



2021 SPRING RULE BOOK

SEE ADDITIONAL COVID GUIDELINES
FROM EACH TOWN TOWN

March 17, 2021

www.mrfsoftball.com

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Midwest Recreational Fastpitch (MRF) will be governed by softball commissioners from the Roselle Medinah Softball and Baseball Organization, Streamwood Park District, Carol Stream Park District, Glendale Heights Youth Baseball & Softball, & Bloomington Baseball and Softball Association.

2019 MRF Board made of representatives from league members:

Beth Stein *Roselle* Secretary beth@mazeinc.com

Enrique Arroyo *Glendale Heights* 8U/10U Commissioner enriquearroyo104@yahoo.com

Anthony Kenny *Carol Stream* Scheduling anthonyk@csparks.org

Eric Eichholz *Bartlett* 12U/14U Commissioner EEichholz@bartlettparks.org

James Vargas *Bloomington* Rules jamesmvargas9@gmail.com

Midwest Recreational Fastpitch will have the following four (4) divisions:

- 8U
- 10U
- 12U
- 14U

The players are assigned to a division based upon their age as of January 1 of 2021. For example; a girl born on January 1, 2007 is eligible to play on a 14U team for the 2021 season.

Midwest Recreational Fastpitch League Philosophy

The communities that comprise the Midwest Recreational Fastpitch League value the importance of teaching young girls the skills, values and fun of the game of fastpitch softball. We encourage teamwork, respect, responsibility and positive attitudes from our athletes, coaches, parents and umpires. Our goal is to provide our girls with an atmosphere that encourages skill development and a positive outlook towards the game.

A: Governing Rules

1. All ASA rules will apply, except as modified by the following.
2. All rules are in effect for both regular season and post season play.
3. **No travel players or part time travel players** are allowed to participate in MRF regular season or postseason games.

B: Rosters, Playing Time, Batting Orders

1. Where a town fields more than one team at an age bracket, it should strive to ensure that there is equitable distribution of talent among the teams.
2. All batting orders will be consecutive allowing a space in the lineup for all players at the game that will bat when it is their turn.
3. Any player arriving late is added to the order following the last listed player in the batting order.
4. If a player leaves or is unable to bat due to injury during a game, the next player in the batting order will bat without an out being recorded. The manager will inform the opposing manager if this is to occur.
5. For teams that will fall under the minimum player threshold, call ups are encouraged. In divisions without regular season standings (8U and 10U), player sharing between teams at the level will be allowed during the regular season. In divisions with regular season standings, coaches will be required to seek approval of the opposing managers prior to the game time for regular season games. Call-ups and subs will not be allowed to pitch.

C: Time Limits

FOR ALL DIVISIONS:

1. Games will have no new inning after 1 hour and 45 minutes, and must complete the inning that started prior to the no new inning, and drop dead at 2 hours.
2. The umpire will have the sole determination of the final inning. If a game is 10 minutes to the no new inning time limit, the umpire may declare the start of the next inning to be the last inning.
3. If a last inning is declared by the umpire, the run limits will set as the following: 8 run max for all levels.

D: Defensive Playing Time

1. Managers are to teach every girl at the 8U, 10U levels all defensive positions. Therefore, managers and coaches play each girl different positions from inning to inning, and game to game.
2. In the spirit of the player's development, we recommend that pitchers be rotated on a game to game basis to allow for all players to have an opportunity to pitch. At the developmental levels (8/10U), all players should be allowed to pitch during the season.
3. MRF has categorized defensive position into two specific categories:
 - a. Outfield (LF, CF, RF)
 - i. **NOTE:** 8U: 4 outfield players (see O. Divisional Rules for more detail)
 - b. Infield (1B, 2B, SS, 3B, P, C)
4. A defensive inning shall consist of 3 outs by the same team or reaching the maximum run limit.
5. Any player cannot be benched for two (2) consecutive innings in a game, and no player should sit twice before a player sits once.
6. Pitching and catching will follow regulations specific to each age level. Please refer to ATTACHMENT 2 for details.
7. The maximum run limit is set at 4 runs per inning at 8/10U and 5 runs per inning in 12/14U. This applies to all innings prior to the final inning which is 8 runs.
 - a. **NOTE:** Umpire and managers should come to an agreement on what the final inning is going to be based on the time left in the game.
8. A player arriving late cannot play any more than a player who arrived on time. Refer to ATTACHMENT 1 for "Playing Time" and forward questions to your commissioners.
9. ATTACHMENT 3 is a good resource to use to make sure each player is getting a fair amount of playing time and a rotation of positions. We **strongly encourage** having coaches complete this grid before each game and give to the opposing coach. This will help keep the game running smoothly and help coaches organize their player's time on and off the field.
10. If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.

E: Field Conditions

1. Home Team Managers shall contact the opposing team manager when questionable weather and/or field conditions exist.
2. The home team organization will make decisions on field conditions and inform individuals through their websites or rainout lines. **Games will be postponed and rescheduled if the Real Feel temperature is 45 degrees or lower.** The decision to cancel the game must be made by 90 minutes before the scheduled time (e.g., 4:30 PM weekdays for 6 PM games) in order to allow for the opposing manager to contact his/her players. This will also allow time for the home team to cancel the umpire.

- Bloomingdale Website: <http://www.thebbsa.com>
- Carol Stream Rainout: <https://rainoutline.com/home/dnis/6307801517>
- RMSBO:
 - i. Medinah: <http://www.medinahparkdistrict.org>
 - ii. Roselle: <http://www.roselleparkdistrict.com>
- Glendale Heights: 630-260-6000 ext 4131
- Bartlett Website: <http://www.bartlettparks.org/>
-

F: Game Preparation & Managers' Responsibility

1. The home team manager and coaches are to lay out the bases and pitching mound before each game.
2. The home team will get the playing field for practice first. The visiting team will be given the field for warm up at least 15 minutes prior to the scheduled game time. In the event the field is late in being set up, the home team warm up time is penalized accordingly.
3. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
4. The home team will supply 2 new, yellow ASA approved game balls prior to the start of the game. The home team keeps the balls after the game. For the 8u level, the home team is responsible for providing a hitting tee.
5. No one is allowed directly behind the backstop. It is the responsibility of both managers to help the umpire enforce this rule.
6. The coach may only visit the mound once per inning per pitcher. If the coach goes to the mound a second time in the same inning for the same pitcher, the pitcher must be removed from pitching.
7. Managers are responsible for the conduct of their players, parents and fans. Cheering by players should be directed to their teammates and not the other team. No one is allowed to cheer or talk during a live pitch.
8. Each team is to police the entire field and place any trash in the receptacles provided. **PLEASE CLEAN YOUR DUGOUT AFTER YOUR GAME.**

G: Helmets and Face Masks

1. All hitters and runners must wear an approved ASA helmet at all times while on the field. The only time the helmet may be removed is in the dugout. If a player is called "out", they must leave the helmet on until they are back in the dugout. If the helmet is removed prior to time being called and the ball is still live, both teams will be given a warning. The next infraction will result in the player being called out and the player being ejected from the game.
2. Pitchers at all levels are required to wear face masks that will be provided by your town. Face masks are strongly encouraged for all infielders, but not required.

H: Line ups, Forfeits, Lightning, Suspended Games, Rain Outs, &Protests

1. Prior to the start of each game the respective managers will submit to each other the game roster that will include batting order. It is strongly recommended that the game grid be utilized to display player positions for the entire game. Players must play the required infield and

outfield positions by the end of the specific inning in the rules (3rd for 8U, 4th for 10/12U). Any changes should be given to the opposing manager.

2. Rain outs re-scheduling will be the responsibility of the impacted managers. Once a date is agreed upon, they will contact the home team's commissioner to arrange for a field and umpire for the game. Once the game is confirmed, it will be added to the schedules. Home team manager will inform Anthony Kenney know the rescheduled game date and time in order to post on Quick Scores.
3. **Umpire No Show**
 - a. 8U-10U: The game will be played with coaches acting as the umpire.
 - b. 12U-14U: Not an official game. Game can be played as a scrimmage with coaches acting as the umpire, and rescheduled for a later date.
4. A minimum of eight players is necessary to start a game. Any team with less than eight players fifteen minutes after the scheduled start time will forfeit that game.
5. Once a game begins, in all cases, the umpire's judgment regarding darkness, rain, etc., is final.
6. Cancellation or rescheduling of any league game will only be allowed under special circumstances and will require the approval of the home team league commissioner.
7. If anyone (manager, coach, spectator or umpire) sees lightning, the game will be suspended for 30 minutes with all participants seeking shelter/safety, off the field. In order for the game to continue, umpires will wait for a minimum of 30 minutes to pass before the last sighting of lightning has occurred. If the umpire sites lightning again after play has resumed, he/she will stop play permanently for that day. If a field or park uses an automatic lightning detector, play will not resume until the 'all-clear' indicator has been signaled. All normal rules apply to suspensions, ties, and legal game decisions.
8. No protests. Umpires decisions are final.
9. Defensive time outs will not exceed three per game per team. Each defensive timeout past three will result in replacing the pitcher. Whenever a timeout is called and the pitcher is removed then that will not be considered one of the allotted three timeouts. Offensive time outs are limited to one per inning per team.

Manager's Note: You are responsible for the behavior of your Team, their respective Parents, and fans before, during and after games. The use of alcohol and smoking before, during or after a game on Park District property is strictly prohibited. Violation of this rule will be cause for immediate expulsion from the MRF and its associated events. Please respect and become aware of all towns rules and policies on this matter.

If an issue arises in your game, the manager will contact their league representative who will, if deemed necessary, bring the matter to the MRF board. Managers will NOT contact an MRF board member outside of reporting scores. If there are any questions, YOU MUST CONTACT YOUR LEAGUE REP FIRST.

All managers will be required to sign a read receipt of these rules that will be kept on record with their respected league representative.

I: Pitching

1. For all divisions, one pitch in any inning will be counted as a full inning pitched regarding individual game allowances.
2. Multiple innings pitched in a game by a player does not have to be in consecutive order. A pitcher may pitch the first and last inning of a game, but cannot return in the same inning. Refer to the Specific Rules Matrix for each division for additional information.
3. In order to move the game along, warm up pitches between innings shall be limited to 5 pitches per inning. Infield warm-up will coincide with the pitcher. Also, if the catcher for the next inning reaches base she must be replaced by a pinch runner with 2 outs. The pinch runner will be the player who made the last out in the inning.

Note: The umpire will enforce the proper pitching motion. The higher the level the more strict the umpire will be. Walking toward the plate to deliver the pitch will not be allowed. Remember, our goal is to show proper technique for all levels.

Pitching Rules:

1. A crow hop is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly-established starting point and completes the delivery.
2. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
3. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
4. The pitcher must not make 2 rotations of the arm on the windmill pitch.
5. A pitcher cannot wear items distracting to the batter on the pitching hand, wrist, forearm, thighs elbows or head.
6. If a pitcher hits two batters in one inning, she must be removed from pitching. If the same pitcher hits three batters in a game, she must be removed from the pitching position for the remainder of the game.
7. All rules are subject to umpire interpretation.

Hitting Rules:

1. The batter must make an effort to get out of the way of a pitch. A batter hit by a pitch that hits the ground first is awarded first base as long as, in the umpire's judgment, the batter made an appropriate effort to get out of the way. After the pitch hits the batter, it's a dead ball.
2. A batter hit by a pitch in 8U will not be awarded first base.
3. Bunting is not allowed at the 8U level, but is allowed at the 10U, 12U and 14U levels.
4. A batter who swings at a pitch and is hit by the ball in the hands on the swing is not considered a hit by pitch. If the ball is in fair territory, it must be played as a fair ball. If the ball is in foul territory, it is considered a foul ball.
5. A batter who swings and misses at a pitch and is then hit by the ball after the swing is given a strike and not a "hit by pitch" call.

J: Player Movements

1. Players may be moved up one level to play in another division when there is a shortage of players for games. The player that was called up can never play in the field more innings than any regular team member.

2. The called up player must hit in the last position of the consecutive batting order.
3. Call ups may not be used as a pitcher.
4. Be sure the parents and the player(s) understand these rules.

K: Sportsmanship

NOTE: A coach, player, substitute, attendant or other bench personnel shall not use words or act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon the opposing player, umpire, or spectator. After an initial warning the umpire will eject anyone as appropriate in order to maintain control of the game and help insure the safety of its participants. It is the organization's intention to deal with disciplinary measures based upon the severity of each occurrence. It is therefore our policy to follow prescribed guidelines that may appear within this document or elsewhere; however, the MRF will take whatever disciplinary action is necessary for any given circumstance, including further suspensions or expulsion. **COACHES ARE NOT ALLOWED TO USE PROFANITY AT ANY TIME.**

1. Poor Sportsmanship (excessive arguing, profanity, equipment throwing, etc.) by any participant (manager, coach, player, parents) is strictly forbidden. The umpire will warn both teams after the first offense. The second and subsequent occurrences will result in a game ejection. Any incidents of poor sportsmanship, fighting, and/or violence are subject to disciplinary action of the MRF.
2. The home team manager must contact their commissioner to let them know if he/she or any parent has been ejected from a game within 24 hours.
3. An initial incident of bat throwing will result in the umpire issuing both teams a warning. The second and any further incidents will result in an automatic out and possible game ejection.
4. Any player, parent ejected from a game for any reason is automatically suspended for the next game that is played by the team.
5. Any coach or manager ejected from a game for any reason is automatically suspended from participating as a manager, coach or spectator for the next two (2) games. The ejected player, parent, manager, or coach must leave the field of play immediately. Failure to comply with this rule will result in a forfeit by the offending team and possible additional disciplinary action by the MRF.
6. Commissioners will be notified and review all incidents.
7. An ejection (same coach or same player) from a game for the second time in a season will result in that individual being suspended for a minimum of the next four games that is played by the team and he/she will be required to meet with the respective Commissioner and subject to disciplinary action by the Commissioner or MRF. Failure to meet with the Commissioners may result in expulsion from the League.
8. An ejection from a game for the third time will result in expulsion from the League for the remainder of the current season.

L: Uniforms

1. The respective approved park district or association uniform is required to be worn in order to participate in all regular and post-season games.

M: Sliding

1. Safety is the number one concern
2. As a rule of thumb the base runner should avoid contact with a player. Sliding is not mandatory, avoiding player contact is. Slide when the play is going to be close.

3. Managers/Coaches should spend time teaching sliding and encourage it on all any possible close plays.
4. The penalty of running over a fielder will be ejection.
5. Covering this rule with the umpires before every game as part of the ground rules is strongly encouraged in order to eliminate confusion.

O: Division Rules

8U

1. **Pitching:** Pitchers will be allowed to pitch one (1) inning per game.
2. **There will be NO catcher for 8U division.**
3. Coaches will pitch the entire inning for inning 1, 3, and 5 – a player must still stand near the mound while the coach is pitching so that she can field a ball once it is hit.
4. Innings 2, 4, and 6 each batter in each inning will receive 2 pitches from an opposing team pitcher and the coach will pitch 3 pitches. If the ball is not put into play after 5 pitches, the batter will hit the ball off the tee until the ball is put into play. A 15 foot arc should be drawn in front of home plate. Any ball hit off the tee that does not pass the arc is considered a foul ball and re-placed on the tee until put into play.
5. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the third inning.
6. If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.
7. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs.
 - a. **EXCEPTION:** In the 6th inning, or last called inning, in the regular season or post season will be eight (8) runs.
8. **Ball:** An 11" safety (softy) ball will be used at this level.
9. **Stealing:** No stealing. Runners must stay in contact with the base until the ball is hit.
10. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
11. **Standings:** Standings will not be maintained for the regular season.
12. **Post Season Tournament:** A bracket will be drawn at random and wins and losses will be maintained for the tournament.
13. Managers and/or coaches are allowed to be on the field with the players during the entire season. Coaches on the field should consist of a pitcher and one to stand near the batting for the team at bat, in addition to base coaches. For the defensive team, one roving infield and one roving outfield coach are allowed.
14. 10 players are allowed on the field (P, C, 1B, 2B, 3B, SS, and 4 outfield). The 4 outfield players should be fanned evenly throughout the field and stand 20 ft. from the baseline or lip of the infield.
15. An outfielder may not cover any base, and cannot force out a runner at any base. Infielders can only cover a base.
16. The play ends and runners may not advance any bases when the ball reaches the infield, inside the base line during a defensive play. Until the ball reaches the inside of the base line, the player can advance to other bases. Any ball thrown past an infielder is a dead ball and no runner may

advance. Runners that aren't more than half way to the next base will be returned to the preceding base.

17. If the Coach does pitch he/she must have one foot in contact with the pitching rubber when throwing a pitch. The coach pitcher will pitch with a windmill style rotation. The pitcher will still be a defensive position and a player should be assigned to the pitcher position every inning.
18. The player/pitcher should stand next to the coach pitcher ready to field the ball when hit. Coaches, please be sure the player/pitcher is ready prior to the delivery of the pitch. If the coach pitcher is hit by a batted ball, the play will be ruled a dead ball and the batter returns to the at bat.

10U

1. **Pitching:** Players will only be allowed to pitch two (2) innings per game. Each player must be given an opportunity to pitch during the regular season. As a coach, it's your responsibility to try and develop as many pitchers at this division.
 - a. **If a pitcher WALKS a batter, the offensive teams coach will finish out his players at bat with 3 additional pitches resulting in a ball in play or a strikeout. THE COUNT IS NOT INHERITED by the coach. A foul ball on the 3rd pitch and any subsequent pitch will result in an additional pitch until the ball is put in play or missed. The pitcher will then pitch to the next and subsequent batters.**
2. Play stops when the pitcher has control of the ball in the mound area, a 10-foot circle centered by the pitching rubber. Runners that aren't more than half way to the next base will be returned to the preceding base. The umpires judgment and decision is final.
3. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the fourth inning.
4. **If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.**
5. **Run Limit:** The maximum runs a team can score in any innings is four (4) runs.
 - a. **EXCEPTION:** In the 6th inning, or last called inning, in the regular season or post season will be eight (8) runs.
6. **Stealing:** Base runners must stay in contact with the base at all times until the ball is hit or passes home plate. Base stealing is allowed only after the ball passes home plate. Players detected leaving early will be sent back to their original base. For the entire season runners may attempt to steal 2nd or 3rd base, but may only steal one base per batter. ON AN OVERTHROW ON AN ATTEMPTED STEAL, THE RUNNER CAN NOT ADVANCE TO THE NEXT BASE. No stealing of home will be allowed at any time.
7. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
8. **Bunting:** Bunting is allowed. **SLASHING IS NOT ALLOWED. *Slashing* is defined as a batter showing bunt, then pulling the bat back and taking a swing. *Fake Bunting* is showing bunt, then pulling the bat back but NOT taking a swing at the pitch. ANY PLAYER THAT ATTEMPTS TO SLASH WILL BE EJECTED FROM THE GAME, AS WILL THE MANAGER OF THE OFFENDING TEAM.**
9. **Overthrow:** On an overthrow to a base, runners may only advance ONE base, EXCEPTION NO ADVANCEMENT ON AN ATTEMPTED STEAL.

12U

1. **Pitching:** Players will be allowed to pitch a maximum of three (3) innings per game.
2. **Defensive Playing Time:** Each player must play an infield/pitching/catcher and outfield position by the end of the fourth inning.
 - a. **EXCEPTION:** Starting pitcher/catcher if pitches/catches maximum innings must sit in the 4th inning and play the outfield in the 5th inning.
3. If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.
4. **Run Limit :** The maximum runs a team can score in any innings is five (5) runs.
 - a. **EXCEPTION:** In the 6th inning, or last called inning, in the regular season or post season will be eight (8) runs.
5. **Stealing:** Base runners are allowed to steal after the ball has crossed the plate. Stealing home and direct steal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
6. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 10 foot circle and facing the base runner (or at umpire discretion), the base runner must either advance to the next base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.
7. **Intentional Walk:** Intentional walking is not allowed. Any perceived attempt to intentionally walk a batter will result in ejection of the manager. The count will revert back to a 0-0 count.
8. **Bunting:** Bunting is allowed. **SLASHING IS NOT ALLOWED. *Slashing*** is defined as a batter showing bunt, then pulling the bat back and taking a swing. ***Fake Bunting*** is showing bunt, then pulling the bat back but NOT taking a swing at the pitch. **ANY PLAYER THAT ATTEMPTS TO SLASH WILL BE EJECTED FROM THE GAME, AS WILL THE MANAGER OF THE OFFENDING TEAM.**
9. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
10. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second (or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule, it is a judgment call.
11. **Overthrow:** Runners can advance when the ball is overthrown (including home plate). If the ball is overthrown (beyond the boundary lines) all runners will be awarded two bases and the award will be governed by the position of the runners when the ball left the fielders hand.

14U

1. **Pitching:** Players will be allowed to pitch a maximum of 4innings per game.

2. **Defensive Playing Time:** Each player must play at least, but not limited, two different defensive positions during a game - one infield and one outfield position BY THE 4TH INNING.
3. If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped and the league commissioner should be contacted by phone immediately.
4. **Run Limit:** The maximum runs a team can score in any innings is five (5) runs.
 - a. **EXCEPTION:** In the 7th inning, or last called inning, in the regular season or post season will be eight (8) runs.
5. **Stealing:** Base runners are allowed to steal on the release of the pitch. Stealing home and directsteal to second base after a walk is allowed. When a girl gets walked, she can steal 2nd only if she rounds first and continues to the next base. If she is played on, she can stop her movement. But if she is not played on, she cannot stop any movement as she is rounding first and continuing onto the next base. If this occurs, the runner is called out.
6. **Delayed Stealing:** Delayed stealing is allowed, but if the pitcher is within the 10 foot circle and facing the base runner (or at umpire discretion), the base runner must either advance to the next base or return to the original base without delay. Any runner not moving on the 'look back' will be called out by the umpire.
7. **Intentional Walk:** Intentional walking is allowed.
8. **Bunting:** Bunting and slashing is allowed. **Slashing** is defined as a batter showing bunt, then pulling the bat back and taking a swing.
9. **Drop Third Strike:** This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.
10. **Infield Fly:** The infield fly rule applies whenever there are runners on first and second(or all three bases) with less than two out and the batter hits a fly ball into fair territory which can be caught by an infielder with ordinary effort. The umpire must invoke the rule, it is a judgment call.
11. **Overthrow:** Runners can advance when the ball is overthrown (including home plate).

ATTACHMENT 1

“Equal Playing-Time” Chart for all Girls Divisions [regulation 6 or 7 inning game]

# Of Players (At Game Time)	Minimum # of Innings / Maximum # of Innings
8U/10U/12U	6 Inning Regulation Game
9	All players on the field for the entire game
10	4 players on the field for 6 innings 6 players on the field for 5 innings
11	10 players on the field for 5 innings 1 player on the field for 4 innings
12	6 players on the field for 5 innings 6 players on the field for 4 innings
13	2 players on the field for 5 innings 11 players on the field for 4 innings
14U	7 Inning Regulation Game
9	All players on the field for entire game
10	3 players on the field for the entire game 7 players on the field for 6 innings
11	8 players on the field for 6 innings 3 players on the field for 5 innings
12	3 players on the field for 6 innings 9 players on the field for 5 innings
13	10 players on the field for 5 innings 3 players on the field for 4 innings

ATTACHMENT 2
Divisional “Snap Shot” Rules Matrix

Category	8U	10U	12U	14U
Bases	55 Feet	60 Feet	60 Feet	60 Feet
Stealing	No	Yes*	Yes	Yes
• Delayed	No	Yes	Yes	Yes
• Direct	No	No	Yes	Yes
• Stealing Home	No	No	Yes	Yes
• Leadoffs	No	No	No	No
Pitching				
• Innings/Game	1	2	3	4
Defensive Innings				
• Max Infield time	3	4	4	Manager Discretion
Illegal pitch	No	Yes	Yes	Yes
• Mound Distance	30 Feet	35 Feet	40 Feet	43 Feet
Dropped Third	No	No	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Bunting	No	Yes	Yes	Yes
Mercy Rule	No	No	Yes	Yes
• Runs/Inn	N/A	N/A	15/5	15/5
Innings per Game	6	6	6	7
Regulation Game	4	4	4	5
Runs Per Inning	4	4	5	5

See individual divisional rules (Section O) for more details and/or exceptions.

ATTACHMENT 3

BATTING ORDER & POSITIONS

Batting Order

Positions played during innings

Player Name and Number	1	2	3	4	5	6	7

**PLEASE REFERENCE YOUR SCOREBOOK FOR THE PROPER WAY
TO MEASURE FOR BASES AND PITCHING RUBBER**

EVERY TOWN MUST FOLLOW THESE **FIVE** GENERAL COVID RULES.

*NOTE: the COVID guidelines are always changing.
Each manager will be advised of any major changes throughout the season.*

NOTE: the following pages have more specific guidelines by town.

1.

All players, coaches & helpers must wear masks on the field (outfield and infield) and off the field at all times, during games and practices

2.

Use of dugouts for teams on a whole, or in part, is prohibited. Only players preparing to bat or returning from base running may enter the dugout.

3.

Use of dugouts for teams on a whole, or in part, is prohibited. Only players preparing to bat or returning from base running may enter the dugout.

4.

Players not on the field should be situated behind the dugout with 6 feet of distance between each other.
Parents are prohibited from entering the player area at all times.

5.

Spectators should be encouraged to sit only with their immediate family members, maintaining 6 feet of distance between groups – down along the sideline.

Please defer to the following pages for more complete/expanded COVID guidelines.

RMSBO COVID-19 SAFETY GUIDELINES FOR COMPETITIVE PLAY DURING PHASE 4

Illinois Phase 4 Guidelines currently allow for groups of 50 people or less, comprised of players, coaches and umpires. Spectators are not included in this group. In addition to the guidelines stated below by the RMSBO, all teams are expected to follow the Phase 4 Guidelines as set forth by the State of Illinois. Teams are expected to adhere to all guidelines at all Roselle, Medinah or opposing team park districts and facilities.

GENERAL RULES

- All players, coaches, managers and helpers are required to wear face masks at all times.
- Use of dugouts for teams on a whole, or in part, is prohibited. Only players preparing to bat or returning from base running may enter the dugout. Managers should ensure that players do not congregate in the dugout.
- Players not on the field should be situated behind the dugout with 6 feet of distance between each other. Parents are prohibited from entering the player area at all times.
- All bags and gear must be placed no less than six feet apart. No gear should be touching at any time.
- Players must use their own equipment at all times. When equipment must be shared, it should be sanitized in between each use. There is to be absolutely no sharing of batting or catcher's helmets.
- Water bottles must remain in bags and should be clearly labeled with the player's names.
- No post game treats or snacks to be shared among the teams.
- Each team is required to have hand sanitizer on-hand at all times. Players should be encouraged to use it after any and all interaction both on and off the field. RMSBO will supply each team with sanitizer at equipment handout.
- If a player is feeling unwell or displaying any symptoms, or a fever, they are prohibited from attending any games as a player or spectator. Players must be fever and symptom free for 72 hours before returning. Parents are expected to check temperatures of their child(ren) prior to arrival at each game.
- Managers and coaches are required to wear masks at all times.
- Managers and coaches are prohibited from congregating in the dugout.
- Dugouts are to only be accessed for players preparing to bat or exiting the field of play.
- Opposing teams must maintain a 30-foot minimum distance on the sidelines.

- If games are played at a facility with restrooms that are open and accessible, the home team manager is responsible for cleaning and disinfecting restrooms every two hours.
- If back to back games are to be played at the same field, arriving teams must not approach the field of play until current occupying teams have fully vacated. Teams should be held to a pre-designated and marked staging area.
- No team meetings on the mound or in the infield are permitted at any time.
- Pre and postgame handshakes are strictly prohibited.

SPECTATORS

Spectators are allowed to attend RMSBO games, however they are expected to adhere to the following guidelines. Team managers are responsible for distributing these guidelines to team parents to be read, understand and pass on to any family or friends who may attend a game.

- All spectators are required to wear face masks at all times.
- No spectators are allowed in the infield area or bleachers and may not congregate behind the players on the sidelines.
- Spectators may be seated along the outfield lines or beyond the outfield fencing.
- Spectators should be encouraged to sit only with their immediate family members, maintaining 6 feet of distance between groups.
- Bleacher seating is allowed at 20% capacity. Spectators will adhere to any distance markings on the bleachers to maintain social distance.
- All spectators are expected to have masks on hand and worn when 6 feet of social distance cannot be maintained. This includes while walking to and from the venue, entering and leaving any bathroom facilities or approaching any players, managers, coaches or umpires.
- The RMSBO, Roselle Park District, Medinah Park District and game officials reserve the right to ask any and all spectators to leave the immediate premises if the above guidelines are not followed.

The RMSBO Board will be strictly adhering to all of the above rules and reserves the right to modify, add or omit any at any time. The Roselle Rockers and Renegades Travel Teams are our premier groups who proudly represent the RMSBO and serve as leaders to our in-house players. It is the expectation of the RMSBO that these teams, and their families, will respect the rules and guidelines in place and serve as model participants. Persons or teams that do not strictly abide by the rules may face Board review, including suspension of team practices and games for the remainder of 2020.

LAST UPDATED: MARCH 10, 2021

Athletic Indoor/Outdoor Usage – Phase 4

All athletes/coaches/officials must abide by the All Sports Policy set forth by the State of Illinois. The All Sport Policy can be found here: <https://dph.illinois.gov/sites/default/files/All%20Sports%20Policy%20-%20Updated%20Mar.%208%2C%202021.pdf>
If you are found not following the guidelines they will be asked to leave the facility.

Disinfecting/Cleaning

Coaches/Instructors/Organizations need to make hand sanitizer available for all participants. Minimize sharing of high-touch equipment. If equipment should be shared, coaches/instructors should sanitize equipment before and after use.

Attendance (Indoors)

Spectators will be limited to 2 adults per participant. Spectators cannot enter the facility until the previous group of spectators has cleared. No more than 50 spectators will be allowed on any court.

Attendance (Outdoors)

No spectators will be allowed to enter the hub at McCaslin or Armstrong except for concessions or bathrooms, face coverings must be worn at all times even while participating. Player benches will be extended to allow for social distancing. Bleachers will not be available for use. Spectators will be limited to 2 adults per participant. Spectators should bring their own seating and must sit along the foul lines and outside the homerun fence, and must maintain a social distancing of at least 6 feet. Spectators cannot enter the complex until the previous group of spectators has cleared.

Athlete Behaviors

Coaches/Instructors should maintain attendance log of participants. Participants should wash hands with soap and water or use hand sanitizer before participating. No handshakes at the beginning or end of the game. Upon completion of the event participants must immediately leave the facility. Participants cannot enter the facility until the previous participants have cleared. Participants need to be able to maintain a 6' of distance between other participants whenever possible. Drinking fountains are not available and each participant must bring their own water bottle.

Face Coverings

All parties who enter the facility/complex must wear a face covering over their nose and mouth even while participating in an activity. This will be strictly enforced. There will be no exceptions.

Virus Precautions

Participants must conduct a wellness check prior to coming to the activity. Current symptoms include: Fever of 100.4+ degrees or chills, cough, shortness of breath or difficulty breathing, fatigue, muscle or body aches, headache, new loss of taste or smell, sore throat, congestion, runny nose, nausea or vomiting, and diarrhea. Refer to the CDC website as the list of symptoms is updated occasionally. Participants cannot attend if they: are displaying any COVID symptoms, tested positive for COVID-19 or are awaiting test results, or have been in close contact with someone who has tested positive for COVID-19 and close contact includes a person in their household or someone they were within 6' of for 15+ minutes.

Thank you,

Carol Stream Park District Staff



Restore Illinois Phase 4 House Softball Guidelines
March 19, 2021

The safety of our staff, patrons, and participants is of the utmost importance and it's vital that we follow the state guidelines as well as recommendations put forth by health officials. *Please note as guidelines change we will make changes and communicate them with you.*

In Phase 4, currently Softball activities are Lower Risk/Level 4 and is limited to:

- Tournaments, out-of-conference/league play, out-of-state play allowed; championship games allowed
- Maintain at least 6-feet apart in dugout areas, or 6-feet apart when players are seated in bleachers behind dugout.
- All players/coaches/spectators are required to wear a mask when unable to maintain at least 6 foot social distance.
- Non-competitive activities (e.g., practices, drills, lessons) should be set up to allow for 6-ft. of distancing between participants whenever possible
- Gatherings of up to 50 spectators are allowed, only immediate household members and guardians are encouraged.

Best Practice Guidelines:

General

- Practice social distancing (at least 6 feet) whenever possible
- Stay home if you are sick or do not feel well. (See health monitoring section below)
- Avoid touching hand/nose/mouth.
- Cover coughs and sneeze with a tissue or direct into your elbow.
- Teams/groups/volunteers should be static, with no mixing of volunteers or players between groups for the duration of the season.
- Teams/groups do not add new participants once the season has started.
- Players should bring their own water bottle with names written on their bottles so they don't get mixed up.
- Players should avoid touching facility accessories (e.g., fences, etc.)
- Please clean and police the field area removing all refuse, litter, etc. that has accumulated as a result of your use.
- All individuals should refrain from shouting, singing, or chanting.

Face Masks/Covering

All participants and attendees must wear face coverings over their nose and mouth at all times when unable to maintain at least 6 foot social distance.

Social Distancing

The Bartlett Park District is committed to our participant's well-being and providing a safe environment. Social distancing practices will be implemented during programs to minimize and avoid contact.

Drop-off/Pick-up

Parents dropping-off or picking-up players should wait at designated area away from the field and arrive during designated time.

Health Monitoring

Coaches or players should stay at home if they are sick or do not feel well. If a coach or player can respond "Yes" to any of the questions below or shows symptoms they should stay home.

- Have you felt feverish?
- Do you have a cough?
- Do you have a sore throat?
- Have you been experiencing difficulty breathing or a shortness of breath?
- Do you have muscle aches?
- Have you had a new or unusual headache (e.g., not related to caffeine, diet, or hunger, not related to a history of migraines, clusters, or tension, not typical to the individual)?
- Have you noticed a new loss of taste or loss of smell?
- Have you been experiencing chills or rigors?
- Do you have any gastrointestinal concerns (e.g., abdominal pain, vomiting, diarrhea)?
- Is anyone in your household displaying any symptoms of COVID-19?
- To the best of your knowledge, have you or anyone in your household come into close contact with anyone who has tested positive for COVID-19?
- Have you tested positive for COVID-19 in the past 10 days?

If a coach/player does have symptoms, they should remain isolated at home for a minimum of 10 days after symptom onset AND until feverless and feeling well (without fever-reducing medication) for at least 24 hours.

If anyone reports having any COVID-19 related symptoms, they are encouraged to contact their health care provider; if multiple individuals report having any COVID-19 related symptoms, park district will notify local health department.

If anyone does contract COVID-19, we will contact the proper authorities and follow the appropriate protocol.

If a player or coach becomes ill at practice they will be immediately be isolated from the group.

If a player, coach or spectator contracts COVID-19, please report it immediately to Recreation Manager Eric Eichholz and we will contact the proper authorities and follow the appropriate protocol.

Waiting for COVID-19 Test Results

If you or a household member have been tested, what should you do while you wait for test results?

- Self-isolate at home except for medical care.
- Inform Eric that you/household member have been tested for COVID-19 and note the date of testing.

Generally, test results are received in 3-4 days. If you have symptoms or are identified as a close contact, please stay home and quarantine. Even if you test negative for COVID-19 or feel healthy, you should continue to stay home for the 14 days after your last exposure to the infected person since symptoms may appear 2 to 14 days after.

Supplies and Equipment

Supplies, equipment and sharing will be limited.

- Minimize sharing of high-touch equipment.
- If equipment is shared, coaches should sanitize equipment before and after use.
- Encourage frequent hand sanitizing or hand washing if equipment is shared.
- Players should use their own equipment (e.g., helmet, bat, gloves) as much as practical.
- Players should place personal belongings at least 6 feet away from others' personal belongings.

Practices/Games

- All practices must be scheduled with the park district.
- Activities (e.g. practices, drills, lessons) should be set up to allow for 6 feet of distancing between players whenever possible.
- Multiple groups of 50 or fewer participants are permitted at once as long as:
 - Venue allows for social distancing.
 - 30 feet of distancing is maintained between groups/opposing team's sidelines.
 - Areas for each group are clearly marked to discourage interaction between groups.
- Any team members not participating in gameplay should still maintain 6 feet distance apart from one another while on the sidelines/when not directly involved in the game.
- No team huddles on the field during the game.
- If a coach visits the pitcher, all other players to stay at their positions.
- **Pre-Game Meeting:** Limit the number of coaches and must properly social distance. No players allowed at the coaches meeting.
- **Softballs:** Use two softballs for each game to minimize cross team contamination.
 - Each team will use their own softball when they are on defense.
- **Umpires:** Umpires will not handle the game balls. Umpires will call balls and strikes 6 feet away from behind the pitcher. Umpires may wear PPE if they desire but are not required to do so. Umpires will verbally confirm final score with both teams.
- Once your game has ended, we ask the parents, players, and coaches to vacate the premises to avoid large groups of people gathering. Only show up to the fields if your team is scheduled to play.
- Parents, please vacate the area you were sitting at once your game/practice has finished to allow the next teams parents to come in and set up their seats.
- **Post-Game:** Each team will line up along their respective foul line, then acknowledge the opposing team with a round of applause.
- If you have a team meeting after a game, please take your team away from the dugout, field and others and distance your group. While still maintaining 6 feet distance apart from one another.

Spectators

- Gatherings of up to 50 spectators are allowed. Social distancing of at least 6 feet must be maintained at all times. The only exception is sitting next to someone in the same household.
- Bleachers can only be used when at least 6 feet between seats occupied by spectators that are not members of the same household or party.

- It is encouraged spectators bring their own seating (e.g., chairs) from home and utilize any available field space to encourage social distancing between spectators.
- Spectators will only be permitted in the outfield and deep along the foul lines.
- Spectators will not be permitted in the areas behind home plate or around the dugouts.
- If practical, limit spectators to immediate household members or guardians of players.
- If you are a spectator please do not enter the park until it is your team's time to play. This will allow the other teams to clear out and open up space for you to enter.
- Spectators from the same household should sit together.
- When on the sidelines as a spectator, a mask must be worn when social distancing cannot be maintained.

Attendance

Coaches should maintain a written attendance log of participants/coaches/spectators at practices and games, in case they need to be used for contact tracing. Coaches should retain these logs and turn them into the park district at the end of the season.

Personal Hygiene

- Everyone should wash hands with soap and water or use hand sanitizer before participating.
- Each player should bring a personal hand sanitizer to use at every practice & game.
- Athletes should be encouraged to shower and wash their workout clothing immediately upon returning home.

Restrictions

Post-activity group snacks, usage of water fountains or shared water jugs/coolers and handshakes/high fives are currently prohibited.

Have fun!

We encourage other creative shows of sportsmanship, tip of the cap or bow or social distant "air" high fives.

We are looking forward to fun & safe fall. If you have any questions or concerns please contact Eric Eichholz, Recreation Manager at 630-540-4831 or eechholz@bartlettparks.org.

Wear Your Mask

Social Distance

Wash Your Hands

Be Safe, Be Well!