

## Central Kane County Softball Organization Rules

All rules & regulations shall follow **ASA** except as modified, clarified or altered as follows. Adopted as of April 1<sup>st</sup>, 2011.

### 1. GENERAL RULES

#### (a) RESPONSIBILITIES

- i) Home team occupies the 3rd base dugout.
- ii) Home team is responsible for field preparation. Home team managers are responsible for re-scheduling. Home team decides if fields are playable. If possible, a 24 hour notice should be given for cancellations.
- iii) Coaches are responsible for their players and parents conduct during a game.
- iv) Make-up games must be made up before the end of the season.

### 2. PLAYING FIELD

#### (a) Coaches on the Playing Field

- i) 10U through HS - Only 1st and 3rd base coaches allowed on the field.

#### (b) Area behind backstop is off limits to everyone

(c) No batter may warm up outside the on deck circle. On deck batter must be backside of the player up to bat.

#### (d) Pitcher's Plate Distance from Back of Home Plate

- i) 10U/12U – 35 Feet
- ii) 14U – 40 Feet
- iii) HS – 43 Feet

#### (e) Distance Between Bases

- i) 10U/12U/14U/HS - 60 Feet – Safety Base to be used at first base

### 3. UNIFORMS

(a) All players must wear their official team uniforms with their shirts tucked in.

(b) Wearing of jewelry is prohibited unless it is religious or medical; then it must be taped down for safety.

### 4. EQUIPMENT – Must be adhered to during practices and game.

(a) Metal spikes are prohibited. (The league recommends the use of soft rubber or polyurethane cleats.)

#### (b) Balls

- i) 10U – 11” ASA approved FP Optic Yellow
- ii) 12U/14U/HS - Any 12 inch ASA approved FP Optic Yellow, with COR of .47 or higher may be used.

#### (c) Bats:

- i) 10U/12U - Official Softball Only
- ii) 14U/HS - All bats must be ASA approved.

(d) Catchers: Full equipment to be worn (helmet, chin strap, mask, throat protector, shin guards, chest protector) by catcher.

#### (e) Batting Helmets

- i) Batting helmet must have **face masks and** chin straps.
- ii) All batters, on deck batters and runners must wear helmets while on field and when taking warm up pitches.
- iii) If the batter/base runners intentionally knock off her helmet, the umpire may call her out.

(f) The ASA hat rule has been waived.

## 5. SAFETY

(a) A game will be called if there is visible lightning in the vicinity. All girls must be removed to an area of safety.

(b) **COMMUNICABLE DISEASE PROCEDURE:** A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is the ump's judgment. The re-entry rule applies to players taken out of the game for this rule. If there is an excessive amount of blood on any part of the uniform, that part of the uniform shall be changed before that individual may participate.

(c) No foreign material (i.e. hitting devices) on the fence lines during a game.

## 6. PLAYERS - A player can only play on one team and one town in a season.

(a) Defense - Field 9 players

i) 10U/12U – minimum of 7 players (outfielders must play 10' beyond baseline)

ii) 14U/HS – minimum of 8 players - If only 8, the 9th batter is out. If a player leaves or is injured there will not be an automatic out if there are 9 players still playing. Coaches can amend this rule if both are in agreement on a per game basis.

(b) Offense

i) **Batting Order:** A continuous batting order shall be used by all teams. If a batter is hurt and cannot continue, the next batter takes her count. She may come back in to play when ready. Opposing team must be notified.

(c) Playing Time / Postions

i) 10U - Players cannot play more than 2 consecutive innings at any one position with the exception of the Pitcher and Catcher, who can play no more than 4 innings combined at that position (Pitching to 1 batter in an inning will be considered a full inning.). **Players cannot sit out more than 3 innings in any game except for disciplinary reasons. Defensive players may be moved in and out of positions freely including pitchers.**

ii) 12U - Players cannot sit out more than **3 innings** in any game (unless for disciplinary or other reasons). Defensive players may be moved in and out of positions freely including pitchers. A pitcher may pitch a max of 4 innings per game. Pitching to 1 batter in an inning will be considered a full inning.

iii) 14U - Each girl must play 2 innings per game, except when disciplined by the coach (coach will notify opposing team before game which girls are being disciplined) or when the game is called after 5 innings. There will be a limit of 4 innings per game for each pitcher. Any team deliberately evading this rule shall forfeit that game. When a pitcher throws one (1) pitch, it will be considered as one (1) inning pitched. A pitcher may only re-enter the pitching position one (1) time.

v) HS - Each girl must play 2 innings per game, except when disciplined by the coach (coach will notify opposing team before game which girls are being disciplined) or when the game is called after 5 innings. There will be unlimited pitching. A pitcher may only re-enter the pitching position one time.

(d) "Bringing Up" Players - During regular season & tournament play, you can bring an eligible player up if you have less than 9 players on your roster available. In either case, the player brought up can not pitch. An eligible player must be currently on the roster of a lower age team within the League. Players of questionable eligibility must produce satisfactory verification within 24 hours of a protest. Without verification, any games played with an unverified and/or ineligible player will revert to a forfeit.

## 7. THE GAME

(a) Warm-up starts 30 minutes prior to the scheduled game time. Each team has 15 minutes on the field. Home team shall have the field 30 minutes prior to game time, visiting team shall have the field 15 minutes prior to game time.

(b) Games are to start on time with no inning to start after 2 hours from the scheduled start time. After June 1st, no inning will start after 2 hours & 15 minutes (only if no other game is scheduled to start immediately after).

(c) If the game is suspended prior to a completed game, when the game is replayed, the same runner shall be put on the same base and the same batter with same batting order shall resume until the game has been declared complete.

(d) 10U

i) 6 complete innings are to be played regardless of the score; A completed game is 4 1/2 innings if the home team has the lead. 1 extra inning in case of a tie. 4 runs per inning max for the first 5 innings. Unlimited runs for the 6th or last decided inning, and extra innings. In case of a tie on days with doubleheaders and with no following game on that field, the game continues with the international tie breaker rule in effect - the 2 hr time limit does not apply.

(e) 12U

i) 7 complete innings are to be played (5 innings min). A completed game is 4 1/2 innings if the home team has the lead. 1 extra inning in case of a tie. 5 runs per inning max for the first 6 innings. Unlimited runs for the 7th or last decided inning, and extra innings. In case of a tie on days with doubleheaders and with no following game on that field, the game continues with the international tie breaker rule in effect - the 2 hr time limit does not apply.

(f) 14U/HS

i) A game consists of 7 innings. There will be a 2 1/2 hour time limit on all games, except in the case of a tie. There will be a 2 hour-time limit if there are two games scheduled sequentially or Saturday doubleheaders (if no conflicting games are scheduled). An inning starts at the 3rd out of the prior inning. A team can only score 6 runs per inning for 14U level. The last inning will be unlimited runs. High School has no run limit per inning.

ii) If it is getting close to the time limit the umpire will decide which inning will be the last. If a game is tied at the end of 5 innings and the 2 1/2 hour limit is met, umpires shall decide if there is sufficient light to continue after each additional inning, until there is a winner. If a tie cannot be broken before darkness, the game shall be completed at a date agreed upon by the coaches, or remain tied, if unable to reschedule. If the game is tied after 7 innings and there is sufficient light to continue, the international tiebreaker will be used. A completed game is 4 1/2 innings if the home team has the lead.

## 8. RUN-AHEAD RULE

(a) 10U – Not Applicable

(b) 12U through HS - If one team is ahead by 10 or more runs after 5 innings of play (4 ½ Innings if the home team is ahead), the game shall be considered complete.

9. PITCHING - IHSA rules for pitching motion will be followed. (The pitcher may start with one (1) or two (2) feet on the rubber.) Pitchers re-entering the game will not receive a warm up pitch.

(a) 10U - Delivery - The ball must be thrown underhand (slingshot may be used but not recommended). Strike Zone - Over the plate and between the front of batters arm pits and knees.

(b) 12U - Delivery - The ball must be thrown underhand. Strike Zone - Over the plate and between the front of batters arm pits and knees.

(c) 14U/HS – ASA Rules are in effect.

## 10. BATTING

(1) 10U/12U

(a) Batter's Box - Batters must stay in the batters box at all times. The batter is out if they step on or in front of home plate during the pitchers delivery.

(b) Bunting - Allowed.

(c) Foul Balls - Unlimited with 2 strikes.

(d) Hit By Pitch - Batter is awarded 1st base if reasonable effort was made to avoid being hit. If the ball bounces on the ground prior to hitting the batter and the batter has made reasonable effort, the batter is awarded 1st base.

(e) Dropped 3rd Strike

1. 10U - Not in effect.

2. 12U – In Effect

(2) 14U/HS

(a) ASA Rules are in effect.

## 11. BASE RUNNING

(a) 10U

i) Stealing - Not allowed.

ii) Pass Balls - Not allowed.

iii) Lead Offs - Allowed after the ball leaves the pitcher's hand. Runners leaving the base too soon will be called out.

iv) Sliding - Optional but runners must avoid contact when a play is made at 2nd, 3rd, or home or they will be called out.

v) Overthrow - One base beyond the base being approached will be awarded.

vi) Baseline - Runner is called out when running more than 3' outside of the baseline.

vii) Infield Fly Rule - Not in effect.

viii) Dead Ball - Play is dead and runners cannot advance once any infielder has possession of the ball in the pitchers circle. (Ask ump for clarification of Dead Ball vs. Live Ball.)

ix) Continuous Walk - Not in effect.

x) Runners can advance on "pick off" play.

(b) 12U

i) Stealing - Allowed for all bases.

ii) Pass Balls - Allowed.

iii) Lead Offs - Allowed only after the ball has left the pitchers hand. Runners leaving the base too soon will be called out.

iv) Sliding - Optional but runners must avoid contact when a play is made at 2nd, 3rd, or home or

they will be called out.

v) Overthrow - One base beyond the base being approached will be awarded.

vi) Baseline - Runner is called out when running more than 3' outside of the baseline.

vii) Infield Fly Rule - In effect.

viii) Dead Ball - Play is dead and runners cannot advance once any infielder has possession of the ball in the pitcher's circle.

ix) Continuous Walk - Not in effect.

(c) 14U/HS

i) Slide rule: "When a defensive player has the ball (OR THERE IS A PLAY ABOUT TO OR BEING MADE - added interpretation) and the runner remains on her feet and deliberately, with great force, crashes into the defensive player, the runner will be declared out." A runner may slide into the fielder. Both teams check with umpire to see how he will call the sliding rule. There will be NO PROTESTS, umpires will make all calls.

#### UMPIRES- ONLY COACHES CAN ADDRESS AN UMPIRE

(a) 10U/12U

i) Paid umpires will be used.

ii) Decisions - Decisions by all umpires are final. There are no provisions. Appeals must be made prior to the next pitched ball. Unless appealed, an umpire cannot call a runner or batter out.

iii) Interference - Base runner is out if interfering with a fielder attempting to field a batted ball.

iv) Thrown Bats - Upon the umpire's judgment, a thrown bat will result in the batter being called out.

v) Weather - The umpire will, in consulting with the coaches, suspend a game if lightning or the assumption of lightning is present.

(b) 14U/HS

i) Patched umpires will be used.

ii) TOURNAMENT UMPIRES

(1) 14U – Two (2) patched umpires will be provided for the final round of the tournament.

(2) HS – Two (2) patched umpires will be provided for the semi-final and final round of the tournament.

#### 13. CODE OF CONDUCT FOR ALL TEAMS/TOWNS

(a) ALL COACHES/players/parents/guests, regardless of residence, town association, and/or prior completion of any other Code of Conduct, will be held responsible for their behavior at any field, or location being sponsored by **Central Kane County Softball Organization**. Negative behavior that cannot be resolved within their organization will be brought forth to the Board of the **Central Kane County Softball Organization** for review. If the infraction(s) is not resolved to the satisfaction of each town's representative, then a citation may be imposed on that organization as a whole. Three (3) infractions in one (1) season will result in suspension of the entire organization from play within the **Central Kane County Softball Organization**.

#### 14. FAQ's

(a) **DROPPED THIRD STRIKE:** Dropped third strike is when the catcher fails to catch what would be the 3rd strike call before it touches the ground when there are fewer than 2 outs AND 1st base is unoccupied OR anytime there are two outs, the batter can run to 1st base. The batter will be called out if tagged by the catcher with the ball or if the batter "checks" herself out by walking to the dugout (or out of the baseline). The catcher may pick up the dropped ball and attempt to throw the batter/baserunner out at first.

(b) **CONTINUOUS WALK:** Continuous walk is when the batter becomes a baserunner by being awarded 1st base on balls and continues past 1st and goes to second. The batter who is now a baserunner - once committed to going to second must continue to second at their own risk.

(c) **IN-FIELD FLY RULE:** Infield fly rule is when there are runners at 1st and 2nd OR bases are

loaded with less than 2 outs and the ball is popped up into the infield. The umpire shall call "Batter is out" or some variance thereof, and the runners may advance at their own risk.

(d) **PASS BALL:** a pass ball is a legally pitched ball that should have been caught but gets by the catcher. The runners (including the batter) may advance at their own risk including stealing home.

(e) **STANDINGS:** Results of all games shall be sent by email to the **hosting league** within 24 hours of the start time of the last regular season game, by the director of each individual league. In the case of a tie for first place, a 1-game playoff will be held (location to be determined by a coin toss). A tournament will be held for each division (excluding 8U) at the end of the season. Standings will be decided by win-loss percentage; if tied then head-to-head, then total points.

(f) **CKCSO BOARD** – Consists of one (1) official representative of each individual League.

