

Oak Forest Park District Girls Softball

2019 League Rules

C. Junior Division

Playing Rules

1. Junior Division teams will consist of a maximum of 10 players on the field per team, depending on registration.
2. New players will be assigned to a team by a draft.
3. League balance in reference to the age 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 a team of 10 players must 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 point allowed against all teams and then a coin flip. These rules will determine the seeds for the post season tournament.
8. Random draw will determine the season's draft order.
9. There will be a five (5) run maximum per inning, except for the last inning, where a maximum of 12 runs are allowed. In innings 1 through 6, the total runs may exceed five if, after completion of the play, the run total is more than 5 before the ball is dead.
10. A season ending tournament will determine the final results in respect to prizes/trophies.
11. 15 game regular season schedule. Attempt will be made to makeup rain-outs. However, some may not be able to be made up especially rain-outs 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 7 innings have been completed and the score is tied, the game can continue and go into extra innings if there is time left. If after 7 innings, 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 or inning 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 in play will be declared out.
9. An injury to a player will cause an immediate time out. The ball is dead. All base runners must 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 the runner may touch wither base. Interference will be called if the first baseman touches the orange base on a regular thrown ball. (Umpire judgment).

The Playing Field

1. All bases will be measured from tip of home plate, first and third bases will be 60 feet (measured to the back of the base), second base will be 84'10.5" (measured to the middle of the base). There will be 60 feet between all bases.
2. The pitching mound will be 8 feet in radius and measure 30 feet from the tip of home plate to the front of the pitching rubber.
3. An 11" ball will be used for all games.
4. The field must be set up no later than 15 minutes before the start of the game by the home team. The visiting team does take down.
5. Upon the completion of the game, the scorebooks should 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.

Players and Substitutions

1. There shall be a maximum of 10 players on the field during the game.
2. Uniforms consist of uniform jersey, pants and tie or Velcro shoes or baseball spikes (rubber or plastic only).
3. All players will bat whether or not they are fielding (continuous batting order).
4. The batting order must be written and submitted to the opposing team Manager before the beginning of game. Player last names and numbers must be included. Home team is the official scorebook.
5. Age classification will be based on the player's age as of SEPTEMBER 2nd of the previous year.
6. 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).

7. There must be 8 players minimum, to start a game. Players must be at the game by the beginning (before first pitch) of 2nd inning is thrown to be allowed to play.
8. Each player shall not sit on the bench for consecutive innings per game.
9. 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.
10. 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 (8) by the start of the game.
2. In case of injury, a team will be allowed to continue to play with 7 players.
3. Any questions on enforcement of a rule or a call made by an umpire may be discussed with the umpire and the Managers.
4. Verbal abuse/swearing and fighting will result in a disqualification of the Player/Manager/Coach/Fan.
5. The Manager or Coach may request a 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.
6. A base runner MUST AVOID CONTACT OR SLIDE if the defensive player has the ball or is in 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 not be in effect.
8. Stealing of bases will be allowed with the following exceptions:
 - a. A runner may only advance one base per play. Otherwise will constitute a dead ball.
 - b. Runners ARE NOT ALLOWED to steal home.
 - c. Runners ARE ALLOWED to steal 2nd.
 - d. Mistaken steal (4th or more) is at the risk of the runner and can be tagged out.
 - e. Runners ARE ALLOWED to steal 3rd.
 - f. Leadoffs are at the risk of the runner and pickoffs will be allowed. But where runner is not able to steal they must return back to the base they last occupied, even in the event of an overthrow.
 - g. A MAXIMUM of 3 stolen bases are allowed per team per inning.
 - h. A 4th steal will be result in an out unless the player returns to the previous base prior to being tagged or a dead ball.
9. No base runner may leave a base until the ball has been released by the pitcher (when a ball leaves the pitchers hand). Penalty: Ball is dead and runner is out and all other runners return to their original base.
10. Dropped third strike rule is NOT in effect.
11. 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.

12. At the end of each game, teams will shake hands, exhibit good sportsmanship, and only exchange positive comments.

Pitching

1. There are no walks. After 4 balls the batting team's coach/manager will pitch to the batter. The number of strikes on the batter will remain. The umpire will continue to call balls, called strikes, and swinging strikes. The batter will be declared out after 3 strikes in accordance to normal softball rules.
2. 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 in any succeeding inning. 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.
3. 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.
4. Warm up 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)
5. 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.