

2026 Wolf River Fastpitch Softball League Rules

GENERAL RULES/GUIDELINES

1. ALL RULES WILL FOLLOW WIAA guidelines, unless specific exceptions are listed
2. Age restrictions of league teams: The Wolf River League will follow the USA Softball Age Regulations. They are based on the age of the player on August 31, 2024. Players of younger age classification may play in older age classifications, players may not play in the younger age classification.
 - a. 8U – generally 1st, 2nd, and 3rd graders
 - b. 10U – generally 4th and 5th graders
 - c. 12U – generally 6th and 7th graders
 - d. 14U – generally 8th and 9th graders
 - e. 16U – generally 10th and 11th graders
3. Shirts/Jerseys must have numbers on the back
4. No “chanting” or coordinated cheering after the first pitch. All comments should be positive and directed to your own team. This is a developmental league and we do not want to discourage young players.
5. Face masks are highly encouraged for ALL infield positions
6. Earrings, jewelry or metal hair pins may be worn within reason per coaches and umpires discretion
7. Unlimited Substitutions with no reporting necessary
8. All players bat
9. There is no limit to the number of Hit by Pitch(HBP) for a pitcher, if HBP is a concern, coaches should discuss at coaches meeting at home plate.
10. Courtesy runners for pitchers and catchers are encouraged especially if there are 2 outs. A courtesy runner is the person that made the last out.
11. Pitching Circle diameter is 8 foot radius and should be chalked for 12U and up
12. Batter’s box should be chalked for 12U and up
13. On deck batter will remain on the side of their own dugout.
 - a. Exceptions can be made in 8U and 10U, only, if both coaches agree.
14. Forfeits are discouraged. Coaches should attempt to fill the team with other players that are younger. Any exceptions for older players need to be cleared by the opposing coach.
15. Runners must slide or give themselves up on close plays with exception of a hitter going to 1st base on a batted ball. It is umpire discretion if the runner should be called out for not sliding.
16. The hosting team posts rules in each dugout.
17. Umpires are the expense of the host. The hosting team is responsible for providing qualified umpires with an adult or other trained individual calling balls and strikes. See rules by age group as to the number and placement of the umpire(s).
18. Any complaints should be directed to the town’s softball director and the Wolf River League director
19. Home team is responsible for providing the game balls.

2026 Wolf River Fastpitch Softball League Rules

8U Rules

1. Games will be a maximum of 5 innings with no new inning starting after 1 hour and 15 minutes.
2. There is a 5 run limit per inning.
3. 10 run rule after 3 innings.
4. An 11" ball will be used
5. Pitching rubber is 35' from the front of the rubber to the apex of home plate.
6. Young athlete pitching will be the first 2 innings of the game, after the 2nd inning is over it will be coach pitch from there on til the rest of the game. Coach does not have to stand on the pitching plate and can go to the edge of the circle if needed.
7. A pitch which hits the ground and then hits the batter is a dead ball. However, taking 1st base is optional and at the sole discretion of the umpire. If the decision is made to continue the at-bat, the pitch will be counted as a ball. Batter should make every attempt to avoid a wild pitch.
8. No Infield Fly rule
9. No Dropped 3rd Strike rule
10. No Walk rule
 - a. Batters are not allowed to take their base on the 4th ball
 - b. Coach of the team batting will pitch for the remaining strike count
 - c. The batter will only be allowed to take first base off of the coach pitch, baserunners can take unlimited bases once the ball is put in play.
 - d. Umpire continues to call balls and strikes, the batter will strike out on the 3rd strike
11. Runners may lead off once the ball crosses home plate
12. No stealing bases, no exceptions
13. Bunting is allowed, EXCEPT off of coach pitch
14. Slap hitting is not allowed
15. The batter cannot show bunt, pull back and hit
16. Overthrows: If there is an overthrow at first base after a batter has hit off of a pitch, the batter will remain at first base. Other base runners may advance one base.
17. Runners can only advance one base on an overthrow.
18. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
19. One coach of the fielding team is allowed in the field to help and one behind catcher to assist with overthrows
20. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
21. Metal cleats are not allowed.

2026 Wolf River Fastpitch Softball League Rules

10U Rules

1. Games will be a maximum of 5 innings with no new inning starting after 1 hour 15 minutes.
2. There is a 5 run limit per inning.
3. 15 run rule after 3 innings, 10 run rule after 4 innings.
4. An 11" ball will be used
5. Pitching rubber is 35' from the front of the rubber to the apex of home plate.
6. Pitchers will pitch a maximum of 3 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 2 innings remaining)
 - b. A pitcher can pitch one inning, sit an inning and then re-enter as the pitcher if they have not pitched the 3 inning limit
7. No Infield Fly rule
8. No Dropped 3rd Strike rule
9. Walk Rule:
 - a. One walk per team, per inning will occur. Second walk of the inning, per team the batters are not allowed to take their base on the 4th ball.
 - b. The batter cannot advance additional bases off a pitched walk.
 - c. Coach of the team batting will pitch for the remaining strike count (not unlimited pitches). For example: if a coach comes in with a 3-2 count, the coach only gets 1 pitch.
 - d. The batter will only be allowed to take first base off of the coach pitch on a batted infield ball, baserunners can take unlimited bases once the ball is put in play. On a ball hit past the softball infield distance, the batter is able to advance as many bases as they want. On one overthrow, the ball will be defined dead and each baserunner goes to their respective base.
 - e. Umpire continues to call balls and strikes, the batter will strike out on the 3rd strike
10. Stealing:
 - a. Runner can lead off after the pitch crosses home plate
 - b. Runner cannot steal off of the pitcher walk
 - c. A runner may steal 1 base per batter
 - i. Exception made if a runner is played upon after she has already stolen her base for that batter. i.e. pitcher attempts to pick off a girl at 2nd base the pitch after the runner stole 2nd base, runner can go to 3rd base or retreat back to 2nd base once the ball is thrown by the pitcher.
 - d. The runner cannot steal home unless she is played upon by the pitcher or catcher.
 - e. When stealing, the runner may not advance any additional bases, including if there is an overthrow
 - f. The runner cannot steal while coach is pitching
11. Bunting is allowed, EXCEPT off of coach pitch
12. Slap hitting is not allowed
13. The batter cannot show bunt, pull back and hit
14. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
15. One coach of the fielding team is allowed in the field to help
16. Runners can take 1 additional base on an overthrow, with umpire discretion on additional overthrows
 - a. Disregard when a runner is stealing
17. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
18. Metal cleats are not allowed.

2026 Wolf River Fastpitch Softball League Rules

12U Rules

1. Games will be a maximum of 6 innings with no new inning starting after 1 hour 20 minutes.
2. There is a 6 run limit per inning.
3. 15 run rule after 3 innings, 12 run rule after 4 innings 8 run after 5 innings
4. A 12" ball will be used
5. Pitching rubber is 40' from the front of the rubber to the apex of home plate.
6. Pitchers will pitch a maximum of 4 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 3 innings remaining)
7. Infield Fly rule is in effect
8. Dropped 3rd Strike rule is in effect.
 - a. Drop 3rd Strike is defined as the pitch is called a strike and hits the ground.
9. Stealing is allowed after the pitch leaves the pitcher's hand, without restrictions
10. Bunting is allowed
11. Slap hitting is allowed
12. The batter cannot show bunt, pull back and hit
13. At umpire discretion, if the batter is hit by a pitch, and deemed no attempt made to avoid being hit, the pitch will be called a ball, and bases will not be awarded to the batter.
14. Teams will have a maximum of 10 players on the field with four starting on the outfield grass (or an agreed upon line ahead of the first pitch)
 - a. Teams are able to play with as few as 7 players, adjustments to rules can be made as necessary.
15. Coaches of the fielding team are not allowed on the field with exception of time being taken
16. Runners can take unlimited additional bases on an overthrow
17. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders.
18. Metal cleats are not allowed.

2026 Wolf River Fastpitch Softball League Rules

14U Rules

1. Games will be a maximum of 7 innings with no new inning starting after 1 hour 20 minutes.
2. There is a 7 run limit per inning.
3. 15 run rule after 3 innings, 12 after 4 innings, 10 run rule after 5 innings.
4. A 12" ball will be used
5. Pitching rubber is 43' from the front of the rubber to the apex of home plate.
6. Pitchers will pitch a maximum of 7 innings
 - a. One pitch counts as a full inning (i.e., pitcher comes in with 2 outs and retires the first batter she faces on the first pitch, the pitcher now has 4 innings remaining)
7. Infield Fly rule is in effect
8. Dropped 3rd Strike rule is in effect
 - a. Drop 3rd Strike is defined as the pitch is called a strike and hits the ground.
9. Stealing is allowed after the pitch leaves the pitcher's hand, without restrictions
10. Bunting is allowed
11. Slap hitting is allowed
12. No restriction on a batter showing bunt, pulling back and hitting/slapping
13. At umpire discretion, if the batter is hit by a pitch, and deemed no attempt made to avoid being hit, the pitch will be called a ball, and bases will not be awarded to the batter.
14. Teams will have a maximum of 9 players on the field with three starting on the outfield grass (or an agreed upon line ahead of the first pitch)
15. Coaches of the fielding team are not allowed on the field with exception of time being taken
16. Runners can take unlimited additional bases on an overthrow
17. Umpires: The host town has the option of having one or two umpires. If only one umpire, they should be located behind the pitcher in a place so as to not interfere with any fielders. The recommendation for 14U is that two umpire crews be used whenever possible.
18. Metal cleats are allowed.