

2024  
SOUTHWEST SUBURBAN  
JUNIOR GIRLS SOFTBALL  
RULES AND REGULATIONS

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

RULE 1.00 THE GAME

- 1.01 REGULATION GAME:** Shall consist of six (6) innings. A game called by the umpire shall be considered complete if the time limit has been reached or four (4) or more innings have been completed or if the home team has scored more runs in 3 innings than the visitor has scored in 4 innings. A minimum of four (4) innings will be played except if stopped after 3 innings by the mercy rule. If in the 3<sup>rd</sup> inning the time limit is reached, the 4<sup>th</sup> inning shall be the final inning unless stopped by the mercy rule.
- 1.02 GAMES IN PROGRESS STOPPED OR DELAYED**  
The Home Team or the Home Team Department Staff is the Official Scorer. 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 4 innings or 3 ½ innings if the home team has the lead. If the minimum innings are not played for any reason (unless the time limit has been reached), 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.
- 1.03 GRACE PERIOD:** A five minute grace period will be allowed from the scheduled starting time for teams to have the minimum number of players required to start a game.
- 1.04 TIME LIMIT:** The league will have a 1 hour 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 6<sup>th</sup> inning has not been completed or the last inning played was the 6<sup>th</sup> 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 6 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 BETWEEN INNING WARMUPS:** New Pitchers are permitted five (5) warmup pitches between innings. Returning pitchers are permitted three (3) warmup pitches between innings. Fielders are only permitted to warmup at the start of the game (no infield/outfield ball may be taken on the field between innings after the first inning).
- 1.07 TIE GAMES:** Extra innings may be played ONLY if the time limit has not been reached, and during tournament play since the winner advances in the tournament bracket.
- 1.08 MERCY RULE:** If the losing team is behind by fifteen (15) or more runs after 3 innings or ten (10) or more runs after four or more innings, the game will be stopped by the mercy rule.

## RULE 2.00 THE PLAYING FIELD AND EQUIPMENT

**2.01 PERSONNEL:** Only the Head Coach, three (3) assistants, and a bat boy/girl in the bench area.

NOTE: A coach should be stationed behind their catcher by the backstop to help retrieve pitched balls that get by the catcher. That coach shall not be talking to the players or causing any distraction.

**2.02 UNIFORMS:** Participants must wear the shirts provided by the recreation Department. Caps or visors Optional. Shirts may not be cut, torn, or altered in any manner. **JEWELRY MAY NOT BE WORN. EARINGS MUST BE REMOVED.**

**2.03 PROTECTIVE EQUIPMENT:** Catchers must wear a helmet, mask and chest protector. Throat guards are recommended but not required. All base runners, batters, and on deck batters **MUST** wear helmets. Teams must share equipment when necessary. A player that is injured and bleeding must leave the game for medical attention. The player may return to the game once the medical problem is resolved. Players may not wear metal cleats.

**2.04 GAME BALL:** The official game ball is an 11" softball 44 or 47 core .375 compression red stitch softball provided by the Recreation Department.

**2.05 PLAYING FIELD:** The pitching distance shall be 40 feet, measured from the front of the pitchers rubber to the back of home plate. The Recreation Department reserves the right to adjust the pitching distance if deemed necessary. The distance between bases shall be 65 feet.

**2.06 BATS:** A legal bat must be marked with the **ASA** Certified 2004 (or later) stamp.

**2.07 OPTIONAL DOUBLE 1<sup>ST</sup> BASE (ASA Rule 8, Section 2, M)**

For safety reasons, the double 1<sup>st</sup> base will be used, when available.

- A batted ball hitting or bounding over the white portion is declared fair, while a batted ball 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 1<sup>st</sup>, 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 he/she 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**. Late arrivals will be added to the bottom of the batting order. **Teams may bat around once in an inning.** If the teams have an unequal number of players in the lineup, the higher will be the maximum number of at bats allowed in an inning for both teams, **up to a maximum of 15 players. In the next inning, the batting order begins after the final batter from the inning prior and continues for no more than 15 batters.** If a player leaves the game for any reason or is unable to continue playing, her position in the batting order is skipped and **NO OUT WILL BE RECORDED**, unless the player has been ejected from the game by an umpire or the coaches. Once lineups are recorded on the scoresheet, adjustments will be allowed only for injuries.

***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:** Players may enter or re-enter the game defensively in any inning. Each player arriving on time **MUST** play a minimum of three (3) innings defensively by the 6<sup>th</sup> inning. If the bottom of the 6<sup>th</sup> is not played for any reason, the visiting team is not in violation of the rule if a girl fails to play her 3<sup>rd</sup> inning in the field. In addition to these minimum inning rules, a player may not sit the bench in two (2) consecutive innings (exceptions: injury or ejection).

**3.03 EXTRA FOUL BALL:** A strikeout will be recorded if a batter hits a 2<sup>nd</sup> foul ball after the 2<sup>nd</sup> strike.

**3.04 PLAYERS & POSITIONING:** Ten (10) players may be fielded defensively (4 outfielders). Infielders must play normal defensive positions. Outfielders must play on the outfield grass and not move toward the infield until the ball is hit. The base umpire may establish a minimum outfield position point. **A MINIMUM OF EIGHT (8) PLAYERS ARE REQUIRED TO START & FINISH A GAME.**

**3.05 INFIELD FLY RULE:** The infield fly rule is **not in effect.**

**3.06 BAT THROWING:** Umpires will give a **team warning** for an inadvertent thrown bat after which batters may be called out by the umpire.

**NOTE: INTENTIONAL THROWING OF EQUIPMENT MAY RESULT IN EJECTION**

**3.07 COURTESY RUNNER:** Courtesy runners are permitted in the event of an injury to a player, or to run for the catcher if there are two 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 offer an opportunity to replace a slow base runner just to gain an unfair advantage.

**3.08 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 1<sup>st</sup> time, the batter will be awarded 2<sup>nd</sup> base. Batters will also be awarded 2<sup>nd</sup> base on the 2<sup>nd</sup> 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.

- 3.09 PITCHED BALLS:** Must at least have a high enough arc to clear the batter's head. Maximum height is 10 feet.

#### **RULE 4.00 CONDUCT**

- 4.01** Coaches, players, parents, and spectators should cheer for their team in a sportsmanlike manner. Comments or chants directed at opposing team members or game officials **ARE NOT PERMITTED**. **PENALTY:** A warning or possible disqualification from the game for unsportsmanlike conduct.
- 4.02** Any coach, player, parent, or spectator ejected from a game for unsportsmanlike conduct must leave the area of the playing field for the remainder of the game and is automatically suspended from participating in or attending the next game played by their team.
- 4.03** The Recreation Department has developed a broad disciplinary policy. Coaches have the option of adding to this policy, however, team disciplinary policies **MUST** be fair and consistent. The Recreation Department reserves the right to review and reverse any disciplinary action deemed unacceptable.
- 4.04** Smoking or use of tobacco products is not permitted in the bench area or on the field of play during games or practices.

#### **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 2<sup>nd</sup> 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.