

# RIVER FOREST YOUTH BASEBALL ♦ SOFTBALL

## GIRLS MAJOR 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 5<sup>th</sup>, 6<sup>th</sup> or 7<sup>th</sup> (2009) graders to participate in league play. 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 Minors Division who is eligible to play-up to the Girls Major Division in order to field a regulation team.

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, in any way whatsoever, 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 DC and identify which replacement player they used for each game. DC's will email coaches the name of a player who has reached their maximum 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 the participation of players at positions other than those they 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** – The home team will bring to each game two (2) new softballs provided to them by the League for this purpose. The softballs will be given to the umpire prior to the game. After the game, the balls shall become the property of the home team. The standard 12" 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 must remain in the dugout during the game.**
5. **COACHING STAFF** – Before the game, each team will designate to the umpire and opposing coaches its coaches and scorekeeper. A maximum total of three (3) coaches are allowed on the field and in the dugout during the course of 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.
6. 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.
7. The **home team** coaching staff will be responsible for operating the digital scoreboard throughout the game.

## **GAME PLAY – PITCHING**

A pitcher may only pitch three (3) innings per game. 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.** A 5th grader must pitch at least one (1) inning within the first four (4) innings. The intent of this rule is to foster the development of the 5th graders as pitchers, and they should be encouraged to learn and practice the windmill pitching style. Intentional walks are not allowed because they detract from a program that encourages that the game's outcome be determined by the efforts of the players on the field. Umpires are instructed to call "no pitch" whenever they determine a pitch is made intentionally unhittable.

7. 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.
8. If a pitcher hits either three batters in one inning or four batters during a game, they must be removed from the pitching position.

9. The Manager/Coach must replace the pitcher on a second visit to the mound.
10. Once removed, a pitcher **can** return to the pitching position if they haven't completed their 3-inning limit.
11. Either one or two feet must be in contact with the pitching rubber at the start of the motion.
12. The pitcher must pause in the set position for at least one second before beginning her pitching motion.
13. 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.
14. 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.
15. 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.
16. The penalty for violation of one of these rules is a called ball. When possible, umpires should be made aware before or between innings to illegal pitches in order to avoid a scene in the middle of an inning.
17. To the extent not addressed above, the pitcher's delivery must be in accordance with ASA Rules.

#### **GAME PLAY - BATTING**

18. 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.
19. Bunting and Slapping are allowed. A batter may pull back a bunt and take a full swing if desired. The infield fly rule is not utilized at this level.
20. 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.
21. Batting warm-up is allowed only in the predetermined on-deck area.

#### **GAME PLAY – DEFENSE**

Each team will use ten (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. Outfielders may cover a base on any play except for a steal. No player may play the same defensive position more than 3 innings in any game. The catcher position will be considered an outfield position. Due to the safety of the umpire as well as the catcher a stronger player, that can protect themselves and the umpire, is to be used at this position.

22. Each game shall be anticipated to last six (6) 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 five (5) innings. The three (3) innings need not be in succession. This will include a minimum of one (1) inning at any infield position prior to the completion of the fourth inning and one (1) inning in any outfield position or sitting out prior to the completion of the **fourth** inning. 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. Failure to adhere to these participation/rotation rules will result in a five run penalty. That half inning will end, and in the following inning the batting order will revert to the beginning of the inning the infraction occurred. The burden of monitoring adherence is on the coaches, not the umpire. Coaches are encouraged to discuss questions of adherence prior to the start of the fourth inning, so that such situations can be remedied.

#### **GAME PLAY - SLAUGHTER RULE**

23. 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).
24. 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. In this circumstance, the drop dead time shall be 1 hr and 45 minutes. 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**

25. 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. At any time the 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.  
Any playoff tournament games will have no time limit.

#### **GAME PLAY - BASE RUNNING**

26. No leadoffs are allowed
27. No runner may leave his or her base until the ball has been released by the pitcher.
28. Stealing of any base, including home plate, is allowed.
29. On an attempted steal of second or third base, a runner may **not** advance on an overthrow from the catcher, however if a catcher attempts for the put out at 2<sup>nd</sup> and there is a runner on 3<sup>rd</sup>, Home is open and that runner can advance. This rule is intended to improve the skills of the catching position. It is expected that coaches will advise their players appropriately in the use of this play
30. A walk is a live ball play. The walked batter may continue around the bases only if done so without hesitation upon rounding first base and if the ball is not in possession by the pitcher in the circle. Except in the event of a passed ball or wild pitch, runners on other bases may also advance only if the walked batter advances. These advancements will not count toward the steal maximum for that inning.
31. The dropped third strike provision does not apply. On a dropped third strike, the batter is out.
32. 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. *No contact is allowed when a base runner is advancing unless she slides.*

## GAME PLAY - GROUND RULES

33. For the sake of speedy play, a Manager **must** substitute a runner for a catcher presently in a game if there are two (2) outs so the catcher can put on their gear. The substitute runner will be the player who made the last out.
34. For safety purposes, the League **may** be using 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

35. 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 he determines appropriate.

## GAME PLAY – SPORTSMANSHIP – DISCIPLINE

36. The 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
37. No coach shall, at any time, incite a demonstration by spectators.
38. No coach will use foul language at players, coaches, umpires or spectators
39. 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 his coaching responsibilities.
40. Any coach who is ejected more than once during the season will be immediately suspended for the remainder of the season.

## GAME PLAY – PROTESTS

41. Protests shall be made in accordance with the criteria established in the most current edition of ASA Official Rules subject to the following clarifications.
42. To protest a game, a Manager/Coach must notify the umpire and the opposing coach before the next pitch.
43. 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**

44. 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 calls, that notification will be official. The notification should include the final score, absent players and call ups used.

Please send notifications to: [marty@teletech.net](mailto:marty@teletech.net) & 847-710-3798 call or text