

Libertyville Girls Softball Association
Grade 5/6 Majors
Softball Rules 2021

IHSA rules are followed with clarifications and exceptions as identified in this document. **DEFINITIONS**

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| Coach | At least two coaches are required per team. No more than two offensive coaches are permitted on the field in foul territory during play. |
| Inning | A half inning is completed when three outs have been made or 5 runs have been scored, whichever comes first. There is no run limitation in the last declared inning; accordingly a half inning in the last declared inning is complete when three outs have been made. |
| Stealing | Stealing is permitted of all bases. Stealing is only permitted after the ball has crossed home plate. Delay steals are not permitted. Runner may only advance one base per pitch. (No advancement to home after a wild throw to third). The Continuation Play is not allowed |
| Strike Zone | The strike zone includes the top of the batters shoulder to her knees. |
| Season Stats | Standings will be tracked and a postseason tournament. |
| Season | 10-12 regular season games plus a postseason tournament |

THE PLAYING FIELD

1. Only team players and approved coaches will be allowed on the bench and playing field.
2. Players are not permitted in the stands or behind the backstop.
3. Coaches are responsible for their spectators. Spectators who harass the umpires, opposing team coaches, players, or spectators will be ejected from the park.
4. The distance between the bases is 60-feet. The pitching distance is 40-feet measured from the front of the pitcher's plate to the rear tip of home plate.
5. Only nine defensive players and 1st and 3rd base coaches (offensive) are allowed on the field.

EQUIPMENT

1. The official softball is the ASA approved 12" ball.
2. Coaches are responsible for all equipment issued to the team. If equipment repairs are required, contact the league director to make arrangements for repair or replacement.
3. All batters and on-deck players must wear batting helmets with protective face cages.
4. Mouth guards, fielder's face masks and sliding pads are *strongly* recommended.
5. All players shall wear entire uniforms. Coaches shall wear the uniform provided by their league.
6. No jewelry shall be worn during the game.
7. Metal spikes are not allowed.

PLAYERS AND SUBSTITUTES

General

1. Official lineup cards will be exchanged between coaches prior to the start of the game.
2. A team will be allowed to start and play the game with eight players.
3. A team with eight or fewer players may borrow a player(s) from another team with league director approval. A suspended player cannot be substituted. The borrowed player cannot pitch. A team may only borrow enough players to bring their roster to nine.
 1. The player(s) must be comparable in skill set to the missing players
 2. The player(s) must bat last in the order
 3. The player(s) must play an outfield position unless waived by the opposing coach
4. Outfielders must be positioned on the outfield grass prior to the release of each pitch.

Re-Entry

A player removed from the pitching position may re-enter the game only as a pitcher at the end of any half inning. A girl may not pitch more than 3 innings per game (1 pitch = 1 inning for a pitcher).

Substitutes

1. Free substitution will be allowed in all positions except as pitcher.
2. No player may sit out more than one inning in a row. Head Coaches may choose to sit a player for more innings only for disciplinary reasons or unexcused absence from practice. If this is the case, the umpire and opposing coach should be notified prior to the start of the game inning. If a player is held out for Head Coach imposed disciplinary reasons, their spot in the batting order shall be counted as an out.
3. Each player shall bat whether they play in the field or not.
4. A courtesy runner shall be used when an injury occurs or for the catcher and/or pitcher with two outs in the inning. The courtesy should be the player that made the last batted out.

Conduct

1. A player who throws their bat either on purpose or by accident will be declared out. A second offense will result in the player being ejected from the game
2. A player who acts in an unsportsmanlike manner and is consequently removed by the umpire will be counted as an out in the lineup of that game and subsequently suspended for the next game. The suspended player will not be counted as an out in the suspended game.
3. Negative chatter by any player on the bench or in the field will not be allowed.
4. Positive "Spirit" cheering is encouraged.

Blood Rule

A player, coach or umpire who is bleeding or injured must receive treatment before continuing participation. The umpire will judge if the individual can receive treatment in a reasonable amount of time to continue in the game. A player who cannot continue due to injury will be passed over in the lineup and not counted as an out.

THE GAME

1. The home team is listed last on the schedule; bats last in the inning; will occupy the third base dugout; and provide the game ball.
2. Regulation game is 6 innings. A game called by the umpire shall be regulation if 4 or more complete innings have been played.
3. No new inning may start after 1 hour and 45 minutes.
4. There is a five run maximum per half inning. A half inning shall end if the team batting scores five runs or makes three outs, whichever comes first. There is no run limitation in the last declared inning; accordingly a half inning in the last declared inning is complete when three outs have been made.
5. The last inning has to be declared by the umpire at the start of the inning. If the home team is winning after the visitor has made three outs, the game is over the home team will not bat.
6. If the contest is tied after 6 innings, the game will be governed by the following tie breaker procedure: Each team shall bat. Play for each team begins with the player making the last batted out at second base and the next player in the lineup at bat. There is no run limitation. If the contest remains tied after the 7th inning, the game shall be declared a draw.
8. A pitcher may pitch 3 innings per game. (1 pitch = 1 inning for pitchers).
9. Both teams must keep all records. Each team should compare scorebooks at each half inning for agreement. The umpire will settle any discrepancies.

BATTER-RUNNER AND RUNNER

1. Bunting is allowed. ~~No fake bunts allowed.~~
2. No fake bunt, pull back and swing allowed at any level. Once a player shows bunt they must attempt the bunt or take the pitch
3. The dropped third strike rule is NOT in effect.
4. The infield fly rule is NOT in effect.
5. Stealing is permitted of all bases. Stealing is only permitted after the ball has crossed home plate. Delay steals are not permitted. Runner may only advance one base per pitch. (No advancement to home after a wild throw to third).
6. Base running:
 1. The runner cannot leave her base until the pitched ball has crossed home plate.
 2. When a runner is legitimately off her base after a pitch or as result of the batter completing her turn at bat, and while the pitcher has the ball within the pitching circle, she must immediately return to her base and may not attempt to advance. Failure to do so will result in the runner being declared out.

7. The runner must slide to avoid contact if there is a play at the base --otherwise the runner can secure the base standing up.
8. The Continuation Play is prohibited.