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# **SOUTHEAST McLEAN COUNTY TRAVEL LEAGUE (SEMCL) 2025 RULES AND REGULATIONS**

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## **General Rules**

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*The following rules apply to all age divisions both Boys and Girls:*

### **Registration**

- Players that register for a town's Summer League program must reside within the school district boundaries. Exceptions must be approved by both the "losing" and "gaining" Summer League commissioners prior to team drafts being conducted. For example, if a Tri Valley player registers for LeRoy Summer League, both the Tri-Valley and LeRoy commissioners must approve prior to the LeRoy draft. This rule does not apply when consolidating teams due to registration numbers.
- Rosters from each town must be submitted to the SEMCL commissioner by May 1st of each year. Names and numbers must be included in the rosters.
- All game day rosters must match the roster submitted to the SEMCL.

### **Regulatory Bodies**

- Play is based on NFHS (National Federation of High Schools) Rules; defined by the IESA and IHSA. Exceptions (injury, illness) to the rules as defined, must have the approval of the League Commissioner.

### **Game Specifics (Time, Innings, Scorebooks)**

- A complete game will consist of all innings (specified in each level) being played or the time limit being reached.
- A new inning will not start after the specified time for that level.
- Once the time limit is reached, the inning in progress is completed, unless the "Visiting" team is still behind after their turn at bat (e.g. no need for the "home" team to still bat in the bottom half of the inning).
- No inning will start after 8:00 PM on a field without lights.
- Scorebooks must be kept by all teams for all SEMCL games. Game Changer is encouraged to be used during the season and **must** be used during end of season Tournaments for 10u, 12u, and 14u.

### **Forfeits**

- There are no forfeits due to the lack of players. This is a participation league and hopefully the opposing team will provide additional player(s) so a game could be played.

### **Safety**

- All base runners and batters must wear a protective helmet. Non-factory installed face masks/guard on batting helmets are allowed.
- All girls levels (8U-14U) are required to wear a facemask while in the field (infield and outfield). Coaches are encouraged to carry a couple facemasks in their equipment bag.
- Throwing the bat is not allowed. An automatic out will be awarded to any player who throws a bat. There will be no warnings for a 1<sup>st</sup> time offense by either team (umpire judgment call).
- No jewelry.
- No metal spikes.
- Weather: During any kind of inclement weather (Extreme Heat or wind, Lightning, etc) – We will follow the same rules/guidelines as the IHSA if not specifically stated/explained in the SEMCL Rules.

### Sportsmanship and Coaches' Code of Conduct:

- The SEMCL mandates fair play and good sportsmanship by all coaches, players, parents, and umpires at all times. Prior to the beginning of each season, each coach and assistant coach is required to sign the league's "Coaches' Code of Conduct" contract (Appendix B) which is to be filed with the Area Commissioner for each town. Coaches will not be allowed to participate in any practices or games until the contract is on file. Additionally, the "Coaches' Code of Conduct" contract will be signed and presented to the tournament director prior to the start of the end-of-the season tournament. No coach will be allowed to participate in any tournament game until the contract is on file with the tournament director.
- During time of play, head coaches (not assistant coaches) may ask for clarification from an umpire on a call, provided that the request is reasonable and respectful, and does not delay the game significantly.
- Coaches will not engage in any behavior that intentionally delays the progress of a game.
- Any player/coach ejected due to unsportsmanlike conduct shall be suspended for the remainder of the game in which they were ejected plus one additional game. If they were ejected during the first game of a double-header, they would not be eligible for the 2nd game of the double-header. Any coach ejected from a game during the end-of-the season tournament is automatically suspended for all remaining games in the tournament. Any ejection should also be reported to the Area Commissioner of the offending team. The local Commissioner should then contact the League Commissioner as a follow-up to the incident.
- Any Person ejected from a game is not allowed to stay on the grounds and must leave the facility immediately. Failure to do so can result in further disciplinary action by the League if determined to be necessary.

### Bat and Helmet Rules

- Starting in the 2020 season for all levels – The SEMCL will no longer post specific length/weight restrictions for bat sizes and will follow the IESA rules/regulations on bat length/weight/size. SEMCL will also follow IESA rules/regulations on batting helmets and facemasks on batting helmets.
  - **Baseball bats:** <https://www.iesa.org/activities/bbb/bats.asp>
  - **Softball bats:** <https://www.iesa.org/activities/gsb/asabats.asp>
  - **Bat regulations must be posted at each field.**
- The use of an illegal bat during any 8U, 10U, 12U or 14U BOYS:
  - During **Regular Season** will result in a dead ball automatic out and the removal of the bat from the playing area, coach will be removed from the field, and contact is to be made to the respective towns commissioner. The coach may remain at the field as a spectator but may not have any contact with the team or communication during the team's game participation. If an illegal bat is found prior to a batter taking the 1st pitch, the bat must be removed from the playing area but the player is not automatically out because the at bat has not started.
  - During **Tournament Games** the first occurrence will result in a dead ball automatic out and the removal of the bat from the playing area, coach will be removed from the field, and contact is to be made to the respective towns commissioner. The coach may remain at the field as a spectator but may not have any contact with the team or communication during the team's game participation. If an illegal bat is found prior

to a batter taking the 1st pitch, the bat must be removed from the playing area but the player is not automatically out because the at bat has not started. If there is a second occurrence the team will be eliminated from the tournament.

### **Hit by Pitch (Does not apply to 8U)**

- In order to be awarded first base on a hit by pitch, a batter must have made an effort to avoid being hit in the judgment of the umpire. For example, a batter will not be awarded 1<sup>st</sup> base on a wild pitch that rolls on the ground and hits the batter since the batter would have ample time to avoid being hit by the ball.

### **Intentional Walks.**

- Each team will only be allowed 1 intentional walk per game. This pertains to 12U and 14U boys and girls only. No intentional walks are allowed in 8U or 10U.

### **Injured Players**

- Injuries occurred during a game will not count as an out for the remainder of that game only.

### **Dropped 3rd Strike Rule: (Does not apply to 8U or 10U)**

- An **uncaught third strike** (sometimes inaccurately referred to as a **dropped third strike**) occurs when the catcher fails to cleanly catch a pitch for the third strike. A pitch is considered uncaught if the ball touches the ground before being caught, or if the ball is dropped to the ground after being caught.
- On an uncaught third strike, the batter immediately becomes a runner if either of the following:
  - First base is unoccupied.
  - There are two outs (regardless of whether there is a runner on first). The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base, and must be tagged or thrown out. If the runner enters the dugout, the runner is out.

### **Orange Safety Bag**

- The batter-runner should use the orange portion only on the first attempt at first base. A runner is never out for touching the white base rather than the orange portion. Once the runner reaches first base, the runner shall then use only the white base. The defensive player may use only the white portion of the bag in making any play at first. One exception: on a missed third strike the first baseman may use the orange portion for the putout throw from the catcher. A batted ball must hit totally in the orange to be foul.

### **Tournament:**

- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To help keep games on time teams are given 90 seconds between innings to switch sides.
- Extra inning games during a tournament will follow the IHSA extra inning rules

- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

**Weather:**

- all weather related calls are to follow the IESA/IHSA protocols including rain, thunder, lightening, heat, cold, etc
  - <https://www.iesa.org/activities/weather.asp>
  - <https://www.iesa.org/documents/health/IESA-ManagingHeatIllness.pdf>

**Season issues:**

- Major issues that occur during the regular season or tournament play will be addressed in the following manner:
  - The current SEMCL commissioner, the previous SEMCL commissioner, and the next SEMCL commissioner will discuss and determine the outcome.

## ***Regular Season***

**Preface:** For consistency, **all towns** should follow the same rules as described in this rulebook for 8U Boys and Girls machine pitch divisions.

### **Field Specifications:**

- 60-foot base paths.
- Pitching machine distance is 33 feet from front of machine wheel to back corner of home plate.
- A 10' circle with pitching position start line will be chalked around the pitching machine and act as a "safety zone" for players. **(See Pitcher Position section for more details).**
- A half-way mark, 3' in length, shall be chalked between first and second and second and third bases respectively.

### **Player Eligibility:**

- Players must be 8 years of age or under on April 30.

### **Line-Up:**

- A full line-up will consist of TEN players. Coaches with more than 10 players on their roster may choose to allow all of their players to be included in the batting order. However, only 10 players are allowed on the field to play defense. If 10 players are being used for defense, the 10th player must be played as a 4th outfielder, NOT infield. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out.
- A player may NOT sit out more than two innings per game and those innings must not be consecutive. If a player is unable to play during the game, (illness, injury, fear,) that player shall not be forced to play and his team shall not be penalized. In the event of this happening, it shall be reported to the umpire and the opposing coach immediately.

### **Game Length:**

- A complete game for regular season and tournaments will be 6 innings or 1-hour time limit. No inning should start after 1 hour.

### **Ten (10) run rule**

- Applies after 4 ½ innings. If the "Visiting" team leads by 10 runs at the conclusion of the 5th inning, the "Visiting" team wins. If the "Home" team obtains a 10 run lead anytime after the "Visiting" team has finished batting in the 5th inning, the "Home" team is declared the winner.

### **Fifteen (15) run rule**

- Applies after 3 complete innings of play. If any team obtains a 15 run lead after completing the 3rd or subsequent innings of play, they are declared the winner. Ten (10) run rule also applies after 4 ½ (5) innings of play as defined in the NFHS rules book.

**Infield Fly:**

- There is no infield fly rule.

**Pitching:**

- Pitching machine distance is 33 feet from front of machine wheel to back corner of home plate. Pitching machine speed should be set to 30-35 mph. Coaches may adjust the speed at the start of each ½ inning as long as the adjustments do not delay the game. Additional machine adjustments are allowed should the machine consistently throw balls outside the strike zone.

**Pitcher Position:**

- There will be a solid chalk line on either side of the pitcher's mound. All players playing the pitching position must start each play from this line. The safety circle is still in effect. The chalk line is a place where the pitcher has to start from. (Chalk line will be 3ft long on both sides of the mound even with the front of the pitching rubber) This keeps the pitcher at the mound. Cheating the pitcher up will not be allowed, and cheating the pitcher back into a 5th infielder will not be allowed. The pitcher needs to start every play from the mound...so no team can use the pitcher in an unfair advantage. Only 1 player can occupy the pitcher position. The player can choose which side of the machine to stand on.

**Pitch Circle:**

- A batted ball that lands and remains in this circle will be an immediate dead ball situation with the batter being awarded first base and all base runners advancing one base. It does not matter if the hit was a line drive, popped up, etc – if hit in the circle and remains in the circle it is a dead ball.
- A thrown ball that lands and remains in this circle will be an immediate dead ball with all play stopped and batters/runners advancing or returning (depending on the halfway marks on the field) accordingly based on the judgment of the umpires.
- Any batted ball that hits equipment or coach will be ruled dead immediately. If the ball passes through untouched then it will remain alive.
- For safety reasons, a player may not enter the pitching circle for any reason. The coach at the pitching machine should do his or her best to shield any player from hitting the machine. A warning will be given to the team after the first time a player enters the restricted area. The second time it occurs that player must be moved to another position on the field.

**Scoring:**

- Each team will bat until there are 3 outs or reach the maximum runs for that inning. A team can only score a maximum of 6 runs per inning in the first 4 innings and 10 in the 5th inning and unlimited in the 6th.

**Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*
- A batter shall get five (5) pitches or 3 swinging strikes. If the batter has not hit the ball in play or struck out after the fifth pitch, the batter is out. If the final pitch is hit foul, the batter is still alive. An "at bat" will not end on a foul ball. Batted balls that are ruled foul still count as a strike and pitch unless it is the 3rd strike or last pitch.

**Base Running:**

- When the ball is in the pitching circle, runners must commit to the next base or return to the previous base immediately. Failure to commit will result in a warning to both benches. Any subsequent violation by either team will result in an out being called (this is an IESA softball rule, just restating it for emphasis).
- Base runners are NOT permitted to lead off bases.
- Base runners can leave the base when the pitch crosses home plate.
- Stealing bases is NOT allowed.
- Dropped 3<sup>rd</sup> strike rule is NOT in effect.
- Runners must slide feet-first on a close play. Headfirst slides are illegal. Runners will be called out if they fail to slide on a close play (umpire judgment call).
- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the baseball (umpire judgment call).

**Coaches:**

- A coach will feed the pitch machine for their own team, but must stay at the machine during play (no assisting runners). Coaches may also occupy the coaching boxes while the team is on offense. Coaches may be on field when the team is on defense during the regular season only. They should remain in the dugout during tourney play.

**Dead Ball**

- In order to encourage attempted plays at 1<sup>st</sup> base, if the infielder attempts a throw at first base, no runner advancement takes place on any base. If the infielder overthrows at any other base, 1 base advancement can take place for any and all runners.
- A play is dead when an infielder attempts a throw to the pitching position or offensive coach in the pitching circle.

**Equipment:**

- **Softballs:** Home team will furnish 2 good, clean Optic Yellow 11" balls
- **Facemasks:** All girls (8U-14U) will be required to wear a facemask while in the field (infield or outfield).
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bat Regulations:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

- **Pitching machines:** Pitching machines will be the Jugs machines and will be set up per the diagram below with the appropriate ball feed shoot for softball.



### **Substitutions:**

- No Designated Hitters (DH) or Courtesy Runners are allowed.
- A starter removed from the game may re-enter the game at any field position provided the substitute has played 3 outs and batted once. The starter must be re-entered in the same place in the batting order.
- Unlimited defensive substitutions are allowed.

## ***Postseason Tournament: 8U Girls***

### **Line-Up:**

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting order comes up to bat, the offensive team will be given an automatic out. In theory, a team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

### **Umpires:**

- All tournament umpires must be at least 16 years of age.
- The umpire is responsible for calling outs on bases, fair & foul, keeping the count on pitches, and calling the ball “dead”.

### **General:**

- Defensive coaches shall remain in the dugout during tournament games.
- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- Extra inning games during a tournament will follow the IHSA extra inning rules

- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## GIRLS 10U

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### *Regular Season*

#### **Player Eligibility:**

- Players must be 10 years of age or under on April 30.

#### **Field Specifications:**

- 60-foot base paths
- 33-foot pitching rubber
- 16-foot diameter pitching circle centered around the pitching rubber
- The batter's box shall be 7 feet long. The front of the batter's box shall be 4 feet forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

### **Line-Up:**

- A full line-up will consist of TEN players. Coaches with more than 10 players on their roster may choose to allow all of their players to be included in the batting order. However, only 10 players are allowed on the field to play defense. If 10 players are being used for defense, the 10th player must be played as a 4th outfielder, **NOT** infield. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out.

**Ten (10) run rule** applies after 3 1/2 innings. If the "Visiting" team leads by 10 runs at the conclusion of the 4<sup>th</sup> inning, the "Visiting" team wins. If the "Home" team obtains a 10 run lead anytime after the "Visiting" team has finished batting in the 5<sup>th</sup> inning, the "Home" team is declared the winner.

**Fifteen (15) run rule** applies after 3 complete innings of play. If any team obtains a 15 run lead after completing the 3<sup>rd</sup> or subsequent innings of play, they are declared the winner.

### **Game Length**

Single Game:	1 hour 30 min or 5 innings
Double Headers:	1 hour 15 min or 5 innings
Tournament Games:	1 hour 30 min or 5 innings

### **Infield Fly Rule:**

- There is no infield fly rule.

### **Scoring:**

- A complete inning will consist of 3 outs or 4 runs. Unlimited run limit applies to the 5<sup>th</sup> inning only. (Please note the 10 run limit does not apply to the last inning of the game, due to time limits or other constraints, unless the last inning is the 5<sup>th</sup> inning.)

### **Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*

### **Pitching:**

- Pitchers cannot wear batting gloves, tape, or wristbands on the pitching hand. Pitchers may only pitch 3 innings per game (Once a pitcher leaves the pitching position, they may not come back in as a pitcher that game. One pitch consists of an inning).

### **Coach Pitch Intervention Rule**

If the pitching team's pitcher walks or hits five (5) consecutive batters in an inning, the following procedure will apply:

- The offensive team's coach will enter the game to pitch for the remainder of that half-inning.
- The coach-pitcher may only use a glove to protect themselves from a batted ball and may not intentionally interfere with play in any way.
- If a batted ball strikes the coach, the ball will be declared dead immediately. Runners will be awarded bases at the umpire's discretion based on the situation at the time of contact.
- If the umpire determines that the coach intentionally interfered with play, appropriate action may be taken, including possible ejection. All interference rulings are at the sole discretion of the umpire and are not subject to challenge.

Additional provisions:

- The original pitcher will remain in the game and must take a defensive position adjacent to the pitching rubber (either to the right or left), but not behind the pitching circle/mound area.
- The original pitcher is eligible to return to the pitching position in the next inning, provided applicable pitch count limits have not been exceeded

### **Base Running:**

- Base runners are NOT permitted to lead off bases. Base runners cannot leave the base until the pitch crosses home plate.
- Stealing bases IS allowed.
- Base runners may attempt to steal 2<sup>nd</sup> or 3<sup>rd</sup> base after the pitch crosses the plate..
- Baserunner is allowed to advance 1 base from the time of the pitch (not including home).
- If the runner is trying to steal 2nd base and the catcher makes a play to throw the runner out at second base, then the runner can advance to 3rd only (cannot advance to home as stealing home is not allowed). If there is a runner on 3rd base, then the runner on 3rd cannot advance as there is no stealing home and the runner on 2nd will have to remain at 2nd.
- Dropped 3<sup>rd</sup> strike rule is NOT in effect.
- When the ball is in the pitching circle, runners must commit to the next base or return to the previous base immediately. Failure to commit will result in a warning to both benches. Any subsequent violation by either team will result in an out being called. (This is an IESA softball rule, just restating it for emphasis).
- Runners must slide feet-first on a close play. Headfirst slides are illegal. Runners will be called out if they fail to slide on a close play (umpire judgment call).

- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the softball (umpire judgment call).

#### Equipment:

- **Softballs:** Home team will furnish 2 good, clean Optic Yellow 11” balls
- **Facemasks:** All girls (8U-14U) will be required to wear a facemask while in the field (infield or outfield).
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bat Regulations:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

### *Postseason Tournament: GIRLS 10U*

#### Line-Up:

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting order comes up to bat, the offensive team will be given an automatic out. In theory, a team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

#### Umpires:

- Every 10U girl’s tournament game **must** have 2 umpires on the field – 1 of the 2 has to be patched.

#### General:

- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

## GIRLS 12U

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### *Regular Season*

#### **Player Eligibility:**

Players must be 12 years of age or under on April 30.

#### **Field Specifications:**

- 60-foot base paths
- 40-foot pitching distance
- 16-foot diameter pitching circle centered around the pitching rubber
- The batter's box shall be 7 feet long. The front of the batter's box shall be 4 feet

forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

**Line-Up:**

A full line-up will consist of TEN players. Coaches with more than 10 players on their roster may choose to allow all of their players to be included in the batting order. However, only 10 players are allowed on the field to play defense. If 10 players are being used for defense, the 10th player must be played as a 4th outfielder, NOT infield. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out.

**Game Length**

Single Game: 1 hour 45 min or 6 innings.  
Double Header: 1 hour 15 min or 6 innings.  
Tournament Games: 1 hour 45 min or 6 innings.

**Ten (10) run rule** applies after 4 ½ innings. If the “Visiting” team leads by 10 runs at the conclusion of the 5<sup>th</sup> inning, the “Visiting” team wins. If the “Home” team obtains a 10 run lead anytime after the “Visiting” team has finished batting in the 5<sup>th</sup> inning, the “Home” team is declared the winner.

**Fifteen (15) run rule** applies after 3 complete innings of play. If any team obtains a 15 run lead after completing the 3<sup>rd</sup> or subsequent innings of play, they are declared the winner.

**Infield Fly Rule:**

Infield Fly Rule is in effect.

**Scoring:** A complete inning will consist of 3 outs or 6 runs. Unlimited run limit applies to the 6<sup>th</sup> inning only. (Please note the 10 run limit does not apply to the last inning of the game, due to time limits or other constraints, unless the last inning is the 6<sup>th</sup> inning.)

**Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*

**Pitching:**

- Pitchers cannot wear batting gloves, tape, or wristbands on the pitching hand.
- Pitchers may only pitch 4 innings per game (Once a pitcher leaves the pitching position, they may not come back in as a pitcher that game. One pitch consists of an inning).

**Base Running:**

- Base runners are NOT permitted to lead off bases until the pitch leaves the pitcher's hand.
- Base runners may attempt to steal any base (including home) after the pitch leaves the pitcher's hand.

- Dropped 3<sup>rd</sup> strike rule is in effect for Majors (reinstated in 2013).
- When the ball is in the pitching circle, runners must commit to the next base or return to the previous base immediately. Failure to commit will result in a warning to both benches. Any subsequent violation by either team will result in an out being called. (This is an IESA softball rule, just restating it for emphasis).
- Runners must slide feet-first on a close play. Headfirst slides are illegal. Runners will be called out if they fail to slide on a close play (umpire judgement call).
- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the softball (umpire judgement call).

#### Equipment:

- **Softballs:** 12” softball will be used. Home team will furnish 2 good, clean Optic Yellow balls.
- **Facemasks:** All girls (8U-14U) will be required to wear a facemask while in the field (infield or outfield).
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bat Regulations:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

#### Substitutions:

- No Designated Hitters (DH) or Courtesy Runners are allowed.
- A starter removed from the game may re-enter the game at any field position (except for the restrictions on pitching restrictions on pitching) provided the substitute has played 3 outs and batted once. The starter must be reinstated in the same place in the batting order.
- Once a pitcher is taken out as a pitcher, she cannot re-enter the position of pitcher.
- Unlimited defensive substitutions are allowed.

## *Postseason Tournament: GIRLS 12U*

#### Line-Up:

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting order comes up to bat, the offensive team will be given an automatic out. In theory, a team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

#### Umpires:

- Two (2) **patched** umpires **must** be on the field for every tournament game.

**General:**

- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## GIRLS 14U

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### *Regular Season*

**Player Eligibility:**

Players must be 14 years of age or under on April 30.

**Field Specifications:**

- 60-foot base paths (IESA regulation base paths)
- 40-foot pitching distance (IESA regulation pitching distance)
- 16-foot diameter pitching circle centered around the pitching rubber
- The batter's box shall be 7 feet long. The front of the batter's box shall be 4 feet forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

**Game Length**

Single Games: 1 hour 45 min or 7 innings.  
Double Headers: 1 hour 15 min or 7 innings  
Tournament Games: 1 hour 45 min or 7 innings

**Ten (10) run rule** applies after 4 ½ innings. If the “Visiting” team leads by 10 runs at the conclusion of the 5<sup>th</sup> inning, the “Visiting” team wins. If the “Home” team obtains a 10 run lead anytime after the “Visiting” team has finished batting in the 5<sup>th</sup> inning, the “Home” team is declared the winner.

**Fifteen (15) run rule** applies after 3 complete innings of play. If any team obtains a 15 run lead after completing the 3<sup>rd</sup> or subsequent innings of play, they are declared the winner.

**Equipment:**

- **Softballs:** Home team will furnish 2 good, clean Optic Yellow 12” balls
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bats:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

**DP / Flex Player: May be used.**

- A full line-up can consist of 10 participating players, with only 9 players on defense. A team may play using 8 players with no outs for missing players.
- Replaces the Designated Hitter (DH) Rule with the Designated Player/FLEX Rule. The main differences being: 1) The role of the DP (offensive player) is never terminated, it is possible for a team to go from 10 to nine players and back to 10 players any number of times during the game; and 2) The DP (offensive player) and the FLEX (defensive player for whom she is batting) can play defense at the same time.
- See DP/Flex Rule explanation - Addendum #1)

**General Note:**

- IESA Rules govern all other aspects of play except where previously noted including substitution, pitching, and scoring. Click here for rules:  
<http://www.ihsa.org/activity/sbg/index.htm>

## ***Postseason Tournament: GIRLS 14U***

**Umpires:**

- Two (2) **patched** umpires **must** be on the field for every tournament game.

**General:**

- All rules from the regular season shall apply unless specified in the Tournament Rules.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.

- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## 8U Boys Machine Pitch

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### *Regular Season*

**Preface:** For consistency, all towns should follow the same rules as described in this rulebook for 8U Boys and Girls machine pitch divisions.

**Player Eligibility:** Players must be 8 years of age or under on April 30.

**Field Specifications:**

- 60-foot base paths.
- Pitching machine distance is 33 feet from front of machine wheel to back corner of home plate.
- A 10' circle with pitching position start line will be chalked around the pitching machine and act as a "safety zone" for players. **(See Pitcher Position section for more details).**
- A half-way mark, 3' in length, shall be chalked between first and second and second and third bases respectively.

**Line-Up:** A full line-up will consist of TEN players. Coaches with more than 10 players on their roster may choose to allow all of their players to be included in the batting order. However, only 10 players are allowed on the field to play defense. If 10 players are being used for defense, the 10th player must be played as a 4th outfielder, NOT infield. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If

the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out.

A player may NOT sit out more than two innings per game and those innings must not be consecutive. If a player is unable to play during the game, (illness, injury, fear,) that a player shall not be forced to play and his team shall not be penalized. In the event of this happening, it shall be reported to the umpire and the opposing coach immediately.

**Game Length:** A complete game will be 6 innings or 1-hour time limit. No inning should start after 1 hour.

**Ten (10) run rule** applies after 4 ½ innings. If the "Visiting" team leads by 10 runs at the conclusion of the 5<sup>th</sup> inning, the "Visiting" team wins. If the "Home" team obtains a 10 run lead anytime after the "Visiting" team has finished batting in the 5<sup>th</sup> inning, the "Home" team is declared the winner.

**Fifteen (15) run rule** applies after 3 complete innings of play. If any team obtains a 15 run lead after completing the 3<sup>rd</sup> or subsequent innings of play, they are declared the winner. Ten (10) run rule also applies after 4 ½ (5) innings of play as defined in the NFHS rules book.

#### **Infield Fly Rule:**

There is no infield fly rule.

**Pitching:** Pitching machine distance is 33 feet from front of machine wheel to back corner of home plate. Pitching machine speed should be set to 30-35 mph. Coaches may adjust the speed at the start of each ½ inning as long as the adjustments do not delay the game. . Additional machine adjustments are allowed should the machine consistently throw balls outside the strike zone.

#### **Pitcher Position:**

There will be a solid chalk line on either side of the pitcher's mound. All players playing the pitching position must start each play from this line. The safety circle is still in effect. The chalk line is a place where the pitcher has to start from. (Chalk line will be 3' long on both sides of the mound even with the front of the pitching rubber) This keeps the pitcher at the mound. Cheating the pitcher up will not be allowed, and cheating the pitcher back into a 5th infielder will not be allowed. The pitcher needs to start every play from the mound...so no team can use the pitcher in an unfair advantage. Only 1 player can occupy the pitcher position. The player can choose which side of the machine to stand on.

#### **Pitch Circle:**

- A batted ball that lands and remains in this circle will be an immediate dead ball situation with the batter being awarded first base and all base runners advancing one base. It does not matter if the hit was a line drive, popped up, etc – if hit in the circle and remains in the circle it is a dead ball.

- A thrown ball that lands and remains in this circle will be an immediate dead ball with all play stopped and batters/runners advancing or returning (depending on the halfway marks on the field) accordingly based on the judgment of the umpires.
- Any batted ball that hits equipment or coach will be ruled dead immediately. If the ball passes through untouched then it will remain alive.
- For safety reasons, a player may not enter the pitching circle for any reason. The coach at the pitching machine should do his or her best to shield any player from hitting the machine. A warning will be given to the team after the first time a player enters the restricted area. The second time it occurs the player must be moved to another position on the field.

**Scoring:** Each team will bat until there are 3 outs or reach the maximum runs for that inning. A team can only score a maximum of 6 runs per inning in the first 4 innings and 10 in the 5th inning and unlimited in the 6th.

**Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*
- A batter shall get five (5) pitches or 3 swinging strikes. If the batter has not hit the ball in play or struck out after the fifth pitch, the batter is out. If the final pitch is hit foul, the batter is still alive. An "at bat" will not end on a foul ball. Batted balls that are ruled foul still count as a strike and pitch unless it is the 3rd strike or last pitch.

**Base Running:**

- When the ball is in the pitching circle, runners must commit to the next base or return to the previous base immediately. Failure to commit will result in a warning to both benches. Any subsequent violation by either team will result in an out being called (this is an IESA softball rule, just restating it for emphasis).
- Base runners are NOT permitted to lead off bases.
- Base runners can leave the base when the pitch crosses home plate.
- Stealing bases is NOT allowed.
- Dropped 3<sup>rd</sup> strike rule is NOT in effect.
- Runners must slide feet-first on a close play. Headfirst slides are illegal. Runners will be called out if they fail to slide on a close play (umpire judgment call).
- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the baseball (umpire judgment call).

**Coaches:** A coach will feed the pitch machine for their own team, but must stay at the machine during play (no assisting runners). Coaches may also occupy the coaching boxes while the team is on offense. Coaches may be on field when the team is on defense during the regular season only. They should remain in the dugout during tourney play.

**Dead Ball**

- In order to encourage attempted plays at 1<sup>st</sup> base, if the infielder attempts a throw at first base, no runner advancement takes place on any base. If the infielder overthrows at any other base, 1 base advancement can take place for any and all runners.
- A play is dead when an infielder attempts a throw to the pitching position or offensive coach in the pitching circle.

#### **Substitutions:**

- No Designated Hitters (DH) or Courtesy Runners are allowed.
- A starter removed from the game may re-enter the game at any field position provided the substitute has played 3 outs and batted once. The starter must be reinstated in the same place in the batting order.
- Unlimited defensive substitutions are allowed.

#### **Equipment:**

- **Balls:** Baseball should be provided by Home team. No synthetic or rubber baseballs should be used.
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bats:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*
- **Pitching machines:** Pitching machines will be the Jugs machines and will be set up per the diagram below with the appropriate ball feed shoot for baseball.



## ***Postseason Tournament: BOYS 8U***

#### **Line-Up:**

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting

order comes up to bat, the offensive team will be given an automatic out. In theory, a team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

**Umpires:**

- All tournament umpires must be at least 16 years of age.
- The umpire is responsible for calling outs on bases, fair & foul, keeping the count on pitches, and calling the ball “dead”.

**General:**

- Defensive coaches shall remain in the dugout during tournament games.
- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- 
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## BOYS 10U

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### *Regular Season*

#### **Player Eligibility:**

Players must be 10 years of age or under on April 30.

#### **Field Specifications:**

- 60-foot base paths.
- 46-foot pitching distance
- The batter's box shall be 6 feet long. The front of the batter's box shall be 3 feet forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

**Line-Up:** A full line-up will consist of TEN players. Coaches with more than 10 players on their roster may choose to allow all of their players to be included in the batting order. However, only 10 players are allowed on the field to play defense. If 10 players are being used for defense, the 10th player must be played as a 4th outfielder, NOT infield. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out. Unlimited defensive substitutions are allowed. An injured player's batting spot may be skipped without incurring an out

#### **Game Length**

Single Game: 1 hour 30 min or 5 innings

Double Headers: 1 hour 15 min or 5 innings  
Tournament Games: 1 hour 30 min or 5 innings

**Ten (10) run rule** applies after 3 ½ innings. If the “Visiting” team leads by 10 runs at the conclusion of the 4<sup>th</sup> inning, the “Visiting” team wins. If the “Home” team obtains a 10 run lead anytime after the “Visiting” team has finished batting in the 4<sup>th</sup> inning, the “Home” team is declared the Winner.

**Infield Fly Rule:**

There is no infield fly rule.

**Scoring:** A complete inning will consist of 3 outs or 4 runs. Unlimited run limit applies to the 5<sup>th</sup> inning only. (Please note the 10 run limit does not apply to the last inning of the game, due to time limits or other constraints, unless the last inning is the 5<sup>th</sup> inning.)

**Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. No swinging at a pitched ball after faking a bunt on that pitched ball. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*

**Pitching:**

- Pitchers cannot wear batting gloves, tape, or wristbands on the pitching hand.
- Pitchers may only pitch 3 innings per game. (Once a pitcher leaves the pitching position, they may not come back in as a pitcher that game. One pitch consists of an inning).
- Balks will not be called. If an umpire sees a balk, he should call no pitch and explain to the pitcher what he did wrong. No advancement of runners.

**Coach Pitch Intervention Rule**

If the pitching team’s pitcher walks or hits five (5) consecutive batters in an inning, the following procedure will apply:

- The offensive team’s coach will enter the game to pitch for the remainder of that half-inning.
- The coach-pitcher may only use a glove to protect themselves from a batted ball and may not intentionally interfere with play in any way.
- If a batted ball strikes the coach, the ball will be declared dead immediately. Runners will be awarded bases at the umpire’s discretion based on the situation at the time of contact.
- If the umpire determines that the coach intentionally interfered with play, appropriate action may be taken, including possible ejection. All interference rulings are at the sole discretion of the umpire and are not subject to challenge.

Additional provisions:

- The original pitcher will remain in the game and must take a defensive position adjacent to the pitching rubber (either to the right or left), but not behind the pitching circle/mound area.
- The original pitcher is eligible to return to the pitching position in the next inning, provided applicable pitch count limits have not been exceeded

### **Base Running:**

- Base runners are NOT permitted to lead off bases.
- Base runners must have one foot on the base when the pitcher delivers a pitch.
- Base runners cannot leave the base until the pitch crosses home plate.
- Base runners may attempt to steal 2<sup>nd</sup> or 3<sup>rd</sup> base after the pitch crosses the plate.
- Baserunner is allowed to advance 1 base from the time of the pitch (not including home).
- If the runner is trying to steal 2nd base and the catcher makes a play to throw the runner out at second base, then the runner can advance to 3rd only (cannot advance to home as stealing home is not allowed). If there is a runner on 3rd base, then the runner on 3rd cannot advance as there is no stealing home and the runner on 2nd will have to remain at 2nd.
- Dropped 3<sup>rd</sup> strike rule is NOT used.
- Runners must slide feet-first on a close play. Headfirst slides are illegal. Runners will be called out if they fail to slide on a close play (umpire judgment call).
- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the baseball (umpire judgment call).

### **Equipment:**

- **Balls:** Home team will furnish 2 good clean balls.
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bats:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

### **Substitutions:**

- **No Designated Hitters (DH) or Courtesy Runners** are allowed.
- A starter removed from the game may re-enter the game at any field position (except for the restrictions on pitching restrictions on pitching) provided the substitute has played 3 outs and batted once. The starter must be reinstated in the same place in the batting order.
- Once a pitcher is taken out as a pitcher, he cannot re-enter the position of pitcher.
- Unlimited defensive substitutions are allowed.

## ***Postseason Tournament: BOYS 10U***

### **Line-Up:**

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting order comes up to bat, the offensive team will be given an automatic out. In theory, a

team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

**Umpires:**

- Every 10U boy's tournament game must have 2 umpires on the field – 1 of the 2 has to be patched

**General:**

- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## BOYS 12U

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### *Regular Season*

#### **Player Eligibility:**

Players must be 12 years of age or under on April 30.

#### **Field Specifications:**

- 70-foot base paths.
- 50-foot pitching distance
- The batter's box shall be 6 feet long. The front of the batter's box shall be 3 feet forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

**Line-Up:** A full line-up will consist of NINE players. Coaches with more than 9 players on their roster may choose to allow all of their players to be included in the batting order. However, only 9 players are allowed on the field to play defense. Coaches choosing to allow their entire team to bat must inform the opposing coach and umpire prior to the start of the game. If the whole team is included in the batting order, then there cannot be any changes in the batting order. An injured player's batting spot may be skipped without incurring an out. Unlimited defensive substitutions are allowed. An injured player's batting spot may be skipped without incurring an out.

**Ten (10) run rule** applies after 4 ½ innings. If the "Visiting" team leads by 10 runs at the conclusion of the 5<sup>th</sup> inning, the "Visiting" team wins. If the "Home" team obtains a 10 run lead anytime after the "Visiting" team has finished batting in the 5<sup>th</sup> inning, the "Home" team is declared the winner.

#### **Game Length**

Single Game: 1 hour 45 min or 6 innings.  
Double Header: 1 hour 15 min or 6 innings.  
Tournament Games: 1 hour 45 min or 6 innings.

#### **Infield Fly Rule:**

Infield fly rule is in effect.

**Scoring:** A complete inning will consist of 3 outs or 6 runs. Unlimited run limit applies to the 6<sup>th</sup> inning only. (Please note the 10 run limit does not apply to the last inning of the game, due to time limits or other constraints, unless the last inning is the 6<sup>th</sup> inning.)

**Batting:**

- Bunting is allowed. No swinging at the ball from the bunt position. No swinging at a pitched ball after faking a bunt on that pitched ball. *As a reminder, a foul-bunted ball with 2 strikes shall result in an out.*

**Base Running:**

- Base runners are permitted to lead off bases and attempt to steal any base (including home).
- Dropped 3<sup>rd</sup> strike rule is in effect.
- Runners must slide feet-first on a close play. Runners will be called out if they fail to slide on a close play (umpire judgment call).
- Headfirst slides are permitted when returning to a previously occupied base (e.g. returning to base after pitcher attempts pick-off throw).
- Defensive players (including catchers) cannot block the base / home plate with any part of their body or equipment in an attempt to prevent the base runner from contacting the base/home plate unless player is in possession of the ball. The base is automatically awarded to the runner if a defensive player intentionally blocks any base / home plate without possession of the baseball (umpire judgment call).

**Pitching:**

- Pitchers cannot wear batting gloves, tape, or wristbands on the pitching hand.
- Balks will not be called. If an umpire sees a balk, he should call no pitch and explain to the pitcher what he did wrong. No advancement of runners.
- Pitch count for 12U boys will follow IESA pitch count rules for regular season and tournament games. IESA classifies 1 day as 1 CALENDAR DAY. Example: If a player pitches on Tuesday (day or night), he cannot pitch again until Thursday.

**Equipment:**

- **Balls:** Home team will furnish 2 good clean balls.
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bats:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

**Substitutions:**

- **No Designated Hitters (DH) or Courtesy Runners** are allowed.
- Once a pitcher is taken out as a pitcher, he cannot re-enter the position of pitcher.
- Substitution is based on IESA rules, except for the restrictions on pitching.

## ***Postseason Tournament: BOYS 12U***

### **Line-Up:**

- Teams may begin play with nine (9) players without being penalized. However, less than nine (9) players a team will be penalized one (1) out per missing player. For example, if a team has only eight (8) players then every time the ninth batter position in the batting order comes up to bat, the offensive team will be given an automatic out. In theory, a team could play during a tournament with only six (6) players and every time the seventh, eighth and ninth batter came up in the batting order, they would each be considered an automatic out.

### **Umpires:**

- Two (2) patched umpires must be on the field for every tournament game.

### **General:**

- Pitch counts must be submitted to the hosting towns tournament director following each game of the tournament.
- All other rules from the regular season shall apply unless specified in the Tournament Rules.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.

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## BOYS 14U

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### *Regular Season*

#### Player Eligibility:

Players must be 14 years of age or under on April 30.

#### Field Specifications:

- 80-foot base paths.
- 54-foot pitching distance
- A permanent or removable mound must be used for all games.
- The batter's box shall be 6 feet long. The front of the batter's box shall be 3 feet forward from the center of home plate and 3 feet wide starting 6 inches from the plate.

#### Game Length

Single Games: 1 hour 45 min or 7 innings.

Double Headers: 1 hour 45min or 7 innings

Tournament Games: 1 hour 45min or 7 innings

#### Pitching

Pitch count for 14U boys will follow IESA pitch count rules for regular season and tournament games.

#### Equipment:

- **Balls:** Home team will furnish 2 good clean balls.
- **Catchers gear:** Catchers must wear legal protective equipment; mask, helmet, throat guard, chest protector, shin guards.
- **Bats:** \*\*\*See Bat and Helmet Rules under General Rules Section\*\*\*

**IESA and IHSA Rules govern all other aspects of play.**

### *Postseason Tournament: BOYS 14U*

#### Umpires:

- Two (2) patched umpires must be on the field for every tournament game.

#### General:

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- Pitch counts must be submitted to the hosting towns tournament director following each game of the tournament.
  - All other rules from the regular season shall apply unless specified in the Tournament Rules.
  - Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
  - One new ball from each team per game must be provided.
  - Pre-game infield is **not allowed**.
  - To Keep the games on time 90 seconds are given to teams between innings to switch sides
  - Extra inning games during a tournament will follow the IHSA extra inning rules
  - Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
  - A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
  - **NO** more than 3 games may be played per day per team.
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## Entire League Tournament Rules

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- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team, per game must be provided.
- Pre-game infield practice is not allowed.
- All games will begin with a coin flip to determine the home team.
- Forfeit time is game time. If a team is not present and ready to play at the scheduled start time, the game will be forfeited.
- One new ball from each team per game must be provided.
- Pre-game infield is **not allowed**.
- To Keep the games on time 90 seconds are given to teams between innings to switch sides
- Extra inning games during a tournament will follow the IHSA extra inning rules
- Tournament rosters will be submitted to the hosting town 7 days prior to the first scheduled tournament game.
- A pre-tournament coaches meeting will be held by the hosting town with all coaches present. This is **mandatory** for **ALL** coaches. Rosters, rules, expectations and any other pertinent information will be discussed.
- **NO** more than 3 games may be played per day per team.
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### Player and Team Eligibility:

- A player must play in 50% of the regular season games for the team to which he/she is officially “rostered” at the beginning of the season. Player injury would be the only exception to the rule.
- “Travel team” players may only play in the tournament if they have been properly rostered on a team and have played in at least 50% of the regular season games for the team.
- All teams must schedule 8 conference games in order to play in the league-sponsored season ending tournaments (a player can only play for their “rostered” team in the tournament).
- Playing on more than one team during the tournament will result in ejection of the player and forfeit of the game.

### Pitching:

- Violation of the pitching rule in tournament play will result in the removal of the player (found in violation) from the pitching position. The coach (whose team is found in violation) will be removed for the remainder of tournament play. The coach may remain at the tournament, but may not have any contact with the team or communication, during the team’s game participation.

## Addendum #1

2004 NFHS SOFTBALL RULES CHANGES

### NFHS *DP/FLEX* RULE EXPLANATION

1. A <b>DP</b> DOES NOT HAVE TO BE USED.	
1. IF USED IT MUST BE NOTED ON THE STARTING LINEUP.	1. THE <b>FLEX</b> PLAYER CAN BAT, OR RUN, BUT ONLY FOR THE ORIGINAL <b>DP</b> , THEREFORE, THE <b>FLEX</b> AND THE <b>DP</b> CAN NEVER BE ON OFFENSE <i>SIMULTANEOUSLY</i> .
1. A TEAM USING THE <b>DP</b> STARTS THE GAME WITH 10, BUT COULD END WITH 9 OR 10.	1. WHEN THE <b>FLEX</b> PLAYER BATS FOR THE <b>DP</b> , THE <b>FLEX</b> IS MOVED FROM THE NO. 10 SPOT IN THE LINEUP TO THE BATTING ORDER POSITION OF THE <b>DP</b> . THE <b>DP</b> IS CONSIDERED TO HAVE LEFT THE GAME, BUT THE <b>FLEX</b> HAS NOT.
1. THE STARTING <b>DP</b> CAN PLAY DEFENSE FOR ANY OF THE OTHER 9 PLAYERS IN THE LINEUP.	1. BOTH THE STARTING <b>DP</b> AND THE STARTING <b>FLEX</b> PLAYER CAN RE-ENTER THE GAME ONE TIME.
1. IF THE STARTING <b>DP</b> PLAYS DEFENSE FOR A PLAYER LISTED WITHIN THE FIRST 9 PLACES IN THE LINEUP, THE OTHER PLAYER SERVES AS A TEMPORARY <b>DP</b> DURING THE PERIOD, AS SHE BATS ONLY.	1. IF THE <b>DP</b> RE-ENTERS THE GAME, SHE MUST DO SO IN HER ORIGINAL BATTING-ORDER POSITION AND THE <b>FLEX</b> COULD: (A) MOVE BACK TO THE NO. 10 POSITION, OR (B) LEAVE THE GAME. IF THE <b>FLEX</b> MOVES BACK TO THE NO. 10 POSITION, THE TEAM RESUMES THE GAME WITH TEN PLAYERS AND

	THE <b>FLEX</b> HAS NEVER LEFT THE GAME.
1. THE PERSON LISTED IN THE NO. 10 POSITION IN THE LINEUP WILL PLAY DEFENSE ONLY ( <b>FLEX</b> PLAYER). THE <b>DP</b> AND THE <b>FLEX</b> CAN PLAY DEFENSE SIMULTANEOUSLY.	1. A SUBSTITUTE CAN ENTER THE GAME FOR EITHER THE <b>DP</b> OR THE <b>FLEX</b> . THE SUBSTITUTE CAN ENTER ON DEFENSE, AS A PINCH HITTER OR AS A PINCH RUNNER.
1. IF THE STARTING <b>DP</b> PLAYS DEFENSE FOR THE <b>FLEX</b> , THE <b>FLEX</b> PLAYER HAS LEFT THE GAME AND THE TEAM CONTINUES WITH NINE PLAYERS.	1. SHOULD THE STARTER RE-ENTER, THE SUBSTITUTE MUST LEAVE: THE STARTER AND THE SUBSTITUTE CANNOT BE IN THE GAME AT THE SAME TIME

**REMINDERS:**

- 1) THE **DP** CAN NEVER BE ON DEFENSE ONLY.
- 2) THE **FLEX** PLAYER CAN NEVER BE ON OFFENSE ONLY.
- 3) THE **DP** AND **FLEX** PLAYER CAN NEVER BE ON OFFENSE AT THE SAME TIME.

PENALTY FOR ILLEGAL RE-ENTRY OF THE **DP** OR **FLEX** IS ALWAYS RESTRICTION TO THE BENCH/DUGOUT AREA.

IF THE PLAYER IS ON OFFENSE, SHE IS CALLED OUT. IF THE PLAYER IS ON DEFENSE, THE TEAM ON OFFENSE MAY

HAVE THE CHOICE OF TAKING THE PLAY OR ACCEPTING THE PENALTY. (SEE RULE 3-1-4)

## Appendix A

### Southeast McLean County Travel League

#### *Coach's Code of Conduct Form*

The Southeast McLean County Travel (SEMCL) League expects good sportsmanship from all coaches, players, and parents before, during, and after all games. As a coach for a team in the league, you agree to set a positive example for your players by abiding by the following code of conduct:

- Coaches must refrain from using profane language and any other unacceptable behavior.
- All players, regardless of abilities, must be treated fairly at all times.
- The SEMCL is a participation league that will help develop self-esteem and the concept of team sports in each player who participates. League policy requires that all players will play a minimum of ½ of the total innings in all games during the season.
- Coaches are prohibited from playing ineligible players who are not properly rostered on the team.
- Umpires must be treated with respect at all times by coaches, parents, and players. All calls made by umpires are considered final, and must be accepted as such.
- Umpires may eject any coach from a game for arguing or other inappropriate behavior.
- According to league policy, any coach ejected due to unsportsmanlike conduct shall be suspended for the remainder of the game in which he/she was ejected plus one additional game.
- According to league policy, any coach ejected from a game during the end-of-the-season tournament is automatically suspended for all remaining games in the tournament.
- Coaches should not engage in any behavior that intentionally delays the progress of a game.
- Tournament directors have the authority to oversee the play of all games, and may need to adjust the length of games due to inclement weather or other circumstances.

With my signature, I agree to abide by the SEMCL coach's code of conduct as described above.

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Coach's Signature

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Date

*Note: A signed copy of the following form must be submitted by every head coach and assistant coach to the local commissioner prior to the start of any regular season practices/games, and also submitted to the tournament director prior to any tournament games. Coaches who do not have a signed form on file will be prohibited from coaching any SEMCL games.*

## Appendix B

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## Softball & Baseball Rules for Orange Safety Bags

### Rules

The safety base is designed to prevent collisions and other contact incidents at first base. The first baseman and other defensive players are allowed only to touch the white portion of the safety base during play. If a defensive player's foot touches the orange portion of the base, the umpire may call interference and award the runner a free base. This is an umpire's judgment call.

On offense, the runner may touch only the orange portion of the base during close plays. Because a runner is allowed to run through first base, he may run straight through the orange half, remaining in foul territory. If he touches the white half on a play at first, the defensive team may appeal the play. If the umpire notices the runner's foot placement, he will be called out. If there is no play to be made at first base, such as on a hit that will result in a double, the batter-runner may touch the white half of the base while making his turn toward second.

Batted balls that hit the white portion of the base are fair, while balls that hit the orange half are foul.

## Appendix C

## IESA PITCH COUNT LIMITATIONS---REGULAR SEASON AND STATE SERIES

PITCH COUNT PER DAY	REQUIRED DAYS OF REST	MAXIMUM NUMBER OF PITCHES ON NEXT APPEARANCE	NEXT APPEARANCE CAP
			Note: Pitch count caps are soft, meaning that the pitcher will be afforded the opportunity to finish the at bat if the maximum is reached in the middle of an at-bat.
1-20	0 days	70 pitches	A pitcher who throws 1-20 pitches may pitch on two consecutive days without rest. The maximum number of pitches that can be thrown on the second day is 70. A pitcher who throws on two consecutive days must rest for one day.
21-35	1	Up to 90	A pitcher who throws 21-35 pitches must rest for one day. After one day of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
36-50	2	Up to 90	A pitcher who throws 36-50 pitches must rest for two days. After two days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
51-65	3	Up to 90	A pitcher who throws 51-65 pitches must rest for three days. After three days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
66-90	4	Up to 90	A pitcher who throws 66-90 pitches must rest for four days. After four days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.