

Libertyville Girls Softball Association
Grades 1st / 2nd Rookies
Softball Rules 2021

(Coach Pitches – max of 5 pitches/batter (unless 5th pitch is fouled off))

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

DEFINITIONS

Coach	At least two coaches are required per team. And no more than two offensive coaches are permitted on the field in foul territory during play. A "pitching" coach is required; he/she may give play instruction from the pitching mound, but must not participate in making a play. Two defensive coaches are permitted on the field in fair territory during play.
Inning	A half inning is completed when three outs have been made, 5 runs have been scored or every player has batted once, whichever comes first.
Stealing	Not permitted.
Strike Zone	No called strike or walks are permitted. Swinging strikes are called. A maximum of 5 pitches will be allowed for each batter. The batter will be called out on strikes by taking 5 pitches without a hit. If the player fouls off the 5th pitch, she can continue to bat as long as she continues to make contact.
Season Stats	No standings will be tracked. Scoring will be used only for the purpose of tracking runs scored per inning.
Season	10-12 games will be played

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 55 or 60-feet. The pitching distance is 35-feet measured from the front of the pitcher's plate to the rear tip of home plate. The "Pitching" coach must be between 27-35 feet from the batter while pitching. It is encouraged to challenge the better hitters by moving away from batter as much as possible.
5. Ten defensive players, two defensive coaches and the "pitching" coach (offensive) are allowed on the field. The tenth fielder must be lined up on the outfield grass before each pitch.

EQUIPMENT

1. The official softball is an ASA approved "soft" 10" 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.
4. Mouthguards are 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. A team will be allowed to start and play the game with eight players.
 2. A team with eight or less players may borrow a player(s) from another team with league director approval. A suspended player cannot be substituted. A team may only borrow enough players to bring their roster to 10.
 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
 3. Outfielders must be positioned on the outfield grass prior to the release of each pitch.
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4. 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 disciplinary reasons, their spot in the batting order shall be counted as an out.

Substitutes

1. Free substitution will be allowed in all positions.
2. Each player shall bat whether they play in the field or not.
3. Each team shall bat the number of players on their lineup, only once per inning.
4. A courtesy runner shall be used when an injury occurs or for the catcher with two outs in the inning. The courtesy should be the player that made the last batted out.
5. No player can play the outfield 2 consecutive innings.

Conduct

1. A player who throws their bat either on purpose or by accident will receive a warning. A second offense will result in an automatic out.

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 suspension 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 and bats last in the inning. Home team will occupy the third base dugout and provide the game ball.
2. No new inning may start after 1 hour.
3. There is a five run maximum per half inning (when five runs are scored, that half inning shall be over).
4. Teams shall bat all players in the last inning.

BATTER-RUNNER AND RUNNER

1. Bunting is not allowed.
2. The dropped third strike rule is NOT in effect.
3. There are no walks. The umpire will not call a strike zone.
4. The player-pitcher may stand to either side of the "pitching" coach, even with the pitching rubber before the ball has left the pitching coach's hand.
5. The "pitching" coach is considered part of the playing field during game play. If the ball strikes the "pitching" coach, the ball remains live.
6. The infield fly rule is NOT in effect.
7. Stealing is NOT allowed.
8. Base Running
 - a. While the pitcher has the ball within the pitching circle, runners must return to their base(s) and may not attempt to advance.
 - b. Runners can advance off the base after the pitched ball crosses home plate.
 - c. On a ball hit to the outfield, runners may continue to advance until the ball is thrown into the infield. Once the ball reaches the infield, runners can advance only to the next base if more than halfway

to that base when the ball arrives in the infield. If the batted ball stays in the infield, the runner may only advance one base. There are no advances on overthrows.

9. Play stops and runners do not advance after overthrows at any base. Play is stopped with the first attempt from the infielder to return the ball to the pitcher.

10. The Continuation play is prohibited.

11. In the spirit of developing players, mandatory rotation is in place between infield and outfield positions. No player can play the outfield 2 consecutive innings.