



2006 Interleague Softball Rules Skokie / Evanston / Morton Grove

The official 2006 ASA Softball rules apply, except as provided herein. All managers and umpires are to have a set of rules with them at games.

DIVISIONAL STRUCTURE

Grade in school as of the current school year (2005-2006) constitutes the participant's division:

- Grades K, 1, 2 (MGBA, Skokie - Pigtail)
- Grades 3, 4 (MGBA - Junior Ponytail; Skokie – Ponytail; Evanston - Pigtail)
- Grades 5, 6 (Evanston, MGBA – Ponytail; Skokie – Junior)
- Grades 7, 8 (MGBA – Sr. Ponytail; Skokie – Teen; Evanston – Juniors)

1.0 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.
- 1.2 Full catcher's equipment is required.
- 1.3 All managers and coaches shall be in full uniform (official shirt). Not applicable when substitute managers or coaches 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 ½ 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) can manage a team.
- 1.9 Players may be registered to play for only one inter-league team.

2.0 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 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 league games must be completed, regardless of the effect of their outcome on the standings.
- 2.4 Makeup games will be scheduled by the League.
- 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.

3.0 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.

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.

4.0 CALL-UP RULES

4.1 If a team cannot field 9 or 10 (9 players for 7/8 grade) players 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 given player may serve as a substitute only 3 times for any given team.

4.3 Any player acting as a substitute must play the game in accordance with rule 3.5.

4.4 The manager shall notify the League of the use of subs.

4.5 Any given team is limited to a maximum of 3 call-up players for any game.

4.6 In no case may a substitute player be used as a pitcher.

4.7 In no case may a substitute player be used as a catcher.

4.8 Call-up players must be placed at the bottom of the batting order.

4.9 If no players are available to be used as substitutes, the game must be rescheduled. To avoid forfeit, a game must be rescheduled at least 24 hours before the scheduled time. Managers should contact their League softball representative, who will coordinate rescheduling the game.

5.0 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.

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 7⁸ grade) constitutes a complete game; 3 ½ innings (4 ½ 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 should 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 be suspended at that point. The game should be rescheduled and resumed at the point it was suspended.

5.5 In no event shall an inning commence after dark.

6.0 PLAYOFFS

6.1 Playoff formats for each division will be provided prior to the start of the regular season.

6.2 All playoff games, including the championship, shall be completed in their entirety.

6.3 Playoff games will start a new pitching week. All rest rules apply, as defined for each age group.

7.0 PROTESTS

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

8.0 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 umpires.

8.5 No coaching by spectators is permitted.

9.0 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 occurrences, the play is dead, and runners may not advance.

9.2 Baserunners must make every effort to avoid collision with a defensive player. If, in the umpire's judgment, such effort was not made, the baserunner will be called out. If, in the umpire's judgment, the collision was intentional, the baserunner 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 baserunner. If, in the umpire's judgment, such effort was not made, the baserunner 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 3 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 sidelines 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 allowed.

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

10.0 Grades K, 1, 2 (Skokie, MG - Pigtail)

10.1 There shall be 50 feet between bases. The distance from the pitching rubber to home plate shall be 30 feet.

10.2 An 11” IncrediBall will be used.

10.3 The game will be 6 innings.

10.4 The umpire position will be taken by an adult from either team, or umps can be assigned at a league’s discretion.

10.5 Teams will bat the entire roster of players. The side will be retired when either the entire offensive team has batted, or 3 outs have been made. When one team has fewer players present, the larger number will be the most either team may bat in one inning.

10.6 The tee will be used the first one-third of the season.

10.7 After the first one-third of the season, coaches will pitch. Each batter will be given 5 pitches. After a count of 3 balls and 2 strikes (or equivalent), the player will be given the tee. No strikes, foul balls, etc., will be called on the batter at the tee.

10.8 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.

10.9 Only one player per position.

11.0 GRADES 3, 4 (Skokie - Ponytail; MGBA - Junior Ponytail)

11.1 There shall be 60 feet between bases; the distance from the rubber to the plate shall be 35 feet.

11.2 An 11” ball shall be used. The ball shall be yellow, with a COR of .44 and a maximum compression of 375.

11.3 The game will be 6 innings.

11.4 Teams will use 10 players in the field, including short center. The short center fielder may play in the outfield or directly behind second base. Outfielders must play in the outfield, which is defined as **at least** 20 feet past the baseline.

11.5 No stealing 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 cannot 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 Batters hit by a pitched ball (from a player, not a coach) may be awarded first base if in the umpire’s judgment they have made a legitimate effort to get out of the way of the pitched ball. A ball that bounces is considered a live ball, and hit batter rules apply.

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 9 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, and the count remains 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 If a batter is hit by a pitch (from a player, not a coach) with the bases loaded, the run WILL score, and the batter will be awarded first base.

11.16 Teams will bat the entire roster of players. The side will be retired when 5 runs have been scored or 3 outs have been made, regardless of the number of batters on either team. The 5-run rule does NOT apply 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 No slaughter rule.

11.18 Any pitcher that hits 2 batters in one inning, or 3 batters during the course of the game, 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 base. In addition, runners may not advance on overthrows to any base.

12.0 GRADES 5, 6 (Skokie - Juniors; EBSA/MGBA - Ponytail)

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.

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.

12.10 No dropped third strike.

12.11 A pitcher may pitch a maximum of four 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 Any pitcher that hits 2 batters in one inning, or 3 batters during the course of the game, shall be removed from the pitching position for the duration of the game.

12.13 No pitcher may pitch more than 12 innings in one pitching week.

12.14 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 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.

12.15 Slaughter rule is in effect. See 10 Run Rule at 5.1.

12.16 Batters hit by a pitched ball may be awarded first base if in the umpire's judgment they have made a legitimate effort to get out of the way. A ball that bounces is considered a live ball, and the hit batter rules apply.

13.0 Grades 7,8 (Skokie – Teen; EBSA – Juniors; MGBA - Sr. Ponytail)

13.1 There shall be 60 feet between bases; the distance from the pitching rubber to home 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 in the field.
- 13.5 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.
- 13.6 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.
- 13.7 Bunting is allowed.
- 13.8 Infield fly rule is in effect.
- 13.9 Dropped third strike is in effect.
- 13.10 Pitchers shall pitch no more than 5 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.
- 13.11 No pitcher may pitch more than 12 innings in one pitching week.
- 13.12 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.
- 13.13 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.
- 13.14 Slaughter rule is in effect. See 10 Run Rule at 5.1.
- 13.15 Any pitcher that hits 2 batters in one inning, or 3 batters during the course of the game, shall be removed from the pitching position for the duration of the game.
- 13.16 Batters hit by a pitched ball may be awarded first base if in the umpire's judgment they have made a legitimate effort to get out of the way of the pitched ball. A ball that bounces is considered a live ball, and the hit batter rules apply.

2006 INTERLEAGUE FAST-PITCH SOFTBALL
(Skokie, Morton Grove, Evanston)
Quick Reference Rule Chart

League / Ages	7-8 yrs.	9-10 yrs.	11-12 yrs.	13-14 yrs.
General Rules				
Ball	11" Incrediball	11" Softball	12" Softball	12" Softball
Length of Bases	50 ft.	60 ft.	60 ft.	60 ft.
Pitching distance	Coaches Discretion	35 ft.	40 ft.	40 ft.
Regulation Games	6 innings	6 innings	6 innings	7 innings

League / Ages	7-8 yrs.	9-10 yrs.	11-12 yrs.	13-14 yrs.
Time Limit	Darkness	Darkness (Reg. Season) Playoffs (Full Game)	Darkness (Reg. Season) Playoffs (Full Game)	Darkness (Reg. Season) Playoffs (Full Game)
Slaughter Rule (Reg. Season & Playoffs)	None	None	10 runs after 5 innings	10 runs after 6 innings
Number of Fielders	Entire Team including catcher	10, including Short Center	10, with 4 outfielders	9
Inning Ends	3 outs or entire line-up, whichever 1st	3 outs or 5 runs, whichever 1st (except last inning)	3 outs or 5 runs, whichever 1st (except last inning)	3 outs or 5 runs, whichever 1st (except last inning)
Hitting / Bases				
Number of Batters	Entire Team	Entire Team	Entire Team	Entire Team
Bunting	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Dropped 3rd Strike Rule	No	No	No	Yes
Stealing	No	No	3rd base only, after ball crosses the plate.	Any base after the ball leaves the pitcher's hand; home only in last inning.
Hit by Pitch	No Base	Awarded 1st Base, if coach not pitching	Awarded 1st Base	Awarded 1st Base
Lead-offs	No	After ball crosses the plate	After ball crosses the plate	After ball leaves the pitcher's hand
Pitching				
Stike Zone	Knees to armpit	Knees to armpit	Knees to armpit	Knees to armpit
Inning Limits	Coaches Pitch	3 innings/game 9 innings/week	4 innings/game 12 innings/week	5 innings/game 12 innings/week
Walks	No	No	Yes	Yes
Hit Batter - Remove Pitcher	N/A	2 batters/inning or 3 batters/game	2 batters/inning or 3 batters/game	2 batters/inning or 3 batters/game