

2024
**SOUTHWEST SUBURBAN JV & VARSITY
 SOFTBALL LEAGUE
 RULES & REGULATIONS**

A.S.A. SOFTBALL RULES APPLY EXCEPT AS AMENDED HEREIN

THE SOUTHWEST SUBURBAN LEAGUE WILL BE 14-18 AGES. THE AGE IS BASED ON HER AGE ON AUGUST 1ST OF THE CURRENT YEAR.

RULE 1.00 THE GAME

- 1.01 REGULATION GAME:** Consists of seven (7) innings. See Rule 4.00 for stopped games.
- 1.02 GRACE PERIOD:** A five-minute grace period will be allowed from the scheduled starting time of the first game only, to have the legal number of players present to start the game.
- 1.03 TEMPORARY PLAYERS:** To avoid forfeiting, a player may be called up from a younger league. Under no circumstances may a player participate in a game for another team in the same league.
- 1.04 TIME LIMIT:** The leagues will have a 1hour and 10-minute time limit. The game starts when the first pitch is made. **An additional inning will be played if the last out of the last inning played occurs prior to reaching the time limit and the 7th inning has not been completed or the last inning played was the 7th and the score is tied.** The home team is responsible for keeping the official time & score. Extra innings will be played as long as time remains in the time limit if after 7 innings the score is tied. Games will end in a tie if the time limit is reached. Once an inning starts, it will be completed even if the time limit is reached while that inning is in progress.
- 1.05** The league rule on a delay due to lightning is 30 minutes from last sight.
- 1.06 MERCY RULE:** A game will end and be considered official if the losing team is:
- twenty (20) or more runs behind after three (3) innings.
 - fifteen (15) or more runs behind after four (4) innings.
 - ten (10) or more runs behind after five (5) or more innings.

RULE 2.00 THE PLAYING FIELD AND EQUIPMENT

- 2.01 PERSONNEL:** Only the head coach, three (3) assistant coaches, rostered players, a bat boy/girl and league administrators are permitted in the dugout or on the team bench.
- 2.02 UNIFORMS:** Participants must wear shirts provided by their Recreation Department. Jewelry may not be worn. Earrings must be removed.
- 2.03 PROTECTIVE EQUIPMENT:** Catchers **MUST** wear a helmet, mask and chest protector. A throat guard is recommended but not required. All base runners, and on deck batters **MUST** wear batting helmets. Teams will share equipment, when necessary. Any player that is injured and bleeding must leave the game for medical attention and may return once the problem is satisfactorily corrected. Players may not wear metal cleats.

- 2.04 GAME BALL:** Game ball is a 44 or 47COR/ 375 compression blue or red stitch 11” optic yellow softball **or equivalent**. The home team will provide game balls. One (1) new ball and one (1) used ball in good condition are acceptable.
- 2.05 BATS:** A legal bat must be marked with the **ASA** Certified 2004 (or later) stamp.
- 2.06 PLAYING FIELD:** The pitching distance is measured from the front of the pitchers rubber to the back of home plate. Pitchers **MUST** pitch off the rubber. **The pitching distances will be 40’**. The league will play with a distance of 65’ between bases.
- 2.07 OPTIONAL DOUBLE 1ST BASE (ASA Rule 8, Section2, M)**
For safety reasons, a double 1st base will be used, when available.
- A batted ball hitting or bounding over the white portion is declared fair, while a battedball hitting or bounding over the colored portion is foul. Whenever a play is being made by an infielder on the batter-runner, the defense must use the white portion, the batter-runner uses the colored portion.
 - If the batter-runner touches only the white when there is a play being made at 1st, he/she shall be called out, no appeal is necessary. Teams will be given a warning prior to an out being called.
 - On a force attempt from the foul side of first, or an errant throw pulling the defense off the base into foul ground, both the defense and the batter-runner can use either the white or colored portion.
 - On extra base hits or balls hit to the outfield, the batter-runner may touch either portion of the base. Should the runner return, it must be to the white portion.
 - The white portion must be used for tagging up.
 - If there is a force play on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, interference is ruled, ball is dead, batter is out, and all others returned to the last base occupied at the time of the pitch.

RULE 3.00 SPECIAL PLAYING RULES

- 3.01 BATTING:** All participants will bat in a *continuous batting order* throughout the game. Late arrivals will be added to bottom of batting order. A maximum of 15 batters may bat in an inning. **If a team has more than 15 players in the line-up, they may bat a maximum of their entire line-up and their opponent may match the maximum number of batters**. If a player leaves the game for any reason or is unable to further participate, her position in the batting order is skipped. NO out will be recorded.

EXCEPTION: If the player left the game because she was ejected by a coach or the umpire, an out will be recorded each time her time at bat comes up.

NOTE: **ONCE LAST BATTER IS ANNOUNCED, THE PLAY WILL BE TREATED AS IF THERE ARE 2 OUTS. THE INNING IS OVER ONCE PLAY IS COMPLETED AND TIME IS CALLED BY THE UMPIRE.**

- 3.02 FREE SUBSTITUTION:** Any player may re-enter a game defensively in any inning. Each player arriving on time must play a minimum of three (3) innings in the field by the 6th inning. If the 6th is not played because of time limit, run rule, or weather conditions, the visiting team is NOT in violation of this rule if each participant does not play the mandatory 3 innings on defense. In addition to these minimum inning rules, a player may not sit the bench in two (2) consecutive innings.

- 3.03 EXTRA FOUL BALL:** Batters will be called out on strikes on the second foul after the second strike.
- 3.04 PLAYERS & POSITIONING:** Ten players will be fielded defensively (4 outfielders). Infielders must play in normal defensive positions. The outfielders must play on the outfield grass, and may not move toward the infield until the ball is hit. The 4th outfielder may be positioned as a short fielder, or as a 4th deep outfielder, at the discretion of the head coach.
- A MINIMUM OF 8 PLAYERS ARE REQUIRED TO START AND FINISH A GAME**
- 3.05 INFIELD FLY:** The infield fly rule *IS IN EFFECT*.
- 3.06 BAT THROWING:** Thrown bats are a danger to other players. Umpires will give **a team warning** after which batters will be called out by the umpire for inadvertent bat throwing.
NOTE: INTENTIONAL UNSPORTSMANLIKE THROWING OF EQUIPMENT may result in the player being disqualified from further participation in that game.
- 3.07 COURTESY RUNNER:** Courtesy runners *are permitted in event of injury* to a player or to run for the catcher if there are 2 outs. The Courtesy Runner *must be* the player that made the last batted out, unless the last batted out is the catcher. In this case, the batted out prior to the last batted out may courtesy run. This rule is not intended to afford an opportunity to replace a slow base runner.
- 3.08 SLIDING** is allowed, but not mandatory. Sliding must be feet first, but the runner may return headfirst. Base runners shall be called out for headfirst sliding.
- 3.09 INTENTIONAL WALKS:** Are permitted by merely telling the umpire the player is being walked. No pitches are required. If pitches are thrown, it will not be considered an intentional walk unless, in the umpire's opinion, the pitches were intentionally thrown nowhere near the strike zone. Anytime the same batter is intentionally walked in a game after the 1st time, the batter will be awarded 2nd base. Batters will also be awarded 2nd base on the 2nd intentional walk in an inning and all subsequent intentional walks in that same inning. All runners on base will advance only as far as they are forced to go.
- 3.10 PITCHED BALLS:** Must have at least a high enough arc to clear the batter's head. Maximum height of pitch is 10 feet.

RULE 4.00 GAMES IN PROGRESS STOPPED OR DELAYED

- 4.01** The Home Team or Home Team Department Staff is the Official Scorekeeper. The official scorekeeper should immediately document the exact time of the delay, and the status of the inning in progress for any game stopped or delayed due to weather conditions or for any other reason such as a lengthy delay due to injury or any other reason deemed necessary by the umpire in charge or the field supervisor. The minimum number of innings played to be a complete game is 5 innings or 4 ½ innings if the home team has the lead. If the minimum innings are not played for any reason, the game will be rescheduled to a future date. Incomplete games will not be continued from the point they are stopped. If no reschedule date can be selected to fit within the league's schedule and the results of that game will not significantly effect the final standings, that game may not be rescheduled.

RULE 5.00 POST SEASON TOURNAMENT

- 5.01** All teams will be invited to participate in a post season single elimination tournament. Participation in the postseason tournament is at the discretion of each city's respective league administrator.
- 5.02** There shall be at least 1 umpire assigned to every tournament game. An optional 2nd umpire may be either a staff person or a certified umpire, at the discretion of the host city.
- 5.03** For Tournament Championship games only, the time limit shall be waived but the Mercy Rule is in effect for all tournament games, including the championship game.
- 5.04** Post season awards are given at the discretion of each city's respective league administrator.

RULE 6.00 CONDUCT

- 6.01** Coaches/players/spectators should cheer for their team in a sportsmanlike manner. Comments directed at opposing team members or game officials ARE NOT permitted. **PENALTY:** *A warning or possible disqualification from the game for unsportsmanlike conduct.*
- 6.02** Any coach, player, or spectator disqualified from a game for unsportsmanlike conduct is automatically *suspended* from participating in or attending the next game played by their team. Serious or repeated offenses may warrant additional penalties, as deemed appropriate by the Recreation Department.
- 6.03** The Recreation Department reserves the right to review any disciplinary action imposed by coaches.
- 6.04** Smoking is not permitted in the bench area or on the field of play during games.