### GIRLS INTERVILLAGE RECREATIONAL LEAGUE OF SOFTBALL RULES 2017

#### **GENERAL GAME INFORMATION**

- 1. Games will be played during the week and on the weekends. Game times will vary per location due to travel and lighted field availability.
- 2. For Scores, standings, rules and rainout information, please visit: <a href="http://www.quickscores.com/girls">http://www.quickscores.com/girls</a>.
- 3. The home team bats last and uses the third base dugout. Official score is kept by the home team, but coaches will confirm the score after each half inning. Game ball will be given to the Home team.
- 4. Rain outs: Coaches of the home team should check their specific weather hotline or website through their park district. \*Please note just because a game is canceled in one town, does not necessarily mean it is canceled in another. If a games is canceled because of weather, the coaches must talk with each other immediately to set up a day to make up the game. This needs to be done within 72 hours of the canceled game. All coaches must let their league representative know what date/s they have agreed upon so it can be confirmed that there is a field available. Games may be played in other towns if field availability for the home team is not available.

Bartlett – (630)540-4891 Batavia- (630)761-8325 Geneva – **(630) 232-7868** West Chicago – (630)225-7876

## **SPORTSMANSHIP**

- 1. <u>Harassment of the umpires by coaches, parents and spectators will not be tolerated.</u> Coaches may only approach the umpire for an interpretation of the rule in question. If no umpire is available, coaches will share umpire duties.
- 2. Positive chatter is fine, but harassing or negative chatter or cheers are forbidden.
- 3. No spectators are allowed to stand or sit behind the backstop.
- 4. No smoking on the field or in dugout by coaches.
- 5. No coaches or spectators are allowed to stand/sit in front of dugout fence with the exception of base coaches.

### **EQUIPMENT**

- 1. Players must wear team jersey, visors, softball pants, and gym shoes with laces tied or multi-purpose rubber cleats (no metal spikes).
- 2. Catcher must wear a mask, helmet, chest protector, and shin guards.
- 3. All batters and base runners must wear a batting helmet. Intentional removal of the helmet by the base runner shall result in a warning for the player and if it occurs again, an automatic out for that runner.
- 4. Girls who are pitching must wear a pitcher's mask. Fielders are not required to wear a mask but are strongly encouraged.

### **SOFTBALLS**

The following softballs will be used in each designated league:

- 1. 8U will use an 11" Soft Touch Ball
- 2. 10U will use an 11" Softball
- 3. 12U & 14U will use a 12" Softball

#### **FIELD DIMENSIONS**

The following field dimensions will be used in each designated league:

- 1. 8U will have a pitching mound at 30 feet and the bases will be 60 feet apart.
- 2. 10U will have a pitching mound at 35 feet and the bases will be 60 feet apart.
- 12U will have a pitching mound at 40 feet and the bases will be 60 feet apart.

## **GAME LENGTH**

1. An official game is that of 4 complete innings or 3 ½ if the home team is winning. If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it

left off. Games for 10U-14U no new inning starts after 2 hours. Games for 8U are no new inning after 90 minutes. Umpires can stop the game due to darkness or other safety concerns regardless of the game length. Early season games may not use the entire time limit due to darkness.

- a. Prior to the start of the game, umpire and coaches must elect someone to keep the official time whether it be through a stopwatch/watch/cell phone.
- 2. The following provisions will apply for each division in regards to the length of the game:
- a. All 8U games will play 6 innings.
- b. All 10U games will play 6 innings.
- c. All 12 games will play 7 innings.

## **GENERAL GAME RULES**

- 1. Every girl must play at least three (3) full innings.
- 2. No jewelry may be worn during practices or games. This is for your own protection. Medic alert bracelets are allowed as long as they are taped to the skin.
- 3. Batting order should be continuous and cannot be changed once the game begins.
- 4. Intentional walks are not allowed.
- 5. Collision Rule—In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner will be called out if she does not avoid contact with a fielder who has the ball and is making a play on the runner. To prevent this, the runner must slide or give herself up.
- 6: If a batter is hit by a pitch she will be awarded first base unless in the judgment of the umpire she did not attempt to get out of the way of the pitch. If a ball hits the ground first and then the batter she will be awarded first base. NOTE: In 8U, this will be considered a ball and no base will be awarded.
- 7. A player will receive a warning for throwing her bat.
- 8. If a batted ball hits a runner, the runner is out.
- 9. The infield fly rule will not be called.
- 10. Dropped 3<sup>rd</sup> strike will not be called.

#### **FIELDING**

- 1. The following number of players will be used in each designated league:
  - a. 8U-12U all teams must field 8 players. The 3 outfielders must remain on outfield grass (regardless of field size) until a ball is put in play.
- 2. Teams must have a minimum of 7 players in order to begin a game in 10-12U. If a team is going to be short players, they must notify their league representative 48 hours before the game. Teams may get permission to bring a player from another team to sub on their team in order to reach the minimum needed. Any player brought in as a sub must bat last in the line-up and only play in the outfield for the game.

## **SCORING**

1. The following scoring regulations will apply:

A "Four Runs Plus" scoring system is to be used at the 12U division. The visiting team may score unlimited runs in the top half of the first inning. Thereafter, a team can score no more than four (4) runs per time at bat if tied or leading the opponent, however, if behind entering the half inning, can score as many runs as necessary to take the lead by four (4) runs. In any half inning, a team may score more than "Four Plus" runs by playing to the Completion of the Play – all runs scored on the last offensive play are counted. Unlimited runs are permitted in the seventh (7<sup>th</sup>) inning and extra innings.

The 10U Division will be limited to four (4) runs per half inning: however, if the team at bat is trailing by more than four (4) runs they are allowed to score enough runs to tie the game. In any half inning, a team may score more than "Four Plus" runs by playing to the Completion of the Play – all runs scored on the last offensive play are counted. Unlimited runs are permitted in the sixth  $(6^n)$  inning and extra innings.

The 8U division is limited to four (4) runs per half inning. Unlimited runs are allowed in the sixth (6<sup>th</sup>) inning and extra innings.

2. It is the coach's' responsibility to know that no inning can start after the time limit for that division has been reached.

## **8U DIVISION SPECIFIC RULES**

- 1. On an overthrow out of bounds or the field of play, runners may not advance. This will help keep the score down.
- 2. If a foul ball is caught, the runner may not advance.
- 3. If a pitched ball hits a batter it is considered a ball. If a batter is struck twice in an at-bat, she will receive 1st base as long as she is trying to get out of the way of the pitch.
- 4. When the ball is in control in the pitcher's circle, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.
- 5. Stealing is not allowed.
- 6. Bunting is not allowed.
- 7. Lead Offs are not allowed. The runner may leave the base only after the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
- 8. During a team's at bat, they will use a 3 outs or 4 runs scored format per half inning. The entire lineup does not have to bat every half inning.
- 9. During coach pitch, there will be a maximum of 6 pitches thrown to each batter. If the batter swings and misses all 6 pitches, she will be declared out. If the batter fouls off the 6<sup>th</sup> and final pitch, she will also be declared out.

#### **8U PITCHING**

- 1. 8U girls will not begin pitching until May 30th. It will be all coach pitch until after that date.
- 2. No pitcher may pitch more than two (2) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
- 3. The batting team's coach will pitch to their team in the 1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> inning.
- 4. If a youth pitcher throws (4) four balls to a batter, the batting team's coach will finish out his players at bat with 2 additional pitches resulting in a hit or an out. There are no walks! Foul balls  $\underline{DO}$  count as pitches to help keep the game moving. If the 2nd coach pitch is fouled off it will be an out. The girl will then pitch to the next and subsequent batters. However, the girls should still start pitching in the  $2^{-\alpha}$ ,  $4^{-\alpha}$ , and 6th innings.
- 5. A player removed from pitching is allowed to return to pitching.

## **10U DIVISION SPECIFIC RULES**

- 1. No stealing or leading off allowed; runner may advance once the ball is hit. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball.
- 2. Bunting is allowed, no slap hitting. Slap hitting will result in an out.
- 3. On an overthrow out of the field of play, runners may advance one base. Out of the field of play is considered as when the ball passes either the 1<sup>st</sup> base or 3<sup>rd</sup> base foul line from the fence line extended.
- 4. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
- 5. If a batter is hit by a pitch, she will be awarded first base as long as the batter makes an attempt to get out of the way of the pitch. This includes a pitch that hits the ground first.
- 6. When the ball is in the area of the pitcher's' mound, the runners may not advance, the play is dead. Baiting of the defensive player is not allowed.

## **10U PITCHING**

- 1. Starting the first game, coaches will finish out players at bats. If a youth pitcher throws (4) four balls to a batter, the batting team's coach will finish out the player's at bat with 2 additional pitches resulting in a hit or an out. Foul balls **DO** count as pitches to help keep the game moving. If the 2nd coach pitch is fouled it will result in an out. The girl will then pitch to the next and subsequent batters. **No Walks.**
- 1. No pitcher may pitch more than three (3) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
- 2. Girls must use under style pitching and must start at the pitching motion with at least one foot on the mound.

3. A player removed from pitching is allowed to return to pitching.

### **12U DIVISION SPECIFIC RULES**

- 1. Bunting is allowed.
- 2. If a foul ball is caught, the runners may advance at their own risk, after tagging up.
- 3. Look back rule is followed.
- 4. Leading off the base is not allowed. Stealing is allowed after the ball crosses home plate. Leaving early will result in the runner being allowed to advance only 1 base on a batted ball. If the ball is not put into play the runner returns to the base that she started at. Stealing of home is allowed. A girl may steal second base after a walk if the ball is not controlled in the pitcher's circle when she reaches first base.
- 5. On an overthrow that goes out of play, 2 bases are awarded. If it is the first play by a fielder, awarding of bases shall be governed by the position of the runners at the time of the pitch. In all other cases the award will be given based of the position of the runners at the time of the throw.
- 6. When the ball is in the area of the pitcher's' mound, the runners may not advance, the play is dead. If a girl has already rounded a base when the ball becomes controlled in the pitcher's mound, she can either try to take the next base, or return to the one she just rounded. The defense can make a play on the runner once she has rounded a base.

#### **12U PITCHING**

- 1. No pitcher may pitch more than four (4) innings. A player has pitched a complete inning as soon as she throws one (1) pitch during an inning. If more than one pitcher is used in a single inning, each pitcher will be considered to have pitched that complete inning.
- 2. A pitcher must be removed after 3 hit batters in an inning. She may return in a later inning.
- 3. Girls must use windmill style pitching and must start with both feet on the mound. Pitchers are-allowed to step backwards off the mound.
- 4. A player removed from pitching is allowed to return to pitching.

## **ADDITIONAL INFO**

When teams are short players they may utilize call-ups from the division below. When calling up players from lower division, teams must secure an older girl from the lower division and they are not allowed to pitch. Call overs may be used if each town has enough teams to pick players from and the teams are not playing on the same day. If any community has travel players who are participating in the recreation league, they **will not be allowed to pitch in the GIRLS league**. If there are any questions regarding that rule, please talk with your community representative.

To find schedules, rules, coach's info, field locations and league representative information please visit, <a href="http://www.quickscores.com/girls">http://www.quickscores.com/girls</a>

It is the best practice to communicate with the other coach prior to 24-48 hours prior to each game. This is to ensure nothing is changed with field location or field condition.

In the event you need to schedule a game due to a rainout or lack of players please communicate with opposing coach first. Then propose a date to the home team supervisor to ensure a new date/time can be worked. No coaches should be canceling or changing any game without communicating with their league representative.

# 2017 League Representative info

Keith Schmerer, Geneva Park District kschmerer@genevaparks.com (630-262-2212) Ryan McCalley, Batavia Park District ryanm@bataviaparks.org (630-406-5282) Joe Urban, West Chicago Park District jurban@we-goparks.org (630-231-9474) Eric Eichholz, Bartlett Park District Eeichholz@bartlettparks.org (630-540-4831)