot foot on the pitching plate until the ball is released.
3. Coach will not lob the ball and will pitch with little discernible arc.
4. The coach-pitcher must attempt to get into foul territory as soon as the batter makes contact with the ball. If the coach-pitcher is hit by the batted ball, the ball is dead.
5. The coach-pitcher may coach the batter but may not coach the other players on the team while acting as the pitcher.

UMPIRING

1. Umpires are selected, trained, scheduled and compensated by the WPPA. Eligibility is determined by the WPPA Board of Directors and managed by the Umpire Coordinator, who is a duly elected officer of the board. No umpire outside of the WPPA organization is authorized to participate in the program unless authorized by the board.

2. Umpires need only communicate with the head coach. Assistant and helping coaches should direct all questions through the head coach.
3. Umpires needing to clarify rules should speak with both head coaches only.
4. Umpires will be provided for the games whenever possible. In the event an umpire is not provided or doesn't show up, each team will provide a coach volunteer to umpire. They may umpire in tandem throughout the game (plate/field) or umpire alone for half the game each.

COACH/VOLUNTEER/PLAYER POSITIONING & CONDUCT

Coach positioning

1. Offensive coaches may position one coach (or parent volunteer if necessary) at first base and one at third to assist runners. Offensive coaches may also pitch during coach pitch and modified kid pitch. Parent volunteers are expected to follow the same conduct guidelines as coaches. Coaches are responsible for communicating those guidelines to parent volunteers and enforcing them as well.
2. No coaches may coach from the outfield or infield.
3. Defensive coaches must remain on, near or behind their team bench and may not interfere with offensive coaches who are coaching base runners.
4. Coaches not coaching a base, supervising a warming-up batter or pitcher must remain in the dugout/bench area while the game is being played.

Bench rules

1. Only team members and their respective identified coaches are allowed on the team bench or in the team's dugout area while a game is being conducted.
2. All players are to remain on the bench except for the player at bat, the "on deck" player, the "player in the hole" and a pitcher and/or catcher warming up.

Coach conduct

1. A coach or player ejected for any reason will sit out the next game. If the same coach or player is ejected from a second game, in the same or any other WPPA league, within the same season, he or she will be suspended indefinitely and will be required to appear before a disciplinary committee made up of board members before reinstatement.
2. A coach shall not use, or be under the influence of drugs or alcohol at any game or practice. Violation will mean immediate and permanent dismissal from coaching in WPPA.
3. Only head coaches may talk to the umpires.
4. Any coach who has a complaint about how an umpire conducts him or herself in games is to submit that complaint to the board in writing. No one should address the umpire directly with complaints.

PARENT/SPECTATOR CONDUCT Coaches for both teams are responsible for ensuring that parents and spectators follow these guidelines:

- Parents/spectators may not stay on or behind the player bench unless they are actively volunteering as head/assistant coach, base coach or scorekeeper. Spectators are not allowed on a team bench for any reason.
- Parents/spectators may not intentionally stand behind the backstop (at home plate) to coach their player or make comments for or against either team or to the umpire. (Taking photos or videos is an exception to this.)
- Parents/spectators may *not cheer inappropriately for or against either team* to the point of antagonizing or distracting pitchers, batters or other players. Parents/fans who violate this rule will be asked by the coach to remove themselves from the earshot of both teams.

- For the safety of players, non-players, parents, et al, non-players may not warm up or otherwise be in fair territory (including the outfield), even if believed to be far enough away from the field as to not interfere. Parents and coaches should make sure siblings of players and other non-players remain safely in foul territory throughout the course of the game.
- At the end of a game, coaches and parents/spectators must quickly clean up and empty out each dugout area before the next team enters the dugout area. They are also responsible for cleaning up any litter left in the viewing stand area from the spectators watching the game.
- Parents who don't comply with this conduct section may result in future ban from attending Welles Park games.
- **Any parent/spectator who has a complaint about how an umpire conducts him or herself in games is to submit that complaint to the board in writing.** No one should address the umpire directly.

GENERAL WPPA GUIDELINES

1. All previous unwritten rules, "gentlemen's agreements", or understandings as practiced by veteran coaches and players are hereby null and void unless endorsed by their written inclusion in these "2019 WPPA 8U/10U Division Softball Rules." These rules are intended to achieve the goals stipulated herein and are reviewed and modified on an annual basis to make the games in each league consistent with these goals and to provide a more meaningful experience for all participants.
2. The National Federation of State High School Associations (NFHS) Softball Rules Book shall act as the basis of the WPPA Youth Softball program except for any revisions and additions as stated herein. Rules that are specific to Slow Pitch (S.P.) do not apply to this league unless otherwise stated and shall automatically be omitted without notation. To the extent any conflicts exist between the NFHS rules and these WPPA rules, the WPPA rules shall prevail. Head coaches are responsible for knowing NFHS and WPPA rules and for having a copy of each rule book in his or her possession during every game.
3. The WPPA Youth Softball Program emphasizes the highest standards of ethics and sportsmanship and expects that all players, parents, coaches, umpires and spectators will maintain and endorse these high standards. The ethics and sportsmanship of the players, coaches, officials, spectators and others associated with the game must be exemplary and beyond reproach. Everyone participating must conduct himself or herself in a way that is a credit to the league and community.
4. All coaches, parents, and spectators are reminded that alcohol is not permitted on Park District property. This rule is enforced by Chicago Ordinance and subject to the City's enforcement policy.

Objectives of the WPPA

1. To provide a meaningful athletic experience for children while providing them the opportunity to have a good time.
2. To teach teamwork and respect for teammates, opponents, coaches and umpires, and to emphasize good sportsmanship.
3. To teach the fundamentals and rules of softball and sharpen existing softball skills.
4. To teach the players to strive hard to win—fairly!