

# 2014 Sycamore Girls' Softball Rules (1st/2nd grade)

All rules follow IHSA(NFHS) except as modified below

**General Rules** – Home team occupies 3<sup>rd</sup> base dugout. Home team is responsible for field preparation. Home team is responsible to reschedule make up games as soon as can be arranged, and before the end of the regular season. Each team is to supply one game ball for each game.

**Playing Field** - Pitchers distance from back of home plate to front of pitchers plate is 30 feet. Distance between bases is 50 feet. Safety base is to be used at first base. On deck batter must be to back of player at bat. 2 defensive coaches are allowed on the field for instruction only, during the game

**Equipment** - MUST BE ADHERED TO DURING PRACTICES AND GAMES

Balls – 11” RIF balls official softball optic yellow fast pitch. (Not squishy ball)

Bats – Official softball only

Batting Helmets – must have facemasks and chin straps. All offensive players must wear helmets while on playing field (includes on-deck batter). Any runner intentionally knocking off helmet may be declared out.

Catchers – Full equipment to be worn (helmet, mask, throat protector, shin guards, chest protector)

**Uniforms** – All players must wear their official uniforms with shirts tucked in. Wearing of jewelry is prohibited unless it is religious or medical and then must be taped down. Metal spikes are prohibited.

**Players** – player may be on roster of only one team. **No travel players allowed.**

Requirement – Field 10 players. Extra player must play outfield. Outfielders must play 10’ behind baseline. Minimum 6 players needed to play.

Playing time/positions- All players are to have equal playing time. Infield/outfield/and bench. No team is to have just 1 girl on the bench (either play 9 or 11 girls).

**The Game** –Games are to start on time with no new inning to start after 1 hour and 45 minutes from scheduled start time. 6 innings are to be played if time allows.

Warm ups - Home team is to take field 30 minutes before the game and visitors are to take the field 15 minutes before the game for warm ups.

Scoring – Unlimited scoring per inning. Inning ends when entire batting order has batted or 3 defensive outs have been completed.

## **Pitching**

Coach Pitch- Coaches will throw maximum of 8 pitches to any batter. Batter must hit the ball fair within the 8 pitches or the next batter will come up. No out is recorded for 3 strikes or if player does not hit the ball within the 8 pitches. Batter will be awarded an additional pitch if 8<sup>th</sup> pitch is a foul ball or hit by pitch. Player at the pitching position must wear a fielders mask or a helmet with a facemask and chinstrap.

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## **Batting**

Batting order - A continuous batting order shall be used. If a batter is hurt and cannot continue, the next batter takes her count. She may come back in to play when ready. Opposing team must be notified. The entire roster will bat or 3 outs in the field, whichever comes first.

Batter's Box - No enforcement.

Bunting - Not allowed.

Foul Balls - Unlimited with 2 strikes.

Hit By Pitch - Not allowed

Dropped 3rd Strike - Not in effect.

Infield Fly Rule - Not in effect

**If batter hits the ball in the infield she must stop at first. If the ball is hit in the outfield the batter has the option to advance 1 or 2 bases.**

## **Base Running**

Stealing – Not allowed

Lead Offs – Not Allowed

Sliding – Optional, but runners must avoid contact when a play is made at any base.

Continuous Walk(Look Back Rule) – Not in effect

Dead Ball – Play is dead and runners cannot advance once any fielder has possession of the ball in the infield. If the runner maintains continuous movement to the next base they may advance at their own risk to the next base only. If the runner stops at any time they must return to the previous base.

Overthrow – runners may not advance on an overthrow

Interference/Obstruction - No penalty

**Umpires-** Parent/coach umpires will be used (1 from each team)

Decisions - all decisions by umpires are final. NO APPEALS ARE ALLOWED

**Safety** – Coaches will determine if game shall be called due to weather. A game will be called if there is visible lightning in the vicinity or if the lightning detection system sounds. All players and coaches must leave the field of play and move to a safe area. If lightning detection system stopped play then you may not return to play until “all clear” sound. If stopped because of visible lightning then may not return to play within 30 minutes of last seen lightning strike.

Communicable Disease Procedure – A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical treatment can be administered in a reasonable amount of time, then the individual does not need to be removed from the game. “Reasonable amount of time” is determined by the umpire. If there is excessive amount of blood on the uniform then that part of the uniform must be changed before she returns to play.

**Code of Conduct** – Coaches, players, parents and guests will be held responsible for their own behavior. Umpires and league officials may ask offending party to leave the field of play if SGS Code of Conduct is violated. Offending party will be automatically suspended for the next game.

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### FAQ'S

**Dropped 3<sup>rd</sup> strike** – Batter becomes a batter-runner if the catcher fails to catch the 3<sup>rd</sup> strike before the ball touches the ground when there are fewer than 2 outs and 1<sup>st</sup> base is unoccupied at the time of the pitch, or anytime there are 2 outs. Batter-runner is called out if she fails to advance to first and enters the team area.

**Infield Fly Rule** - When declared by an umpire, a fair fly that can be caught by an infielder with ordinary effort when runners are on first and second or bases are loaded with less than 2 outs. The rule does not preclude outfielders from being permitted to make the catch. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk.

**Look Back Rule (continuous walk)** – Once the pitcher has possession of the ball in the pitcher's circle runner may stop once but then must immediately return to the base or attempt to advance to the next base. The runner will not be called out if a play is made on them or another runner (A fake throw is considered a play), The pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

**Fake Bunting (slashing)** – Once batter squares to bunt at the pitch, they must either bunt or attempt to bunt the ball or pull the bat back and take the pitch. They may not pull the back bat and swing or “slash” at the ball. Batter will be called out if slash or swing is attempted.

**Interference (Offense)**- It is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline.

**Obstruction (Defense)** – Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball or that impedes the progress of a runner or batter–runner who is legally running the bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.