



# Softball

## 2013 NFHS SOFTBALL RULES CHANGES

- 1-4-1b & c** Clarified the appropriate color for gloves/mitts and balls.
- 3-6-10** Clarified what materials will be allowed in the coach's box.
- 6-1-1 Exception** Clarified when a batter becomes a base runner.
- 8-1-2 PEN 1** Clarified when a hit batter is awarded a base.

*Coaches  
and/or officials  
alone or in  
combination have  
NO authority to set  
aside any National  
Federation or  
WIAA  
rules/regulation.*

## MAJOR EDITORIAL REVISIONS

- 1-5-2a** Updated information regarding the knob of the bat.
- 3-3-3** Umpires shall record all substitutions on the lineup card and immediately announce any change(s) to the opposing team's coach.
- 3-3-6** The use of the DP/FLEX option shall be made known at the pre-game conference.
- 3-5-6** Clarified information regarding interference.
- 6-1-2c** Clarified pitcher's rule concerning pitcher's pivot foot and the level plane of the ground.
- 7-3-1** The word "inside" was added to this rule.

## POINTS OF EMPHASIS

1. DP/FLEX Education
2. Bench Personnel Conduct (Home Run Celebrations)
3. Sliding Injuries Minimization

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## 2013 CALENDAR

<b>March 11</b>	Earliest Date for Practice	<b>May 28 &amp; 30</b>	Sectionals
<b>March 19</b>	Earliest Date for First Game	<b>June 6-7-8</b>	State
<b>May 16, 21, &amp; 23</b>	Regionals		

## National Federation Allowed Adaptations

1. A double first base must be used for all games at all levels of competition (Rule 1-2-1 Note).
2. A game called for any reason where a winner cannot be determined will be treated as a suspended game. If the game is to be completed, it will be continued from the point of suspension and a suspended game will be completed unless both schools agree not to do so (Rule 4-2-3). If the score is tied and both schools agree not to complete the game, it should be counted as one-half win and one-half loss for each team (Rule 4-2-5).
3. If a game is called prior to the completion of any full inning, after the fifth inning, the game becomes a suspended game if the visiting team has scored one or more runs to tie the score or take the lead and the home team has not retaken the lead (Rule 4-2-3 Note).
4. A game will end when after five innings a team is ten or more runs behind and has completed its turn at bat (Rule 4-2-3).  
Note: The ten run rule must be used in all tournament games except for the four State Tournament championship games. By conference agreement or mutual agreement by both head coaches prior to the start of the game, a game may end after three innings if a team is 15 or more runs behind and has completed its turn at bat (Rule 4-2-3).
5. A minimum of 1 1/2 hour time limit may be placed on games. No new inning may be started once the time limit has elapsed, regardless of the number of innings played, unless tied in tournament play (Rule 4-2-3).
6. The International Tie-breaker may be used, with prior agreement/announcement, for all regular season games (mutual agreement by both teams) and regular season tournaments (host decision). Conferences may determine use of the tie-breaker and should have this stated in their by-laws. The use of the International Tie-breaker is not allowed in the WIAA tournament series. If a game is tied after seven innings, the game will continue using the International Tie-breaker. Each team starts the inning with the player who completed the last official at bat as a base runner on second base. Each team has the opportunity to bat each inning.
7. Courtesy runners may be used. Mutual agreement of coaches IS NOT necessary.
8. The number of innings for one or both games in a doubleheader may be scheduled for five (5) innings. Current game ending procedures still apply.

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## State Association Regulations

1. NFHS approved, optic yellow balls shall be used for all regular season games.
2. In the absence of a conference approved ball, teams are allowed to provide and use their own game ball in regular season play provided it meets NFHS specifications, and is optic yellow. ***The Official State Tournament Ball is the Dudley, SB 12L RF Y FP (optic yellow with red stitches).***
3. Nonvarsity teams shall be allowed to wear old varsity uniforms which are now unapproved provided participant safety is not jeopardized.
4. Both head coaches and the umpires are responsible for being in possession of a current ***non-approved*** bat list from the ASA website.
5. ***NEW*** - By 2014 all varsity softball games must be held on fields with outfield fences at 185-235' (as per NFHS Rule 1-1-3a1). In the event the home team does not have a fence at that distance they may move the game to another field with a legal fence. If they are unable to secure a field the visiting team may host if their field is legal or they may secure a legal field. If neither team has a legal field the game will be played at the home team's field.
5. Pre-game warm-up shall consist of 35 minutes.  
35 minutes prior to the start of the game the home team will take the field. The field is defined as the entire enclosed field (live ball area).  
20 minutes prior to the start of the game the visiting team will take the field.  
5 minutes prior to the start of the game the pre-game meeting will be held and the field will be prepped for play.  
Recommended for regular season. Required for WIAA tournament games.
9. On-deck batters. For the beginning of each inning, the first batter should be positioned in front of their team's dugout. Thereafter a team's players shall warm-up in the on-deck circle located behind the batter. Right handed batter: Next batter located in the on-deck circle closest to third base dugout. Left handed batter: Next batter located in the on-deck circle closest to first base dugout. Required not optional.

## Season Regulations

1. Maximum Allowed Games
    - a. The maximum number of games is 26.
    - b. Conference tournaments must be included in count of regular season maximums.
    - c. No game may be scheduled (but a game may be rescheduled if postponed) after either of the schools involved has begun WIAA tournament series competition.
    - d. The WIAA tournament series is not part of the maximum allowed games.
    - e. Except for events held in bordering states (MN, IL, MI and IA), no approval shall be provided for more than one out-of-state competition, event and/or scrimmage per team each school season.
  2. One scrimmage, over one day, with another school or schools may be conducted in addition to the maximum allowed games, meets, or contests, provided all athletes participating meet all WIAA and school eligibility requirements (exceptions: students ineligible due to academic deficiency, code of conduct violations, or those required to miss the next competitive event, due to being ejected from their last competitive event, may participate at the discretion of the school), and: (a) Five different days of practice have elapsed. (b) There is no loss of academic class time. (c) There is no score in a book, or on a scoreboard. (d) A format other than three outs per inning is used.
  3. Ejections for violations of Rule 3-3-1 a-d and Rule 1-1-6 (removal of helmet) do not require the player to miss the next contest, unless the umpire deems the act to be flagrant or unsportsmanlike.
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## Hosting Tournament/Tournament Procedures

1. The highest seeded team in all regional games (Divisions 1, 2, 3, and 4) and sectional games (Division 1) will also be designated as the HOME team.
  2. A coin flip determines the home team for sectional tournament games (Divisions 2, 3, and 4).
  3. In neutral site tournament games, the second team alpha will have the third base dugout and warm-up first. The coin flip (Divisions 2, 3, & 4) to determine home and away should be conducted by the site coordinator or umpires at least 45 minutes prior to the start of the game. In the case of a school hosting and playing in this game, they would determine which dugout is their preferred dugout and would warm-up first. A coin flip would still be necessary (Divisions 2, 3, & 4).
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## Approved Field for WIAA Tournament Series

1. The right for a higher seed to host any regional game will be determined by the outfield fence being at 185 to 235 feet (as per NFHS 1-1-3a1). If the higher seed does not have a field meeting the requirement, the lower seed will host. If neither team has a field that complies, the higher seed will host the game.
  2. May not have a baseball pitcher's mound.
  3. The Softball Field List is posted on our website under Sports, Softball, WIAA Tournament Information, Tournament Series Information, Softball Field List (Email Sheila at [sschulfer@wiaawi.org](mailto:sschulfer@wiaawi.org) with additions, deletions, or changes to this list). Deadline to make any changes to the list is 5/6/13.
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## NEW - By 2014 Outfield Fences 185' - 235'

By 2014 all varsity softball games must be held on fields with outfield fences at 185-235' (as per NFHS Rule 1-1-3a1). In the event the home team does not have a fence at that distance they may move the game to another field with a legal fence. If they are unable to secure a field the visiting team may host if their field is legal or they may secure a legal field. If neither team has a legal field the game will be played at the home team's field.

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## Seeding Meetings

Meetings may be conducted traditional (in-person), or use teleconference, email, fax, or distance learning. Coaches are urged to prepare themselves and to participate in an ethical manner.

Dates:	Divisions 2, 3, 4	May 8
	Division 1	May 15

## ASA Bat Testing & Certification Program

- \* Access the ASA website <[www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp)>
- \* Check for periodic updates.
- \* Lists of both approved and banned bats.

# State Tournament Schedule

## Thursday, June 6

### Division 1 – Quarterfinals – Session I – 9 a.m.

Game 1 – Sectional #4 vs. Sectional #8

Game 2 – Sectional #1 vs. Sectional #7 (approx. 11 a.m.)

### Division 1 – Quarterfinals – Session II – 1:30 p.m.

Game 3 – Sectional #3 vs. Sectional #5

Game 4 – Sectional #2 vs. Sectional #6 (approx. 3:30 p.m.)

### Division 2 – Semifinals – Session III – 6 p.m.

Game 5 – Sectional #2 vs. Sectional #3

Game 6 – Sectional #1 vs. Sectional #4 (approx. 8 p.m.)

## Friday, June 7

### Division 4 – Semifinals – Session IV – 9 a.m.

Game 1 – Sectional #2 vs. Sectional #3

Game 2 – Sectional #1 vs. Sectional #4 (approx. 11 a.m.)

### Division 3 – Semifinals – Session V – 1:30 p.m.

Game 1 – Sectional #2 vs. Sectional #3

Game 2 – Sectional #1 vs. Sectional #4 (approx. 3:30 p.m.)

### Division 1 – Semifinals – Session VI – 6 p.m.

Game 1 – Winner Game 1 vs. Winner Game 2

Game 2 – Winner Game 3 vs. Winner Game 4 (approx. 8 p.m.)

## Saturday, June 8

### (State Championships)

### Division 4 – Session VII – 10 a.m.

Semifinal Winner Game 1 vs. Semifinal Winner Game 2

### Division 3 – Session VIII – 12:30 p.m.

Semifinal Winner Game 1 vs. Semifinal Winner Game 2

### Division 2 – Session IX – 3 p.m.

Semifinal Winner Game 1 vs. Semifinal Winner Game 2

### Division 1 – Session X – 5:30 p.m.

Semifinal Winner Game 1 vs. Semifinal Winner Game 2

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## Advisory Committees

**Coaches** - Jared Faherty, Chippewa Falls, Mark Ross, Luther; Dale Buvid, Monroe; Glenda Smith, Tigerton; Tammy Rademacher, Waunakee; Jeff Hodgson, Belmont (Coaches Association Representative)

**Officials** - Mike Feucht, Rubicon (Representative)

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## Out-of-State Competition

Except for events held in bordering states (MN, IL, MI, and IA) no approval shall be provided for more than one out-of-state competition, event and/or scrimmage per team each school season.

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## DP/FLEX EDUCATION

### *For Coaches - Basic Rules to Remember. Keep these basic rules in mind:*

1. Decide the 10 players you want to be designated as starters: 1) list the nine players you want to have in the batting order on lines 1 through 9; 2) list the name of the remaining player (FLEX) on the tenth line.
2. Fill in the defensive positions and list the player not initially playing defense as the DP.
3. When making lineup changes:
  - a. The DP cannot play defense only and the FLEX cannot play offense only.
  - b. When the DP spot in the batting order comes up, either the DP, FLEX, or their legal substitutes must bat or run the bases. It is the only offensive spot the DP or FLEX player may hold.
  - c. The DP can replace anyone on defense any time, any number of times while the FLEX player may replace the DP any time, any number of times.
  - d. When any of the first nine players listed on the card leaves the batting order, she has left the game and when the FLEX player leaves the game on defense, she has left the game.

### *For Umpires - The following are helpful hints in properly maintaining your lineup card:*

1. A team may use the DP/FLEX option provided it is made known at the pregame conference.
2. The DP's name is indicated on the lineup as one of the nine hitters in the batting order.
3. The name of the player for whom the DP is batting (FLEX) is placed in the 10th position in the lineup.
4. The DP may be substituted for at any time by a legal substitute or the FLEX may play offense for the DP. In either case, the DP has left the game.
5. The DP may play defense at any position.
6. The FLEX may be substituted for at any time by a legal substitute or the DP may play defense for the FLEX. In either case, the FLEX has left the game.
7. Placing the FLEX into one of the first nine positions for someone other than the DP's position is considered an illegal substitution.
8. A team may go from 10 to nine players and back to 10 any number of times during the game; the game may also end with 10 or nine players.
9. The DP and FLEX may never be on offense at the same time; however, they may play defense at the same time.