



**2025 Crosstown Girls Softball
2nd Grade (Juniors)
League Rules**

Crosstown Softball League Rules - 2nd Grade (Juniors)

These rules apply to all participating towns: Arlington Heights (AH), Prospect Heights (PH), and Mt. Prospect (MP) for Juniors (2nd grade) fast pitch softball.

CODE OF CONDUCT

1. The spirit of the game is to follow the Illinois High School Association (IHSA) rules as closely as possible. Managers CANNOT (by joint agreement) change any rule before the game. If there are any specific field rules that need to be decided, they must be discussed and resolved before the start of the game. It is the responsibility of both managers to make sure they agree to ensure clarification of rules.
2. Good sportsmanship should be utilized for every aspect of the game. The managers should emphasize this with their teams. Cheering or comments by the team or fans must not be detrimental to the other team. Managers are responsible for the behavior of their team and fans and can be ejected if they are not controlled. All managers must read these rules and review them with the players and coaches of their team at the beginning of the season. Affiliate incident reports must be submitted to the commissioner if there is any issue with fans, coaches, or umpires.
3. No alcohol, tobacco, or vape products shall be used by players, managers, coaches, fans or parents during any games or practices on the field, bench, stands or the surrounding area.
4. Abusive or foul language and / or conduct will be grounds for removal from the field for players, manager, coaches and/or fans.
5. Managers are responsible for keeping players, coaches, fans and parents under control. Managers cannot play in games. Only the manager, coaches and players can be in the dugout during the game. Managers must notify the other managers if they will be out of town and provide assistant manager numbers in case rain notification is needed.

FIELDS

6. The home team is responsible for setting up the playing field at least 30 minutes before a game is to start. Each team gets 10 minutes for infield practice. Home infield practice is from 25 minutes before game time to 15 minutes before game time. The visiting team gets from 15 minutes before game time to 5 minutes before game time. Five minutes prior to game start all players must vacate the field for the pregame conference with the umpire. Weather conditions or completion of a previous game may not allow for this. Take down of the field is also the responsibility of the home team.
7. The home team must also supply 2 game balls with at least 1 being new. The home team keeps the game balls at the end of the game.
8. The home team uses the third base dugout.
9. **Pitching Distance - 25 feet** from the back tip of the plate to the front edge of the

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pitching rubber. 16' circle radius.

10. **Base Distance - 60 feet** apart.
11. Field of Play:
 - a. The chalk foul line is fair territory. If any part of the ball is touching the foul line, it is a fair ball.
 - b. Fair Balls - If a fly ball is hit beyond 1st or 3rd base and lands on the chalk line, it is a fair ball
12. If the field is unplayable, the home team must notify the visiting team manager by talking to someone in a coaching capacity at least one and one half (1 1/2) hours before scheduled game time and getting confirmation. Leaving a voice mail or sending an email without confirmation is not sufficient notice. Please additionally notify your community representative ASAP.
13. Rescheduling games is the responsibility of the home team. The league commissioner may also assist in rescheduling the game. Games that are cancelled or suspended, teams should make every effort to reschedule the game within two weeks. If the game that was cancelled or suspended is near the end of the season the game should be made up ASAP. **All games reschedules must be approved by your league representative.**

EQUIPMENT

14. Shirts/Jerseys should be tucked in.
15. **Jewelry** - It is not recommended and is up to the manager, coach or umpires' discretion at the games.
16. Metal spikes are not permitted - at practices or at games.
17. All players warming up a pitcher must wear a catcher's mask.
18. All offensive players must wear a batting helmet which includes a face mask while batting or running the bases or in the on deck circle. Chin Straps are optional
19. All infield players (1B, 2B, SS, 3B, SC & Pitcher), pitcher included, must wear a fielder's mask. Catchers must wear a catcher's helmet & mask which is NOCSAE certified, along with chest protectors, and shin guards.
20. Base coaches under 18 yrs.old, need to wear a batting helmet while on the field.

ROSTER / PLAYING TIME

21. The only players permitted to play, and practice are those who have registered with a park district and / or the affiliate recreation program by paying the appropriate fee. Players may be registered in multiple leagues (including travel) as long as they are registered in this league. Players can only be placed on one house league team. Registration lists for each town should be shared to avoid this situation from

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occurring in the future.

22. The manager/coach may decide to use substitute players during the game or any part of the game if they do not have 9 players able to play or will fall below 9 players during a game. Those players must be registered in any of the recreational programs in the park districts/or villages. They must play an equal amount of time to the rest of the team in the field as well as bat within the batting order. or borrowing players from the opposing team and can be used for any game. Borrowed players may also be used from within the Kindergarten/1st grade league, Call up & Borrowed players must wear the uniform of their assigned team and should not start the game ahead of rostered players and they should bat last.
23. Both teams must have at least 5 players including replacements to start the game. If they do not within 15 minutes of the scheduled start time, then the game is a forfeit. If during the course of a game play, the number of available players drops below 6 then play must stop. If a team that has less than 9 players decides to stop playing, then the other team will be declared the winner. If a team plays with fewer than 9 players, then those missing positions in the batting order are not automatically an out. If the managers want to have a practice game, then decide up front how long or how many innings will be played.
24. Players are to be given equal defensive playing time as much as possible. No player sits out a second inning until everyone sits out one inning with the exception of a pitcher pitching in consecutive innings.
 - a. All players must play a minimum of 2 innings in an infield position (1B, 2B, SS, 3B, SC & Pitcher), and 2 innings in the outfield/catcher position (LF, CF, RF, Catcher). This may not always work depending on the number of players a team has at a game. In the regular season there is no penalty, but the league commissioner should be made aware of the violation and address it with the violating team. Lineup cards should be built for a 6 inning game and follow the spirit of the rule.
 - b. There is free substitution in all leagues.
 - c. A player cannot change positions with another player within an inning unless there is an injury or pitching change
25. Each team bats its full roster of available players including replacements. Players that show up after the game has started are placed at the end of the original batting order. Players that leave during the game are skipped in the batting order from then on without a penalty.

GAME PLAY

26. Juniors will use a 10 inch "safety" softball.
27. A regulation game would consist of six (6) innings. Games are typically scheduled with 2 or more hours between games. Teams must abide by the following game time considerations:
 - a. At 1 hour and 15 minutes from game start time, no new innings shall begin.

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28. All games will be self officiated by coaches. There will be no umpire scheduled for this league.
29. In the case of rain stopping the game, it is recommended that a rain delay of 20 minutes be used before the game officially ends. In the case of lightning stopping a game, resumption of play cannot begin unless 30 minutes has elapsed from the last lighting or the all clear from a lightning detection system.
 - a. The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce rules that occur on the field.
 - b. They have the power to order a player, coach, captain, or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.
 - c. The plate umpire shall have the authority to make decisions on any situation not specifically covered in the rules.
 - d. When an injury occurs, play must halt immediately.
30. No scores are reported in this league.
31. Managers need to exchange the batting orders with opposing teams prior to game start.
32. **Infield fly** – This league does not have infield fly.
33. **Run Limits** - The inning will end when three (3) outs occur or after 4 runs are scored. Play stops on the 4th run. Run limits apply in all innings, even the last inning.
34. Three (3) outfielders must begin at the start of any pitch on the outfield grass (even at Melas Park). Under no circumstances can an outfielder cover 2nd base for a force.

BASERUNNING

35. **Contact / Sliding / Defensive Interference**
 - a. Contact/Sliding/Defensive interference are inherently "judgment" calls by the umpire so the only discussion with the umpire is rules interpretation.
 - b. When the defensive player has the ball, it is the responsibility of the runner to avoid contact that affects safety. Specifically, if the runner does not slide, they need to not run into the defensive player. The runners are strongly suggested to slide. In the event contact is made during the act of sliding, the umpire is requested to be more lenient in their interpretation of this rule. If contact is made without a slide, the umpire should determine if it was incidental with an attempt to avoid contact or if the runner simply ran into the defensive player without an attempt at avoidance. The runner should be called out for contact made without effort to avoid it.
 - c. When the defensive player does not have the ball, they have an obligation to leave the baseline and access to the bases clear. In the event contact occurs and the defensive player does not have the ball, this is considered

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defensive obstruction, and the runner should be considered safe at the base to which they are running. The catcher cannot impede the base runner attempting to score when she does not have the ball.

36. **Contact with Base** - Runners must have at least one foot in contact with the base they occupy until the pitched ball is hit.
37. **Baserunning**
- No stealing bases is allowed.
 - Once a player playing an infield position has control of the ball, runners shall not advance beyond the base to which the runner is headed.
 - No advancing bases on overthrows
38. If a **courtesy runner** is needed, then the player that made the last out will run. If that person is not available, then the person making the previous out will run. Courtesy runners are only permitted for a player who is catcher or pitcher in the coming inning, or a player with an injury.

BATTING

39. **Strike Zone**
- The strike zone is from the batter's highest shoulder to the knee, and over home plate.
 - A pitched ball dropping before or on home plate is to be called a ball.
 - We encourage all coaches to teach the players to swing to put the ball into play unless the ball is clearly out of the strike zone.
40. Batters need to try to avoid being hit by a pitch (including rolling balls or balls which have already bounced off the ground).
41. The kid pitcher will throw a maximum of two (2) pitches to each batter. If the batter fails to make contact, then the coach will throw a maximum of three (3) additional pitches to the batter. Foul balls on the final or subsequent pitches will result in another pitch. If the batter fails to put the ball in play, the batter is out.
42. Batters throwing a bat the first time in a game will be issued a warning. If the same batter throws a bat again in the game, the batter will be called out.
43. If a batter is injured during batting and cannot continue, then the next batter will assume the existing count without an out being declared.
44. Bat - This league does not require a bat marked as "Official Softball" .

Reminder for any item not mentioned above, follow IHSA rules.

Example for field set up below

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