

2009 Interleague Softball Rules
Evanston / Lincolnwood / Morton Grove / Skokie
Revised 4-24-2009

The official 2009 ASA Softball rules apply, except as provided herein. All managers and umpires are to have a set of rules with them at games.

DIVISION STRUCTURE

Grade in school as the current school year (2008 – 2009) constitutes the participants division:

Grades K – 2	Lincolnwood, Morton Grove and Skokie
Grades 3, 4	Lincolnwood, Morton Grove and Skokie
Grades 5, 6	Lincolnwood, Morton Grove, Skokie and Evanston
Grades 7, 8	Lincolnwood, Morton Grove, Skokie and Evanston

1. OBJECTIVES OF THE GAME

- 1.1. Each player shall be in full and clean uniform, including cap or visor and authorized shoes. NO metal spikes allowed.
- 1.2. Full catchers gear equipment is required.
- 1.3. All managers and coaches shall be in full uniform (official shirt). Not applicable when a substitute manager or coach are used in the absence of regular managers and coaches.
- 1.4. Intentional removal of helmet during play will cause the player to be declared out.
- 1.5. Players in the two younger divisions are NOT permitted to coach the bases. In the event a player in the two older divisions is coaching a base she must wear a helmet while on the field.
- 1.6. No jewelry is to be worn by players on the field. Managers and coaches will not be responsible for jewelry and other personal belongings.
- 1.7. Players should arrive at the playing field 30 minutes (1/2 hour) prior to the scheduled playing time or inform her manager of her intended absence or delay.
- 1.8. Only an adult (18 years or older) is permitted to manage at team.
- 1.9. Players may be registered to play for only one inter-league team.
- 1.10. Umpires for K-2 must be 14 years or older; 3/4 and 5/6 leagues must be 16 years or older; umpires for the 7/8 league must be 18 years or older.

2. GAME PRELIMINARIES

- 2.1. Fitness of playing fields shall be determined by the Park District and/or the League before the game and by the umpire once the game has started. If lightning is seen the game is suspended immediately and will be picked up at from that point at a later date.
- 2.2. All makeup games should be played within **10 DAYS** , weather and field availability permitting.
- 2.3. All scheduled games must be completed, regardless of the effect on their outcome on the standings.

- 2.4. The home team is responsible for scheduling makeup games.
- 2.5. Ground rules are to be determined by the umpire and discussed with the managers prior to the beginning of each game.
- 2.6. In the event an umpire is not present, the managers will designate an umpire that is agreeable to both teams.
- 2.7. The first pitch of any inning constitutes the start of that inning.
- 2.8. If any team is unable to field a team of 8 players within 15 minutes after the designated starting time that team shall forfeit the game.

3. LINEUP / SUBSTITUTION RULES

- 3.1. Round Robin batting order: all players in the lineup shall bat, regardless of their fielding assignments or lack thereof.
- 3.2. Defensive substitutions are NOT allowed in the middle of innings, unless necessitated by injury.
- 3.3. If a player arrives AFTER the first pitch of the first inning, but before the first pitch of the fourth inning she shall be inserted at the BOTTOM of the batting order. A violation of this rule will constitute a "batting out of order" ruling and an automatic out for that inning.
- 3.4. Players arriving after the first pitch of the fourth inning cannot play.
- 3.5. Coaches must ensure that every player sits out one inning before any player may sit out a second time, or meet another standard of playing fairness as determined by their local softball Board. The starting pitcher does not have to sit out as long as she continues to pitch in the game. Once she is done pitching she MUST take her turn to sit out.
- 3.6. Under extraordinary circumstances, which involve discipline or control of a player, Rule 3.5 may be waived. In the event such a situation occurs which causes a player to lose her turn at bat in the regular order, such player must then be removed from the game. When an exception occurs, the opposing manager and umpire must be informed.

4. CALL UP RULES

- 4.1. If a team cannot field 9 or 10 players (9 players for 7/8), for a scheduled game they may call up a player (s) from the next youngest division, using a list of substitutes provided by the league.
- 4.2. Any player acting as a substitute must play the game in accordance with the rule 3.5.
- 4.3. Any given team is limited to a maximum of 3 call-up players for any game.
- 4.4. In no case may a substitute player be used as a pitcher.
- 4.5. In no case may a substitute player be used as a catcher.
- 4.6. Call-up players must be placed at the bottom of the batting order.
- 4.7. If no players are available to be used as substitutes the game must be rescheduled. To avoid forfeit a game must be canceled at least 24-hours before the scheduled time.

5. COMPLETION OF GAMES / RAINOUTS / DARKNESS

- 5.1. 10-run rule (for grades 5/6, 7/8 only): If a team is leading by 10 or more runs and the opposing team has been allowed 5 innings of offensive play in 5/6 grade (6 innings in 7/8 grade), the game will be halted at that time with the leading team being declared the winner. If, after the visitor's half of the 5th inning, the visiting team holds a 10-run lead the home team will be permitted to bat in its half of the inning. If they fail to reduce the visiting team's lead to less than 10 runs, then the game will be halted and the leading team will be declared the winner.
- 5.2. If, in the judgment of an umpire, an inning may not be able to be completed as a result of darkness or inclement weather, that inning will not be initiated. There is not a 7:40 p.m. rule. **Umpire will notify both managers prior to beginning an inning when it is to be the last inning.**
- 5.3. If, after the initiation of an inning, the umpire judges it is too dark, or the weather is too inclement to continue, play will be halted even if the inning has not been completed.
- 5.4. In the event play IS terminated in mid-inning, the following rules will apply:
 - 5.4.1. Score will revert to the last complete inning
 - 5.4.2. 4 innings (5 for 7/8 grade) constitutes a complete game (3 ½ innings (4 ½ innings for 7/8) is a complete game if the home team is ahead
 - 5.4.3. If a game is not considered complete it will be suspended at the point play is halted. The game must be rescheduled and resumed at the point it was suspended.
 - 5.4.4. If a game is tied but considered complete when play is halted it will called a complete game.
- 5.5. In no event shall an inning commence after dark.

6. PLAYOFFS

- 6.1. All playoff games, including the championship, shall be completed in their entirety.
- 6.2. If a team is only able to field 8 players for a playoff game, the 9th batting position will be an automatic out. **THIS IS ONLY FOR PLAYOFF GAMES.**
- 6.3. Playoff games will start a new pitching week. All the rest of the rules apply as defined for each age group.

7. PROTESTS

There will be no protests allowed. All umpire decisions are final.

8. CONDUCT

- 8.1. Managers, coaches and parents are strongly urged to remember that the game is for the kids.
- 8.2. Verbal or non-verbal harassment of players by opposing players, managers, coaches or spectators is strictly prohibited. Continued violation of this rule may result in the ejection of the offending parties and/or forfeiture of the game.

- 8.3. Verbal or non-verbal harassment of umpires by players, managers, coaches or spectators shall result in the ejection of the offending parties and/or forfeiture of the game.
- 8.4. No one, including spectators, shall be permitted to stand behind the backstop screen. The enforcement of this rule is the responsibility of the managers as well as the umpire.
- 8.5. No coaching by spectators is permitted.

9. RULES APPLYING TO ALL DIVISIONS

- 9.1. The batter may not throw the bat. The first occurrence will result in a warning by the umpire; the second, an automatic out; the third, an out and ejection from the game. For the second and third occurrence, the play is dead, and runners may not advance. This does not pertain to K – 2 leagues where the umpire will discuss with the player.
- 9.2. Base runners must make every effort to avoid collision with a defensive player. If, in the umpire's judgment, such effort was not made, the base runner will be called out. If, in the umpire's judgment, the collision was intentional, the base runner will be called out and ejected from the game.
- 9.3. Fielders not fielding a ball must make every effort to avoid collision with a base runner. In, the umpire's judgment, such effort was not made, the base runner will be declared safe. If in the umpire's judgment, such collision was intentional, the fielder may be ejected from the game.
- 9.4. Courtesy runners are allowed for injured players. In such cases, the courtesy runner will be the player who made the last batted out prior to the request for a courtesy runner. In addition, if there are 2 outs and the catcher is on base, a courtesy runner may be used (the last out).
- 9.5. Players in full catcher's gear, managers or coaches may warm up their pitchers between innings.
- 9.6. Appeals must be made verbally and before the next pitch, or any play or attempted play. An appeal is not to be interpreted as a play or attempted play.
- 9.7. The pitching week shall be from Monday through Sunday.
- 9.8. One pitch shall constitute an inning pitched.
- 9.9. Any violation of pitching-rest rules or the number of innings pitched in any game or week shall result in forfeiture to the opposing team.
- 9.10. Managers or coaches cannot cross the baseline onto the field twice in the same defensive inning, or three times to the initial pitcher during the game, without removing the pitcher from the mound.
 - 9.10.1. Calling the pitcher to the sidelines constitutes a trip to the mound.
 - 9.10.2. Calling a player to the sideline who then directly confers with the pitcher constitutes a trip to the mound.
- 9.11. **Pitchers MUST begin their motion with BOTH feet on the pitching rubber. Stepping back with the non-pivot foot is NOT ALLOWED.** Pitchers that cannot throw from the mound will NOT be allowed to move forward. **No exceptions.** The pitcher is allowed to take one step toward the plate until the ball is released. **The other foot needs to remain in contact with the ground either on the mound or by dragging.**

- 9.12. For playoff games, the slaughter rule does not apply. All games will be played until completion, based on the number of required innings for the particular division.

10.GRADES K - 2

- 10.1. There shall be 50 feet between the bases.
- 10.2. The distance from the pitching rubber to home plate shall be 35 feet.
- 10.3. An 11" IncrediBall will be used.
- 10.4. The game will be 6 innings or an 1½ hours (90 minutes).
- 10.5. Umpires will be assigned at every game.
- 10.6. A maximum of two on-field coaches may be used. Their function is to advise, coach or instruct the fielding team upon completion of a specific play.
- 10.7. Three outs, bat order, or 5-run limit which ever comes first. When one team has fewer players present the larger number will be the most either team may bat in one inning.
- 10.8. Live coach pitching beginning with first game. IF after 5 pitches the player does not hit they go directly to the tee and batter is allowed three more swings. ***Starting **June 1** the batter will get 5 pitches and if they do not hit they are out. No tee will be brought in.
- 10.9. When the batter has a count of three strikes from coach pitches they are moved to the tee. If they swing and miss three more times they are out. There are no walks.
- 10.10. Only one player per position.
- 10.11. No extra base allowed on an overthrow.
- 10.12. Ground rule double.

11.GRADES 3, 4

- 11.1. There shall be 60 feet between the bases.
- 11.2. The distance from the rubber to the plate shall be 35 feet.
- 11.3. An 11" ball shall be used. The ball shall be yellow with a COR of .44 and a maximum compression of 375.
- 11.4. Teams will use 10 players in the field including short center. The short center fielder may play in the outfield OR behind second base. The short center can not play on or in front of the base. Outfielders must play in the outfield, which is defined as **at least** 20 feet past the baseline. At the time the ball crosses the plate any player/position may make a play.
- 11.5. No stealing is allowed.
- 11.6. Lead-offs are allowed only AFTER the pitch has crossed home plate. Runners leaving early may be declared out. The catcher is permitted to play on a runner leading off but runners may not advance.
- 11.7. Bunting is allowed.
- 11.8. No dropped third strike.
- 11.9. No infield fly rule.

- 11.10. The ball will be adjudged dead when a fielder has possession of the ball and is within a 5-foot radius of the pitching rubber, or when the ball is adjudged dead by an umpire after the initial play, unless the player holding the ball within the radius throws to a base player (makes a play). At any point, the runner is entitled to the base they were going to.
- 11.11. **Pitchers MUST begin their motion with BOTH feet on the pitching rubber. Stepping back with the non-pivot foot is NOT ALLOWED.** Pitchers that cannot throw from the mound will NOT be allowed to move forward. **No exceptions.** The pitcher is allowed to take one step toward the plate until the ball is released. **The other foot needs to remain in contact with the ground either on the mound or by dragging.**
- 11.12. A pitcher may pitch a maximum of three innings per game. A pitcher may be removed and re-enter the game multiple times, but is not permitted to re-enter in the same inning in which she was removed. All partial innings pitched count as a full inning.
- 11.13. No pitcher may pitch more than 12 innings in one pitching week.
- 11.14. No walks will be permitted. If ball four is called the batter will not be awarded first base. The count will remain at 3-0, 3-1, or 3-2. The batter's coach will pitch until the ball is put into play or the batter strikes out. This rule is designed to prevent the tedium of the game that occurs when pitchers walk many consecutive batters.
- 11.15. Batters hit by a pitched ball (from a player, not a coach) will be awarded first base under the following guidelines:
 - 11.15.1. The batter/ball contact must be as a result of a direct hit or after one bounce. More than one bounce and the batter will not be awarded the base
 - 11.15.2. The batter must show that they made a legitimate effort to get out of the way of the pitched ball. If the umpire determines they have, the player will be awarded the base.
 - 11.15.3. If a batter is hit by a rolling ball she will not be awarded a base.
- 11.16. Teams will bat the entire roster of players. The side will be retired when 5 runs have been scored, or three outs have been made, regardless of the number of batters on either team. The 5-run rule does NOT apply for either team during the last inning (either the 6th inning or the mutually agreed-upon last inning if prior to the 6th). Note: If warranted by weather or darkness, the managers and the umpire should consult and designate an inning as the last inning before that inning begins.
- 11.17. The game will be 6 innings.
- 11.18. Any pitcher that hits 2 batters that are awarded a base, in one inning shall be removed from the pitching position for the remainder of that inning. If the same pitcher hits 3 batters during the course of the game and those batters are awarded a base, shall be removed from the pitching position for the duration of the game.
- 11.19. **On infield plays when a throw is made to first base, the batter may not advance to second. In addition, runners may not advance on an overthrow to any base.**

12.GRADES 5, 6

- 12.1. There shall be 60 feet between the bases; the distance from the rubber to the plate shall be 40 feet.

- 12.2. A 12" ball shall be used. The ball shall be yellow, with a COR of .44 and a maximum compression of 375.
- 12.3. The game will be 6 innings.
- 12.4. Teams will use 10 players, 4 of whom must be in the outfield, **at least** 25 feet past the baseline. They must stay in their positions, and may not run up to a base before or during the pitch. After the ball crosses the plate any player/position may make a play.
- 12.5. **Stealing of 3rd base only is permitted.** The runner may not leave the base until the ball has crossed the plate on any given pitch. Runners leaving early will be declared out.
- 12.6. Runners stealing third base **cannot** attempt to score on the same play, even if the catcher overthrows the base.
- 12.7. A runner may attempt to take **only one** extra base on a fielding overthrow to a base following a batted ball. A runner trying to advance to third base on a batted ball may attempt to score on a fielding overthrow to third base.
- 12.8. Bunting is allowed.
- 12.9. Infield fly rule is in effect. The infield fly rule applies when there are runners on 1st and 2nd, or with the bases loaded and less than two outs.
- 12.10. No dropped third strike.
- 12.11. A pitcher may pitch a maximum of three innings per game. A pitcher may be removed and re-enter the game multiple times, but is not permitted to re-enter in the same inning in which she was removed. All partial innings pitched count as a full inning.
- 12.12. No pitcher may pitch more than 12 innings in one pitching week except for playoffs.
- 12.13. Walks will be permitted until bases are loaded. A pitcher may not walk in a run. If bases are loaded and ball four is called the batter will not be awarded first base. The count will remain at 3-0, 3-1, or 3-2. The batter's coach will pitch until the ball is put into play or the batter strikes out. This rule is designed to prevent the tedium of the game that occurs when pitchers walk many consecutive batters.
- 12.14. Intentional walks are not allowed.
- 12.15. Any pitcher that hits 2 batters that are awarded a base, in one inning shall be removed from the pitching position for the remainder of that inning. If the same pitcher hits 3 batters during the course of the game and those batters are awarded a base, shall be removed from the pitching position for the duration of the game.
- 12.16. Teams will bat the entire roster of players. The side will be retired when 5 runs have been scored, or three outs have been made, regardless of the number of batters on either team. The 5-run rule does NOT apply for either team during the last inning (either the 6th inning or the mutually agreed-upon last inning if prior to the 6th). Note: If warranted by weather or darkness, the managers and the umpire should consult and designate an inning as the last inning before that inning begins.
- 12.17. Slaughter rule is in effect. 10-run (for grades 5/6, 7/8 only): If a team is leading by 10 or more runs and the opposing team has been allowed 5 innings of offensive play in 5/6 grade (6 innings in 7/8 grade), the game will be halted at that time with the leading team being declared the winner. If, after the visitor's half of the 5th inning, the visiting team holds a 10-run lead the home team will be permitted to bat in its half of the inning. If they fail to reduce

the visiting team's lead to less than 10 runs, then the game will be halted and the leading team will be declared the winner.

- 12.18. Batters hit by a pitched ball (from a player, not a coach) will be awarded first base under the following guidelines:
 - 12.18.1. The batter/ball contact must be as a result of a direct hit or after one bounce. More than one bounce and the batter will not be awarded the base
 - 12.18.2. The batter must show that they made a legitimate effort to get out of the way of the pitched ball. If the umpire determines they have, the player will be awarded the base.
 - 12.18.3. If a batter is hit by a rolling ball she will not be awarded a base.

13.GRADES 7, 8

- 13.1. There shall be 60 feet between the bases; the distance from the rubber to the plate shall be 40 feet.
- 13.2. A 12" ball shall be used. The ball shall be yellow, with a COR of .44 and a maximum compression of 375.
- 13.3. The game will be 7 innings.
- 13.4. Teams will use 9 players,
- 13.5. The outfielders must play 25 feet from the baseline.
- 13.6. Stealing is permitted; runners may not leave the base until the ball has left the pitcher's hand on any given pitch. Runners leaving early will be declared out.
- 13.7. Runners may advance any number of bases on a single steal attempt, however, stealing of home when the runner starts the play on 3rd base is NOT permitted except during the last inning (either the 7th inning or the mutually agreed-upon last inning if prior to the 7th). Note: if warranted by weather or darkness, the managers and the umpire should consult and designate an inning as the last inning before that inning begins.
- 13.8. Bunting is allowed.
- 13.9. Infield fly rule is in effect. The infield fly rule applies when there are runners on 1st and 2nd, or with the bases loaded and less than two outs.
- 13.10. Dropped third strike is in effect. Definition: The batter is out when a third strike is not caught, provided a runner occupies 1st base and there is less than two outs. If there are two outs or if no runner occupies 1st base the batter is not out unless the third strike is caught. He is entitled to reach first base before being tagged out or thrown out.
- 13.11. Pitchers shall pitch no more than 4 innings per game. A pitcher may be removed and re-enter the game multiple times but is not permitted to re-enter in the same inning in which she was removed. All partial innings pitched count as a full inning.
- 13.12. No pitcher may pitch more than 12 innings in one pitching week, 16 innings for playoffs.
- 13.13. Teams will bat the entire roster of players. The side will be retired when 5 runs have scored or 3 outs are made, regardless of the number of batters on either team. The 5-run rule does NOT apply for either team during the last inning (either the 7th inning or the mutually agreed-upon last inning if prior to the 7th). Note: If warranted by weather or darkness, the managers

and the umpire should consult and designate an inning as the last inning before that inning begins.

- 13.14. Ties will be broken using the international tiebreaker rule. Under this rule in extra innings the offensive team begins its turn at bat with a runner at second base. That runner is the player that was the last batter to make an out in the previous inning. This will continue each inning until the game is decided.
- 13.15. Slaughter rule is in effect. 10-run (for grades 5/6, 7/8 only): If a team is leading by 10 or more runs and the opposing team has been allowed 5 innings of offensive play in 5/6 grade (6 innings in 7/8 grade), the game will be halted at that time with the leading team being declared the winner. If, after the visitor's half of the 5th inning, the visiting team holds a 10-run lead the home team will be permitted to bat in its half of the inning. If they fail to reduce the visiting team's lead to less than 10 runs, then the game will be halted and the leading team will be declared the winner.
- 13.16. Any pitcher who hits 2 batters in one inning shall be removed from the pitching position for the duration of that inning. She may return to pitch later in the game.
- 13.17. If any pitcher hits 3 batters in a game she is removed from the pitching position for the **duration** of the game.
- 13.18. Batters hit by a pitched ball will be awarded first base under the following guidelines:
 - 13.18.1. The batter/ball contact must be as a result of a direct hit or after one bounce. More than one bounce and the batter will not be awarded the base
 - 13.18.2. The batter must show that they made a legitimate effort to get out of the way of the pitched ball. If the umpire determines they have, the player will be awarded the base.
 - 13.18.3. If a batter is hit by a rolling ball she will not be awarded a base.