

RIVER FOREST YOUTH BASEBALL ♦ SOFTBALL

GIRLS MINORS LEAGUE

HOUSE RULES AND REGULATIONS - 2022

The current official playing rules of Little League/ASA shall be binding on this League. The following clarifications, additions, and restrictions will be known as the "House Rules & Regulations" and will supersede Little League/ASA rules.

The House Rules and Regulations will be reviewed annually by the Board of Directors for possible amendments. Once distributed to the League Officials, Umpire Association, and Team Managers, they will be binding for the entire regular and playoff seasons unless amended and redistributed by the Board of Directors.

The Division Board Member is charged with the responsibility of implementing and enforcing League Rules and will consequently arbitrate any dispute which may arise and any decision made by him or her will be official and binding.

PRE-GAME GENERAL

**All players in this division must be in 3rd, 4th or 5th grade to participate in league play. Birth Year, 2013, 2012, 2011. Players will be removed from any team in violation of this rule.

1. **FORFEITURE OF GAME** – If a team has only eight (8) players at the beginning of a game, it will be allowed to start the game with eight (8) players without penalty of forfeit. If and when a ninth player arrives (whether a regular team member or a call-up), that player will be inserted in the game in the ninth position in the batting order. If the game is played with only eight players, the ninth spot will be considered an automatic out.

A Team Manager may contact a player from the Girls Rookie Division who is eligible to play-up to the Girls Minors Division in order to field a regulation team, which consists of 9 players. This procedure is subject to the following conditions:

- A. The replacement player cannot play the pitching or catching position.
- B. The replacement player is ineligible, if playing-up, by choice or not, prevents them from playing at any time within their regular Division.
- C. The replacement player is not allowed to play defensively in any game for longer than any regular player on the team.
- D. The replacement player is required to bat last in the batting rotation.
- E. A replacement player is to wear the uniform of their regular team to identify themselves on the field as a replacement player.
- F. A replacement player may only be utilized, with their parent's permission, for a total of **4 times** per season. It is the Managers responsibility to email the Division Coordinator and identify which replacement player they used for each game. The Division Coordinator will email coaches the name of a player who has reached their maximum number (4) of call-ups.

In case of a forfeit, the Managers/Coaches are encouraged to arrange a mutually agreeable format to allow an unofficial game to take place, and to take the opportunity to make fielding position changes to allow players to play in positions they do not usually play.

2. **RESCHEDULING OF GAMES** – Games may be rescheduled **only** because of inclement weather or major school functions. Any violation of this rule will result in a loss for that game.
3. **EQUIPMENT** – Game balls are provided by league and stored in each field's gang box. Two (2) should be pulled and given to the umpire prior to the game. After the game, the balls shall become the property of the home team. The standard 11" ball will be the official ball of this Division.
4. **UNIFORMS** – Uniforms consist of shirt, pants, socks and shoes. In the event a player cannot wear softball pants for any reason, a pair of full-length trousers must be worn. Metal spikes are prohibited. Team shirttails must be tucked inside trousers. League furnished protective headgear must be worn while batting and base running. All infield players must wear a protective mask. Casts may not be worn during the game. Persons wearing casts, including Managers & Coaches, must remain in the dugout during the game.
 - A. When your team is batting, there is to be one adult coach coaching one base and the remaining base must be coached by a player or coach. If coaches are unavailable, both bases may be coached by a player or parent. When base coaching, players must wear League furnished protective headgear. The other coach and scorekeeper must remain in the dugout/bench.
 - B. When your team is out on the field, all coaches will remain in the dugout/bench.
 - C. The home team is to occupy the third base dugout/bench.
5. **COACHING STAFF** – Before the game, each team will designate to the umpire and opposing coaches its coaches and scorekeeper. A maximum of three (3) coaches combined are allowed on the field and in the dugout during the course of the game.
6. **BATTING ORDERS** – Batting orders are to be exchanged **in writing** between both head coaches **prior** to the start of the game. The batting order given to the opposing team shall be of only players present. If a player arrives after the start of the game, they shall be inserted in the line-up as the last hitter.

GAME PLAY – PITCHING

7. The first two weeks of the season a pitcher may pitch a maximum of one (1) inning in conjunction with coach pitch, as necessary. After the first two (2) weeks the Division will switch to 100% kid pitch with a maximum of two (2) innings pitched per player.
 - A. After the first two (2) weeks coaches will reconvene to discuss if a 3rd additional week of coach pitch is necessary. If majority agree to additional week, the Division will switch to 100% kid pitch the 4th week of play.
8. Pitching any part of any inning will count as pitching the entire inning. **This rule is not waived by a game going into extra innings.**
9. A 3rd grader must pitch at least one (1) inning within the first four (4) innings. A pitcher can re-enter the pitching position if they have not met their maximum innings pitched. The intent of this rule is to foster the development of the 3rd graders as pitchers, and they should be encouraged to learn and practice

the windmill pitching style. Umpires are instructed to call "no pitch" whenever they determine a pitch is made intentionally unhittable.

10. A coach may warm up a pitcher both between innings on the field and at any time in the bullpen. For the sake of speedy play, coaches are encouraged to keep on-field warm-up to a minimum.
11. If a pitcher hits either three batters in one inning or four batters during a game, they must be removed from the pitching position.
12. The Manager/Coach must replace the pitcher on a second visit to the mound in any one (1) inning.
13. Once removed, a pitcher cannot return to the pitching position in that game.
14. Either one or two feet must be in contact with the pitching rubber at the start of the motion.
15. The pitcher must pause in the set position for at least one second before beginning her pitching motion.
16. When delivering the ball, the pitcher is allowed one step, which must be forward toward the plate. A pitcher is allowed to "rock back" from a heel-up position. A pitcher may take a step back with one foot in the pitching motion. This is different from ASA rules, and experienced pitchers are encouraged to pitch according to the ASA rules.
17. When delivering the ball, the pitcher may push off the rubber and drag her back foot away from the rubber, but may not leap forward.
18. Once the forward pitching motion is begun, the pitch must be delivered with one continuous forward arm motion; no hesitations or reversals in arm motion are allowed.
19. The penalty for violation of one of these rules is a called ball. Umpires should be made aware before or between innings to illegal pitches in order to avoid a scene in the middle of an inning.
20. To the extent not addressed above, the pitcher's delivery must be in accordance with ASA Rules.

During Coach Pitch Weeks:

21. The coach pitcher must attempt to leave fair territory as soon as a ball is put in play, failure to do this will result in an out for the hitting team. The coach shall not return until the play is over and the player pitcher is in control of the ball and standing in the pitcher's circle. If a batted ball hits a coach pitcher, the play shall continue as a normal play.
22. There are **NO** walks during coach pitch. If a walk is issued a coach from the hitting team will come to the mound to throw an additional 3 pitches **ONLY**. **Coach pitchers MUST pitch from the pitching rubber**. If the batter is not successful in putting 1 of the 3 pitches in play, she is out.

GAME PLAY - BATTING

23. This League will use the continuous batting rule. All players who come to a game will be placed in the batting rotation and bat in that order even if they have not yet played the field.
24. Prior to each game, the umpire is encouraged to warn both benches of the thrown bat policy. Failure of the umpire to do so will not, however, absolve anyone from this rule. The first time a batter throws their bat in a game they will be called out.
25. Batting warm-up is allowed only in the predetermined on-deck area.

26. Slapping and/or bunting is not permitted in this Division. Any attempt to do so will result in an out.

GAME PLAY – DEFENSE

27. Each team will use nine (9) players in the field. Three (3) players will be used as outfielders and be designated as left, center, and right fielders. Outfielders must be in position on the outfield grass until the batter strikes the ball.

28. Outfielders may **NOT** cover a base on any play. This includes 2nd base. 2nd baseman or short stop should be taught to cover.

A. The only exceptions are when an outfielder is fielding the ball in a forward progression and coverage of the base is the reasonable and correct play at that time; or no other player is available to cover the base.

29. No player may play the same defensive position more than two (2) innings in any game. Those 2 innings need not be in succession. **Catchers will be allowed to catch for a maximum of three (3) innings.**

30. Each game shall be anticipated to last five (5) full innings and each player who arrives at the start of the game shall play a minimum of three (3) full innings on the field within the first four (4) innings. This will include a minimum of one (1) inning at any infield position and one (1) inning in any outfield position or sitting out prior to the completion of the fourth inning. The catcher position is considered an OUTFIELD position. Additionally, a player shall not sit for a second inning until all other players have sat for one (1) inning. Any concerns about player safety in the infield rotation should be addressed to the Board prior to the start of the season. It is the head coach's responsibility to keep track of the number of innings a player has been in the field. Position changes are not allowed in an inning except when a pitcher is being removed. In the interest of player safety, an agreement can be made between coaches for a player switch should the player be deemed unable to protect herself. Failure to adhere to these participation/rotation rules will result in a 5 run penalty. **That half inning will end, and the following inning the batting order will revert to the previous inning.** The burden of monitoring adherence is on the coaches, not the umpire. Since a penalty is not a desirable outcome, coaches are encouraged to discuss questions of adherence prior to the start of the fourth inning, so that such situations can be remedied.

31. Outfielders must remain in the outfield – a minimum of 10 (ten) feet behind the “skin part” of the infield until the ball is hit. Infielders (other than the pitcher and catcher) must remain in position on the “skin part” of the infield until the ball is hit. If a fielder (including pitcher) violates one of these rules on positioning, then any put-out(s) or assist(s) made by that player, on that play, shall be void and the batter and any affected base runners shall be awarded the base(s) they were approaching. If practicable, the league shall have lines chalked or painted to delineate the pitcher's circle and to distinguish the outfield from the infield and the “skin part” of the infield from the “grass part” of the field.

32. On a ball hit to the outfield, the ball shall remain live and runners may continue to advance until the ball is controlled by the pitcher inside the circle, and the pitcher remains in the circle, not attempting any further putouts.

33. On a ball hit to the infield, the ball shall remain live and runners may continue to advance until the ball is controlled by the pitcher inside the pitcher's circle. Once controlled by the pitcher in the circle, the ball is dead and the baserunners are either awarded the next base depending on whether or not they were halfway at the time the ball is controlled by the pitcher. The lead runner dictates the position of runners. If the lead runner is 2 steps off of 2nd and the trailing runner is more than ½ way to 2nd when the pitcher gains control in the circle, the runners will be placed on 1st and 2nd. Please remember the focus of this league to make plays. If an attempt on a runner can be made, it should. Do NOT discourage fielders from attempting putouts.

GAME PLAY - SLAUGHTER RULE

34. A team may score a maximum of four runs (4) in an inning. If a team has scored four (4) runs in an inning and has one person on base, a "home run" shall only be deemed to score the one run that takes the inning total up to four (4).
35. If at any time after the end of any inning, one team is ahead by enough runs such that under no circumstances could the other team win, the coaches will determine whether or not the game should continue. It is recommended in this situation that the opposing coaches agree to the official conclusion of the game and agree to unofficially continue the game, making fielding position changes, to allow the participation of players at positions other than those they usually play.

GAME PLAY - TIME RULE

36. All games that have an immediately following warm-up and game or league scheduled practice on the same field will have a time limit. No new inning will begin after one and three quarters (1-3/4) hours of game time as elapsed. Any inning started prior to this time expiration will be completed in its entirety. Any time a game is called, the game situation will be treated as if it had rained at that point. Please refer to the official rules for how to deal with the myriad of possibilities in that situation.

GAME PLAY - BASE RUNNING

37. No leadoffs are allowed. The infield fly rule is not in effect at this level.
38. No runner may leave their base until the ball has crossed the plate or been struck by the batter.
39. Players may steal one base at a time with a wall at 3rd base. Runners can't advance on an overthrow if a put out is attempted by the catcher. This will allow for catcher and defensive play development. No delayed stealing is allowed. Once the catcher has control of the ball the runner must return to their original base or complete their progression to the next base.
40. The dropped third strike provision does not apply.
41. A base runner must slide to avoid contact at all bases, except 1st base, if there is a legitimate attempt to tag the runner at that base. If any runner interferes, blocks, butts or bowls over a defensive player in the attempt to make them miss or dislodge the ball, the umpire will call the runner out. Relative to other defensive players not involved in the play, the base path belongs to the runner.
42. Runners may advance on an overthrow. A ball leaving the field of play will result in the runner advancing ONE base. A throw remaining in play is a live ball and the runner can advance until a play is made or the ball is controlled by the pitcher inside the pitching circle.

GAME PLAY - GROUND RULES

43. For the sake of speedy play, a Manager **must** substitute a runner for a catcher presently in a game if there are 2 outs so the catcher can put on their gear. The substitute runner will be the player who made the last out.
44. For safety purposes, the League **may use** dual first base bags, a white bag in fair territory and an orange bag in foul territory. The batter may step on either base during their at bat. A fielder may only use the white bag for defensive purposes. Once the batter becomes a runner on first base (single, walk, error, HBP, etc....), they may only use the white bag.

OVERTHROWS

45. Thrown balls off the fences and backstops are in play. If the ball crosses the "extended line of the fence", it is a dead ball and the runner shall be entitled to the base she is going to plus an additional base, if the umpire deems it so. The "extended line of the fence" applies to the fence immediately in front of or behind the player's bench, whichever extends further toward the outfield. In the case of a trapped ball under a fence, etc., the umpire will declare a "dead ball" and award bases to runners as they determine appropriate.

GAME PLAY – SPORTSMANSHIP – DISCIPLINE

46. Coaches will be responsible for the conduct of their players, parents and fans. Loss of control will result in forfeiture of the game to be determined by the umpire.
- A. A player who throws a punch will be ejected from that game and receive an additional one (1) game suspension for the next game.
 - B. Any second offense by the same player will result in suspension for the remainder of the season.
47. No coach shall, at any time, incite a demonstration by spectators.
48. No coach will use foul language at players, coaches, umpires or spectators.
49. Coaches who are ejected from a game must leave the field immediately, including not sitting in the stands. A consultation with the Board of Directors or their designee will be required prior to the ejected coach returning to their coaching responsibilities.
50. Any coach who is ejected more than once during the season will be immediately suspended for the remainder of the season.

GAME PLAY – PROTESTS

51. Protests shall be made in accordance with the criteria established in the most current edition of ASA Official Rules subject to the following clarifications.
52. To protest a game, a Manager/Coach must notify the umpire and the opposing coach before the next pitch.
53. A following written protest of a game must be submitted in writing to the Division Coordinator and Player Agent within 24 hours of the game. **Please Note:** The judgment of an umpire is **never** grounds for a protest. The Division Coordinator, Player Agent, and a representative of the Umpire Association will meet and issue a binding decision within 72 hours of their receipt of the written protest.

POST GAME ACTIVITY

54. It is the responsibility of both coaches to notify the Division Coordinator of the results of the game within 24 hours of its conclusion. If only one coach sends a notification, that notification will be official. Notification will include, score, absent players and call ups used.

Please email notifications to akremidas78@gmail.com or text to 708-870-4254