

Oak Forest Park District Girls Softball

2019 League Rules

D. Major Division

Playing Rules

1. Major Division teams will consist of a maximum of 9 players on the field per team. A minimum of 8 players must be present at the start of the game or that team must forfeit.
2. New players will be assigned to a team by a draft.
3. League balance in reference to the ages of players will be considered.
4. Team rosters are frozen after rosters are set. No players may be added to any team without league approval.
5. After the start of the season, any Manager having difficulty fielding teams of 9 players can use the call-up rule.
6. No player in any division may be traded between teams.
7. If there is a tie in the standings at the end of the season, then the tiebreaker will be head-to-head then points allowed against all teams, then a coin flip. These rules will determine the seeds for the post season tournament.
8. Random draw will determine the following season's draft order.
9. A season ending tournament will determine the final results in respect to prizes/trophies.
10. 15 game regular season schedule. Attempt will be made to makeup rainouts. However, some may not be able to be made up especially rainouts during the last week of the regular season. Managers may NOT decline to play a scheduled game even if it will not impact the final standings.

Safety Rules

1. Both Managers and the plate umpire must agree upon the fitness of the playing field before the game starts.
2. A full game consist of 7 innings. A game called by the umpire shall be regulation, if 5 or more innings have been played. A rescheduled, continued game will begin exactly where it was left off (same amount of outs, runners, etc.). No inning will be allowed to start 1 hour 45 minutes after the start time of the game but once an inning starts that inning needs to finish. If after 7innings have been completed and the score is tied, the game can continue and go into extra innings if there is time left. If after 7innings, the score is tied and there is no time remaining, the game will end in a tie.
3. There is a 15 run rule. If at the completion of the 5th inning or the completion of any inning thereafter, one team is leading by 15 or more runs, the game shall be called. (Time limits may change for the post season tournament)
4. An out shall be called if a Coach or Manager assists a base runner at any time other than a team time out.
5. If a batter throws their helmet or bat intentionally, both teams will receive a warning and the next offense by anyone on either team will result with that offending player being ejected for the rest of the game
6. Catcher MUST wear mask and helmet, chest protector, and shin guards when warming up a pitcher. Any other player warming up any pitcher must wear a helmet and mask.

7. Players are allowed in the field on deck circles or designated spot only for practice swings and players are not allowed to take practice swings near the dugout by players/coaches or by spectator area so no one is in harm's way. All players, Coaches, and Managers shall remain near the dugout area along the fence – they can stand in the opening of the dugout or slightly outside along the fence.
8. Any player removing their helmet while the ball is on play will be declared out.
9. An injury to a player will cause an immediate time out. The ball is dead. All base runners return to the last base touched.
10. Managers and Coaches are responsible for the conduct of their team/fans.
11. When lightning is seen or thunder is heard it should be brought to the umpire's attention immediately and the game will be called or postponed depending if the game is determined to be an official game.
12. In any game where safety bases are used, the 1st baseman will only be allowed to touch the white part of the base if the throw deems it and runner may touch other base. Interference will be called if the first baseman touched the orange base on a regular thrown ball. (Umpires judgment).

The Playing Field

1. All bases will be measured from tip of home plate, first and third bases will be 60 feet, second base will be 84' 10 ¼". There will be 60 feet between all bases.
2. The pitching mound will be 8 feet in radius and measure 40' feet from home plate.
3. The field must be set up no later than 15 minutes before the start of the game by the home teams. Take down is done by the visiting team.
4. Upon the completion of the game, the scorebooks must be signed by the umpire. The umpire should also include their umpire number. All scores must be reported promptly by the winning manager upon completion of the game or in accordance with league instructions.
5. A 12" ball will be used for all games.

Players and Substitutions

1. Uniforms consist of uniform shirt, pants and tie or Velcro shoes or baseball spikes (rubber or plastic only).
2. All players will bat whether or not they are fielding (continuous batting order).
3. The batting order must be written in an official scorebook and submitted to the opposing team Manager before the beginning of game. Players last name and number must be included. Home team is the official scorebook.
4. Age classification will be based on the player's age as of SEPTEMBER 2nd of the previous year.
5. Substitute base runners may be used in case of injury only. The player will be allowed to return to the game. When there are 2 outs the catcher may have a substitute runner in order to gear up for the next inning. The substitute runner in both cases is the last batted out. If there is no last batted out for the injured player, it will be the last batted out from previous inning. In extreme heat conditions pitchers and catchers will be allowed a substitute runner (Umpires Discretion).
6. There must be 8 players minimum, to start and finish a game. Players must be at the game by the beginning (before first pitch) of 2nd inning is thrown to be allowed to play.
7. Each player shall not sit on the bench for consecutive innings per game.

8. Only managers will handle disciplinary problems of a player, except the ejection of a player by the umpire. If a player is being held out of game for health or disciplinary reasons, the opposing manager must be notified before a game starts.
9. A player not registered or not in uniform is not eligible to play. Using an ineligible player will result in a forfeit.

The Game

1. A forfeit will be called if a team does not have enough players by the start of the game. In case of injury or no-shows, a team will be allowed to start/continue to play 8 players.
2. Any questions on enforcement of a rule or a call made by an umpire may be discussed with the umpire and the Managers.
3. Verbal abuse/swearing and fighting will disqualify the Player/Manager/Coach/Fan.
4. The Manager or Coach may request time out at any time the ball is not in play. Managers must ask for time from the umpires. On the second defensive trip to the mound (besides injury) during any inning, the pitcher must be removed from the mound for the remainder of the inning, but may return to the mound the following inning.
5. Innings will be limited to 5 runs per inning. Note, if additional runs score on the last play of the inning through play continuation, the run(s) will count. During the last inning there will be a 12 run limit.
6. A base runner MUST AVOID CONTACT OR SLIDE if the defensive player has the ball or is position to make a play on the runner. The runner will be called out if contact is made with the defensive player in these situations. THE UMPIRE WILL HAVE SOLE DISCRETION ON THIS CALL.
7. The infield fly rule will be in effect.
8. The drop third strike rule will be in effect.
9. No base runner may leave a base until the ball has been released by the pitcher (when ball leaves the pitchers hand). Penalty: the ball is dead and runner is out.
10. The ball will be considered dead when it is returned to the pitcher who is within an 8 foot radius of the pitching rubber. A base runner must be 1/2 way to the next base and be ruled safe. If a runner is not 1/2 way when the pitcher has the ball, the base runner must return to the previous base. A base runner must commit to a base or she is out.
11. At the end of each game teams will shake hands, exhibit good sportsmanship, and only exchange positive comments.

Pitching

1. A pitcher who hits 2 batters in one inning must be removed from the mound for the remainder of that inning. This pitcher is allowed to return to pitch (if pitching inning limit hasn't been reached) the following inning (or any inning if the pitcher was the starter). In the event this pitcher hits another batter the pitcher will be removed from the mound for the remainder of the game. If a pitcher hits a total of 3 batters in a single game, that pitcher will be removed from the mound for the rest of the game. (3 HBP = pitcher can no longer pitch in the game) A ball that has rolled into the batter box or a ball that hits the ground and then bounces into the batter box and strikes the batter is not considered a HBP and the batter is not awarded 1st bases. It is considered a dead ball
2. Warmup Pitches before the start of an inning - New pitcher up to 10 pitches. Pitcher that pitched in the previous inning 5 pitches. (Umpires should strictly enforce this to maintain pace of play).

3. The pitch starts when the pitchers hands separate after coming together. The pivot foot must be in or partially on top of the pitchers rubber. The non-pivot foot must be in contact with the pitchers rubber and cannot step back from the pitching rubber during the pitch. Once the pitch has started, the pitcher shall not take more than one step forward toward the batter.
4. There will be a 4 inning pitching restriction in place. It will be up to the Managers to track number of opponent's innings and the opposing team to bring it to the Umpires attention as soon as it is noticed. There will be no penalty, the pitcher will be removed from the position and cannot pitch. One pitch constitutes an inning pitched. Only the starting pitcher can be brought back into the game after being removed.