

Flossmoor Baseball and Softball Rulebook and Guidelines

Flossmoor Baseball and Softball Board



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1 Dear Flossmoor Baseball and Softball Manager

With the start of another season just around the corner, it's time to get reacquainted with our league philosophy and the various rules and guidelines governing our league, its personnel and our games.

While Flossmoor Baseball and Softball is very appreciative of your commitment to manage a team, there is a certain responsibility associated with your **Manager** designation. First and foremost, the Board expects that you will manage in accordance with the League Statement of Philosophy. Furthermore, we expect you will make every effort possible to teach each and every child, regardless of skill, the fundamentals of the game while promoting participation and the appropriate level of competitiveness. Keeping this "top of mind" will help ensure a successful season for all involved.

Please take time to read and understand all the applicable rules and guidelines. As always be aware of the Flossmoor Baseball and Softball Code of Conduct policy for parents, players and coaches and the 24 Hour Rule. Should you have any questions regarding this material, please contact your league commissioner or appropriate vice president.

Focus on fundamentals, coach the kids, have fun and be safe. Enjoy the season.

Regards,

Flossmoor Baseball and Softball Board



2 League Statement of Philosophy

Flossmoor Baseball and Softball, Inc. has been created for the sole benefit of the young men and women participating in the program.

The Board of Directors shall assure that all decisions made and all actions taken are done in the children's best interest.

Flossmoor Baseball and Softball, Inc.'s purpose is to provide a healthy and safe environment for the children while creating a program in which fairness, sportsmanship, integrity, team play, growth in ability, and growth in character are preserved as the main objectives.

Any person and/or persons acting contrary to this philosophy shall be asked to relinquish his/her position and involvement with the program.



3 Rule Changes - 2024

1. Add rule about cat and mouse in Mustang rules



4 Team Manager Responsibilities

4.1 Sportsmanship and Team Management

1. Be a positive role model for your players in all that you do.
2. Control yourself, your players, coaches and fans. No one benefits from poor sportsmanship. Be a good winner and a good loser. Demonstrate appropriate behavior using actions and words.
3. Do not bait or attempt to intimidate the umpires. They deserve respect from the fans and coaches.
4. Remember your sponsors. Provide them with a team schedule, make certain to deliver the sponsor plaque and thank them for their continued support of Flossmoor Baseball and Softball.
5. Choose a team parent and discuss the responsibilities. The team parent generally:
 - Ensures concession stand and volunteer obligations are met,
 - Coordinates a post-season team party,
 - Helping out on game days - making sure water is available on hot days, etc.
 - Help with phone calls - especially on rain dates
 - Distribute team pictures.
6. Absolutely NO SMOKING in close proximity to the field.

4.2 Maintenance and Equipment

1. Field Preparation. Managers and coaches may be required to prepare fields for play on weekends. Managers and coaches who are scheduled to play the first game of the day on either Saturday or Sunday should plan to arrive early to help line the fields and prepare the infield.
2. Raking. Home teams - managers and coaches primarily - are *required* to rake the field after each and every game. The batters box, mound and base paths must be raked after each game and must be done promptly when another game is to follow. This 10 minute process will go a long way in helping us maintain the fields over the course of the season. Coaches should also rake after a practice. Rakes are available at each field and if not present, can be found in the equipment shed. Please return the rakes to the shed or to the appropriate on-field location after you've finished.
3. Temporary Pitching Rubbers and Mounds. If your game requires pitching from a distance where no permanent mound is installed, you can install a temporary rubber which are kept in the Garage. DO NOT remove a permanent rubber. PLEASE return the rubber to the Garage. If your game is the last of the day where a portable mound is in use, you MUST also return the mound to the garage.
4. Trash Collection. It is the responsibility of each team to make certain the dugout is properly cleaned after each game. PLEASE have your players remove all their trash and place it in a trash bin.
5. Equipment. You are responsible for the equipment issued to you by Flossmoor Baseball and Softball, Inc. The equipment remains property of Flossmoor Baseball and Softball, Inc. throughout the course of the season. Do not trade equipment with any other team. If you need equipment for any reason, contact your league Commissioner who will relay your message to the Equipment Director. Return ALL of your equipment promptly when the season is over. Your League commissioner will notify you regarding a collection time and location.

4.3 Game and Practice Management

1. Practice your team regularly. Teach and drill fundamentals - even at the older levels. Avail yourself of opportunities to attend coaching clinics to improve your coaching and communication skills. Set development goals for your team and each player. For example, "I want Jimmy to catch a fly ball on the run this year" or "I'd like to see my catchers properly learn how to block this year."



2. Plan your practices and get parents to help run the drills with you. Try to have multiple practice stations set up to make best use of your time and minimize the “standing around” time.
3. Have your game day lineup - offense and defense - ready to go before the game. Keep the games moving by having your game plan ready to go. Taking an excessive amount of time between innings to figure out a defensive lineup slows the game. This activity cannot be tolerated by the league. Managers who are not properly prepared can expect questions from the Commissioner and/or Vice President regarding their preparation for games.
4. Home teams must:
 - Supply two new game balls (three for Pony games) and one softball. The home team keeps the balls following the game.
 - Occupy the 3rd base dugout.
 - Keep the official scorebook and confirm the score with the opposing team scorer after each 1/2 inning.
 - In Bantam and Pinto - lock up the pitching machine after each game.
 - RAKE the field - batters box, mound and base paths.
5. Winning manager MUST email the game score to the Commissioner of their league.
6. When there is inclement weather, call the Hot Line or check the website www.flossmoorbbsb.com to determine if games will be played. Managers can contact the commissioner of their league for the Hot Line phone number. If the fields have been deemed playable and a team does not show up for the game at the designated time, the game will be forfeited. On weekdays games will be called at 4:00 p.m. (8:00 on Saturdays and 12:00 on Sundays). *DO NOT call the Hot Line before the designated time as a determination may not have been made. DO NOT give the Hot Line number to any parents or players. This line is for team managers only.* When the fields are playable but weather is threatening, a final determination will be made at game time.
7. If a field is muddy, STAY OFF. Always yield to a maintenance crew if they need to access the field to make it ready for a game. Do not practice on the field when a grounds crew is preparing the field for a game. Do not disturb the chalk lines once they have been placed.
8. Priority use of a field for practice belongs to a team that plays its games on that field. Priority use of Highland North belongs to girls softball teams. For example, a Bronco team can practice on Mustang Field but must yield to a Diamond, Junior or Mustang team wanting to practice. Also, on game days, priority belongs to the two teams scheduled to play on that field starting one hour prior to the game. Pony practices on Pony field: The team scheduled to practice on Pony field has priority use of the field.
9. Keep your equipment in the dugout at all times.
10. Have your catchers suited up and ready to go when the inning is complete. Use the Catcher Speed Up rule when possible.



5 League Commissioner Responsibilities

1. League Commissioners have primary responsibility for their respective leagues. League Commissioners report to the respective Boys and Girls Vice Presidents.
2. Commissioners should instruct their managers and coaches that should a problem arise, the Commissioner should always be their first point of contact. In addition, the Commissioner is responsible for the day to day administration of the League.
3. Specifically, Commissioners are responsible for:
 - Finding managers for their League in conjunction with the Vice President
 - Recommend managers and coaches to the Board of Directors.
 - Hold a pre-draft managers meeting to introduce the managers and review the draft procedures, a pre-season managers meeting to go over league rules and philosophy, and a pre-tournament meeting to review tournament schedules and rules.
 - Working with the Vice President to layout the draft process in advance of the draft.
 - Recruiting individuals to help with tryouts.
 - Overseeing the draft and tryouts.
 - Contacting managers to find out names of team parents for all teams and conveying the completed list to the Vice President.
 - Attending the League-wide managers meeting and distributing equipment and packets to managers unable to attend the meeting.
 - Communicating with and handling all problems in their League
 - Being informed of what is going on in the League - knowing the players, teams and managers.
 - Be available on game days to solve problems with umpire no-shows, rule interpretations, resolve disputes, answer equipment questions, etc.
 - Distribute uniforms, trophies, pictures, sponsor plaques, flyers, etc. to managers in a timely fashion.
 - Communication with managers regarding special events, reschedule games and tournaments. It is highly recommended to conduct a manager meeting before the playoffs begin.
 - Fostering a spirit of cooperation among the league managers.
 - Coordinating equipment return from managers and tracking down remaining equipment.



6 Important Information and First Aid

6.1 Emergency Numbers

1. Paramedics (Flossmoor) 798-3131 or **911**
2. Police (Flossmoor) 798-3131 or **911**

6.2 First Aid Rules

1. Each manager should be familiar with general First Aid rules. Each team is issued a small First Aid Kit. It must be taken to each practice and game. Its contents should be inspected from time to time.
2. The concession stand had cold packs and First Aid materials upon request.
3. Each team should supply liquids to replace fluids the children may have lost during practices and games.

6.3 Basic Approach in First Aid

1. Always remain calm - it is not always easy since the first sight of an injury can be upsetting. Nevertheless, helping to keep the injured player calm can sometimes be the best first aid you can render.
2. Never assume the role of a physician - the old saying "it's better to be safe than sorry" is one that intelligent volunteer coaches will heed. Whenever there is any doubt, refer to a physician.
3. Never move a player who has a serious injury - this includes setting him/her up.
4. Never hesitate to call an ambulance.

6.4 Treating Specific Injuries

1. Nosebleed - have the player sit and apply cold to nose (ice cubes or cold cloth) while pinching pressure at the bridge of the bleeding side of the nostril.
2. Blisters - keeping a blister clean and covered is important.
3. Jammed fingers - apply a cold pack to reduce the swelling.
4. Small cuts - apply pressure to control bleeding. Cleanse and apply a dressing and more pressure.
5. Scrapes and burns - cleanse and cover with a clean dressing.
6. Foreign body in eye - wash out with eye cleansing solution.
7. Wind knocked out - try to relax player and encourage him/her to breathe easily.
8. Unconscious player - don't move player. Have one of your assistants call for an ambulance. Check to see if there is a difference in the size of the pupils. If the player is knocked unconscious but recovers quickly, he should not play until checked by a physician.
9. Neck or back injury - don't attempt to move the player if the pain is severe or there is any numbness in the arms or legs. Send for an ambulance immediately. If the pain is slight, apply cold to the area.
10. Heat prostration - in hot and humid weather the body can't sweat and dissipate heat effectively. Treatment should be directed toward cooling the body. Stay in a well-ventilated area. If the player is responsive, small amounts of water may be given until an ambulance arrives.
11. Muscle pull, sprains and bruises - apply ice to the area to reduce swelling. If pain persists and the player is unable to move the injured part, refer to a physician. It is also beneficial to elevate the injured part.



7 Sportmanship, Discipline, and Code of Conduct

7.1 Sportsmanship

1. There will be no arguing with an umpire over a judgment call by a player, coach, manager, parent or fan. Managers are expected to set a good example in this regard and also to control the behavior of the players, coaches and fans.
2. Players are prohibited from throwing bats and helmets, even if in the dugout. Managers and Coaches are expected to encourage players to return quickly to the dugout, and place helmets and bats in their designated area without dropping, throwing, or otherwise damaging equipment. Players who throw or drop a bat, glove, ball, helmet or any other object in disgust are to be immediately removed from the game on the 1st offense (no warnings are to be issued). This rule should be discussed with the umpires prior to each game, and each Manager should encourage them to enforce this rule as it is written here. (This rule is not to be confused with the thrown bat rule, which deals with an inadvertently thrown bat in the process of attempting to hit a pitched ball.)
3. Only managers are permitted to question an umpire regarding a rule interpretation. If a manager feels a rule was not properly interpreted, he/she may discuss this with the umpire. The game should not be delayed while a manager is looking for the rulebook.
4. All players, coaches and managers must remain in the dugout area when not in the game. When on the field, coaches must stay in the coaching box area at all times.
5. Players may cheer and chatter in support of their teammates. Cheering and chattering directed against an opposing team or player is strictly prohibited. Specifically "swing" as the batter is attempting to hit the ball is not allowed. Normal chatter traditionally associated with the game, provided it is not specifically done with the intent to distract the hitter, shall be allowed. The catcher may not talk to or distract the batter.
6. Do not "bait", complain about, argue with or attempt to intimidate an umpire. This type of behavior will result in ill will on the playing field and in the minds of your opponents. Understand that all close calls are not going to be in your favor. Accept that umpires will make some mistakes. Let the umpire do his/her job to the best of their ability and you do likewise.

7.2 Discipline

1. Teams may establish team rules. However, the enforcement of these rules cannot violate our league's policy regarding playing time. In particular, team rules cannot prevent players from playing in a game, playing the required number of innings in the field or at bat. Rules that may be enforced include, but are not limited to, batting a lower place in the batting order or playing a restricted number of positions.

7.3 Code of Conduct for Coaches, Players and Parents

1. Beginning in 2012, Flossmoor Baseball and Softball adopted a "Code of Conduct" that will be followed by all coaches, players, parents and spectators.
2. All coaches, registered players and parents of registered players will sign a contract acknowledging that they have read and understand their applicable "Code of Conduct" and corresponding "Sanctions for Violation." Furthermore, by signing this contract, parents will acknowledge that they discussed the "Player Code of Conduct" with their child(ren) and that their child(ren) understands expected behavior and the consequences of violating the "Player Code of Conduct."
3. The following summarizes various infractions and consequences:

Coaches

- Foul, aggressive or abusive language: *Ejection from the game and a one game suspension*



- Threatening or aggressive gesture and/or language: *Ejection from the game and a two game suspension*
- Allowing or encouraging foul, aggressive, abusive or threatening language or behavior by players: *Ejection from the game and a two game suspension*
- Striking or bodily assault: *Ejection from the game and a one year suspension from Flossmoor Baseball & Softball*
- Striking or bodily assault 2nd offense: *Lifetime suspension from Flossmoor Baseball & Softball*

Parents

- Interference with the conduct of the game resulting in stoppage of play: *Warning*
- 2nd interference with the conduct of game resulting in stoppage of play: *Ejection from the field or park*
- Foul, aggressive or abusive language: *Ejection from the field or park*
- Threatening or aggressive gesture and/or language: *Ejection from the field or park and a 1 week suspension from attendance at the games*
- Striking or any threatening action: *Ejection from the field or park and a 1 year suspension*
- 2nd offense in striking or any threatening action: *Lifetime suspension from Flossmoor Baseball & Softball*

Players

- Foul, aggressive or abusive language: *Ejection from the game or practice or a 1 game suspension. A letter of apology to offended individual.*
- Serious foul play against another player (no injury): *Ejection from the game*
- Serious foul play against another player resulting in injury: *Ejection from the game and a 2 game minimum suspension*
- Threatening or aggressive gesture and/or language: *Ejection from the game and a 2 game suspension*
- 2nd occurrences for the above infractions: *Suspension for balance of the season. Letter from the parent expressing steps taken to ensure no recurrence*
- Kicking, striking or bodily assault: *Ejection from game and a 4 game suspension. Letter from parent expressing steps taken to ensure no reoccurrence*
- Kicking, striking or bodily assault - 2nd offense, same season. Also applies to 3rd occurrences of other above infractions: *Suspension from Flossmoor Baseball & Softball for 1 year. Letter from parent expressing steps taken to ensure no recurrence.*
- Kicking, striking or bodily assault - 3rd offense within 1 year: *Lifetime suspension from Flossmoor Baseball & Softball*

7.4 24 Hour Rule

1. Beginning in 2012, Flossmoor Baseball and Softball has adopted a “24 Hour Rule” that is designed to prevent families and friends from voicing their concerns or displaying anger towards coaches until 24 hours after a game or practice.
2. A violation of this rule is approaching the coach in person, by phone or in writing/email within 24 hours of finishing a game to “voice a concern” about something that occurred before, during or after the game or practice. This rule applies to anyone who attends the game or practice with your family. Violations of the 24 Hour Rule will be dealt with on a case by case basis by the appropriate league commissioner and the league vice president.

7.5 Ejection and Suspensions

1. Based on the umpire’s judgment, a player, coach, manager or fan may be ejected from the game without warning for (but not limited to): using profane language, arguing with umpire’s calls, questioning balls and strikes, flagrant display of temper (e.g., throwing a bat or helmet). Ejection is at the discretion of the umpire. **Upon Ejection, the Ejected Person shall immediately leave the field of play**



and stay a distance of not less than 500 feet from the field of play. Repeat offenders can be subject to further disciplinary action by the Board.

2. Managers, Coaches, Players, Parents and Spectators at games and practices must comply with the previous Code of Conduct policy or be subjected to the actions stated herein.
 1. *Ejection* - Upon Ejection, the Ejected Person shall immediately leave the field of play and stay a distance of not less than 500 feet from the field of play. Repeat offenders can be subject to further disciplinary action by the Board.
 2. *Suspension* - Upon Suspension, the Suspended Person shall not be allowed within 500 feet of the field of play during the Suspension. This is to be investigated and substantiated by the league commissioner and appropriate Vice President, and is to be administered in writing formally by such, with a copy of the suspension letter forwarded to the Board of Directors. The suspension is to be served in the next scheduled game or games.
 3. *One Year Suspension* Upon Suspension, the Suspended Person shall not be allowed within 500 feet of the field of play for the period of one year. This is to be investigated and substantiated by the league commissioner and appropriate Vice President, and is to be administered in writing formally by such, with a copy of the suspension letter forwarded to the Board of Directors. The suspension will be lifted one year after the date of the offense.
 4. *Lifetime Suspension* - Any offense of an unsportsmanlike nature, or ejection from a game, following a one-year suspension in any previous season, shall result in the individual being barred from any participation in the league permanently. This will be investigated by the league commissioner and appropriate Vice President, and will be followed by a special meeting of the Executive Committee to formally review and administer barring of the individual.
 5. *Additional Use of This Policy* - This policy may also be used as a guideline in determination of disciplinary action against a Board member, parent, or other individual when actions of a nature similar to those listed above are substantiated.
 6. *Example*: If a parent is removed from a game by an umpire for verbal abuse, that parent could be suspended from attendance at the next game, as mentioned above.



8 Flossmoor Baseball and Softball Playing Rules

1. The following priority order will apply to the various sets of baseball and softball rules governing our league play:
 1. Flossmoor Baseball and Softball Rules (as described in this handbook).
 2. PONY Baseball and Softball Rules
 3. Official Baseball Playing Rules
2. Interleague Play
 1. Teams may have opportunities to play against teams from other area leagues. Where possible, the guidelines and rules described in this handbook should be followed. For gameplay changes, the League Commissioner and appropriate Vice President should develop a written agreement between leagues to resolve any conflicting rules.
3. Eligibility
 1. Player eligibility is determined by the League officers. Any player accepted by the League officers is an eligible player. Members of a high school baseball or softball team are not eligible to play until their season is complete.
 2. The age of the player as of August 31 will determine which league players will be play. Any exceptions requested will need to be approved by the appropriate League Commissioner and the Vice President of Baseball or Softball. These are the ages:
 1. Baseball
 1. Shetland – 4-7
 2. Pinto – 7-8
 3. Mustang – 9,10
 4. Bronco – 11-12
 5. Pony – 13-15
 2. Softball
 1. Filly – 4-7
 2. Bantam – 7-8
 3. Diamond – 9-10
 4. Junior – 11-12
 5. Senior – 13-18
 3. The only players eligible to play on a Team are those assigned to the Team by League officials. No call-ups or use of players from other Teams is permitted unless explicitly authorized by these rules. Use of ineligible players may result in game forfeitures and/or disciplinary action taken against coaches using ineligible players.
 4. Player Cross Play/Call-Ups
 1. When a team has less than 9 players to start a regular season game, the manager may either use players from the same level league or bring up a players from a lower level league to fill the roster. Players cannot be called up if there is a game conflicts for that player.
 2. No more than 2 player additional players may be on the roster at any one time. Additional players may substitute for other players who leave during the game but must be inserted in the batting position of the player replaced.



3. Called up players must bat at the end of batting order. Regular team members arriving after the start of the game should be inserted ahead of the called up players until the called up players have batted. Once the called up players have batted, the batting order should not be changed.
 4. Called up players may not pitch or catch or play 1st base.
 5. The League Commissioners and VP of baseball will decide if call-ups will be allowed for post-season games.
5. Late Registrants
1. For all leagues having talent evaluations and player drafts, the addition of a newly registered player onto a team roster after the draft has occurred is at the sole discretion of the league President unless a Board ruling dictates otherwise. In making his/her decision, the President may consult with the appropriate league Vice President and Commissioner. If the decision is to allow the player addition, the league Commissioner and appropriate league Vice President shall have sole authority to determine the team said player will be added to, keeping in mind competitive balance and roster size.
4. Official Games
1. Regulation Game Length is described in the league specific rules.
 2. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted the complete number of innings in the league specific rules sections.
 3. If a game becomes official but is stopped in the middle of an inning, the score reverts back to the last complete inning unless the home team is at bat and is winning or has come from behind to tie the game. If the home team is at bat and has taken the lead, the home team shall be declared the winner. If the home team is at bat and has come from behind to tie the score, the game shall be declared a tie.
 4. Any game that reverts back to the last complete inning and is then not an official game in innings played will result in a no-decision.
 5. Any game that is considered official, but results in a tie will be considered official.
 6. Any game that is not official in length or is cancelled will result in a no decision.
 7. Final decisions as to whether a game will be considered a forfeit or a no decision will be made by the Commissioner and Vice President of that League.
5. Time Limits of Games
1. Regulation Game Time Limits are described in the league specific rules.
 2. No inning may be started after the game time limit or after 10:15 p.m. This applies to all leagues throughout the league season, all days of the week.
 3. During the regular season, no inning may start within 15 minutes of the SCHEDULED start of the next game.
 4. During the post season, games may go the full time limit if there is an adjusted start time and the reason for the delay was not caused by the actions of either of the teams playing. This applies even if there are back to back games scheduled.
 5. Games will not be kept from starting at their scheduled time due to warm-ups.
 6. It is highly recommended by the Board and the head of umpires that time between innings be kept to a minimum. The extra time wasted could be the difference between an official game and a no-decision due to darkness, weather, etc.



6. Weather Delays

1. Rain delays during play that do not involve thunder and/or lightning are at the discretion of the umpire(s) assigned to the game. If fields become unplayable, please keep players off.
2. When delays involve the sighting of lightning, or sounds of thunder, the officer in charge at the fields (Flossmoor Park) will sound an air horn indicating that play is to be suspended.
3. All fields are to be immediately evacuated, and players sent to their cars or other safe areas. Dugouts are not safe, and should not be occupied.
4. Once it's safe to resume play, and the Park District time requirements for waiting have passed, another air horn blast will be sounded.
5. For games at remote fields, once play is suspended at the main park, the officer in charge will assure play is suspended at the other fields, and will notify them when play is to resume.
6. If for any reason the assigned umpires leave the park and do not return, the game is over at that point, and rules regarding official games dictate the outcome.
7. If at any time a lightning delay occurs within 45 minutes of the scheduled start of the next game, or after 7:15 p.m., the game is over at that point. This is judged at the time the air horn sounds, or when notified at a remote field.

7. Suspended Games

1. There are no suspended games during the regular season, only during post-season play.
2. All tournament games stopped by the umpire for whatever reason will be considered suspended if the game is not yet official.

8. Forfeits

1. If a team cannot field seven league-eligible (7) players to start a game (six players in Bantam), the team forfeits the game. Forfeit time is fifteen (15) minutes after the scheduled start time. For example, if a game is scheduled to start at 6:00 p.m. and one team cannot field the minimum seven players by 6:15 p.m., that team forfeits the game. There will be no arguments or agreements between managers on this rule. For example, if team #1 has six (6) players at 6:15 p.m. but another player is on the way, the manager of team #2 cannot agree to go ahead and play the game. The game is a forfeit and will be scored 15-0. If neither team can field 7 players, the game will be declared a no-decision.
2. Once started with at least seven (7) players, a game may be completed with less than seven (7).

9. Rescheduling Games

1. Regular season games will not be suspended. Regular season games will be rescheduled at the discretion of the Scheduling Director and the Vice President and Commissioner of the appropriate league. Managers are not allowed to switch, change or reschedule games. Any rescheduling of games will result in forfeits being declared for all teams involved. Canceled or suspended tournament games will be rescheduled by the league.

10. Run Limits and Slaughter Rule

1. See the league specific rule for per inning run limits. *There is no continuation rule. The inning ends when the run limit is reached.* The maximum run limit does not apply to the game's last inning.
2. If a game is ended due to Slaughter Rule, both teams must leave the field. No further play is allowed. See the league specific rules for the Slaughter rule run differential.

11. Protest Committee



1. Protests will be heard by a committee comprised of the appropriate league commissioner, vice president and director of umpires.
2. The appropriate league commissioner and/or vice president must be notified within 24 hours of any protest. Written details of the incident and the rules involved are necessary to consider any protest. A \$25 cash fee is required at the time the protest is filed. If the protest is upheld, the \$25 will be refunded. The game shall be replayed from the point of protest if necessary. If the protest is denied, the protesting manager forfeits the \$25 fee. Details of the incident and the \$25 fee must be submitted in a timely fashion. All procedures for protest are added to those found in PONY Baseball/Softball Rule Book and/or the Official Rules of Baseball.

12. Equipment and Uniforms

1. All players must wear a full uniform which consists of the current year league supplied shirts, pants (or shorts), cap, and socks. Girls may wear shorts that are the same color as league supplied pants.
2. Shirts must be tucked into pants or shorts at all times. Caps may not be worn backwards except for the catcher should he/she choose to wear a cap under a helmet. Girls softball players are not required to wear a cap.
3. No jewelry (i.e., earrings, bracelets, necklaces, metal barrettes, etc.) is allowed while on the field of play. Clarification: In 2001 the Board determined the intent of this rule was to disallow earrings that could potentially cause tearing of the ear if entangled during play. "Stud" type earrings only may be worn if deemed medically necessary.
4. All boys must wear protective cups (except Filly and Shetland).
5. Metal or sharp plastic cleats are not permitted except for Pony and Babe Ruth.
6. No food is allowed on the field of play.

13. Innings Played

1. Due to the instructional nature of the league, each player should play a minimum number of innings as described in the league specific rules sections. Coaches and managers should strive to develop all of their players so position rotation is important for all levels of the league. If there are any exceptions required for this rule due to safety concerns for a player, please discuss this with the League Commissioner and appropriate Vice President.
2. Penalty: For violation of any the minimum innings played rules, if discovered and correctable during play, the situation should be immediately remedied without penalty. Otherwise, the Manager will receive a formal warning. Further infraction of this rule in the same season will result in forfeiture of subject game, and a subsequent one game suspension of the Manager.

14. Substitutions

1. There is free substitution. Players may enter and leave the game as fielders at any time; however, pinch runners are not allowed except as courtesy runners (see Courtesy Runners below). Also, there are special rules for the substitution of pitchers (see Pitching Rules below).
2. Players may leave a game without penalty.

15. Batting Order

1. Continuous batting will be used in all leagues. See the league specific rules section for any additional requirements.
2. If a player is not present when line-ups are exchanged at the start of a game, he/she will be inserted at the bottom of the original batting order when he/she arrives. If multiple players are involved, they will be inserted at the bottom of the order in the order of their arrival on the field.
3. If a player is injured or must leave the game for other reasons then his/her position in the batting order will be skipped and no out will be recorded. If a player is injured while at bat and must leave



the game, his/her at bat will be continued by the next batter in the order with the ball/strike count of the player who was replaced.

4. If an injured or other player later returns to the game then he/she will take the same position in the batting order.

16. Pitching Rules

1. Pitching inning limits are described in the league specific rules sections.
2. One (1) pitch thrown during an inning will count as an inning pitched.
3. Pitches thrown during a suspended game, regulation tie game, or shortened game will be charged and apply to the inning limits.
4. Pitchers may not pitch again after being removed.
5. Intentional walks are not permitted. Penalty: If the umpire determines that pitcher is attempting an intentional walk, the pitcher and Manager will be immediately removed from the game. In addition, the Manager will receive an additional 1 game suspension. The umpire must judge that there is a deliberate attempt to throw un-hittable pitches. It is not illegal to pitch around a hitter by having the catcher setup off the plate, provided the catcher remains in the designated catching box.
6. Penalty for use of an ineligible pitcher: If discovered during the game, the pitcher and Manager will be immediately removed and are ineligible for the remainder of the game. The game will continue as in a protested game, and action will depend on which team wins the game. If the offending team wins the game, it will be replayed from the point of the infraction. If the offending team loses, the score will stand without further action. Regardless of when discovered, both the Manager and player will be suspended for the team's next scheduled game. If this infraction is discovered after the game, but before the offending team's next scheduled game, the penalties apply as above. If discovered after the offending team has played another game, no penalties will be enforced.

17. Throwing the Bat

1. A player who inadvertently throws their bat during or immediately after the process of hitting or attempting to hit the ball will be issued a warning. **(One warning per player, not one warning per team.)** If the same batter throws their bat a second time, he/she will be ruled out. This is in the judgment of the umpire.

18. Base Running Safety

1. Every player outside of the dugout as a batter or runner must wear a helmet. The rule is implemented for safety reasons. Any player who deliberately removes his/her helmet during the course of play is liable to be called out. This is the judgment of the umpire. This rule is not designed to punish a player removing a helmet crossing home plate on a bases loaded walk or on their way back to the dugout, however this action is also discouraged. Players should keep helmets on until they return to the dugout. Managers and coaches should stress the importance of wearing a helmet anytime a player is outside of the dugout.
2. **There is no must slide rule.** Any player attempting to reach a base that is being protected by a fielder in possession of the ball, or in the act of fielding the ball, must not deliberately or maliciously run into the fielder. Any runner is out when - the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; Incidental contact between a fielder and baserunner shall not be penalized. However, a fielder (with or without possession) may not deliberately obstruct all access to any base. (For example, entirely blocking access to home plate.) Some portion of the base must be open for the runner. Failure of a defender to allow access to the base will result in the umpire ruling the runner safe (in the event the runner is tagged or forced out). These are umpire judgment calls. These rules are implemented for player safety.



19. Courtesy Runners

1. A courtesy runner can be inserted for an injured runner. The courtesy runner will be the player who made the last out and who is not already a baserunner.
2. Also, the league encourages a courtesy runner to be inserted for the catcher (this applies to the catcher that will catch the next defensive inning) when there are two (2) outs only. This will allow the catcher to put on his/her equipment and speed up play. This runner will be the player who made the last out and is not already on base. *This is a point of emphasis in 2006. Please use this rule whenever possible.

20. Umpires

1. One umpire will be provided for Mustang, Diamond, Junior, Senior and Bronco League games. Two umpires will be provided for Pony League games. Shetland, Pinto and Bantam Leagues will provide coach or parent umpires for their games.
2. When there is an umpire no-show, the Pony League base umpire can be removed to cover the game. Please wait at least 5 minutes before explaining the situation to the umpire and managers on the Pony field.
3. **Please report all umpire no-shows by contacting the Umpire Director.** Leave information about your team, league and the location of the game. This will keep the league updated and ensure non-payment to that umpire. Report any major umpire complaints in the same manner.

21. League Awards

1. All teams may not play the same number of games. Therefore, final league standings will be determined on the basis of winning percentages. For example, on the basis of percentage, a team with a won-loss record of 10-0 will finish ahead of a team that is 13-1. Ties during the regular season and post season will count as half of a win towards determining the winning percentage.
2. Ties will be broken by head-to-head record. If the teams split their games then the team that scored the most runs in the head-to-head games will earn the higher standing. If the tie cannot be resolved, then both teams will be declared co-champions.
3. The decision to award trophies, medallions, etc. for regular season accomplishments will be determined on a year-by-year basis by the Awards Director, League Commissioners and League Vice Presidents.

8.1 Filly and Shetland League Rules

1. **Philosophy** The purpose of the Filly and Shetland T-ball/coach pitch Leagues is to teach relatively inexperienced players the fundamentals of baseball and softball in a fun and safe environment. These fundamentals include hitting, fielding, throwing and running as well as the softball and baseball rules. Additionally, we want to teach our young players the importance of teamwork and good sportsmanship. The following rules were implemented with these goals in mind.
2. Rules
 1. Each game will be three (3) innings with a one-hour time limit. There will be no minimum number of innings needed to make a game "official." No winner or loser is declared, and no team standings and scores kept. Coaches should monitor the pace of play going into the last inning. If the game is approaching the one-hour time limit, eliminate any coach pitch and move straight to the tee for the last inning.
 2. The defensive team can field up to the number of players present at the game with no catcher necessary. The defensive team can only have six (6) infielders including a short center fielder and an unlimited number of outfielders.



3. There will be a continuous batting order. Every player will appear in the batting order once per inning in any order determined by the head coach.
4. Each inning will consist of each player batting one time. Players advance a single base for each at bat. A play may be made by the defense to get the out, however all offensive players will maintain the base and advance on successive batted balls until they make it home.
5. The final player batting for each team in an inning will advance around all the bases (a "home run"), along with any remaining players on the bases to end the at-bat.
6. There will be no stealing or lead offs.
7. Once a defensive player touches the ball in the area in the circle around the pitching mound, the ball is considered dead and no more plays can be made.
8. A player who throws his/her bat will be issued a warning. If he/she throws the bat a second time, he/she will be called out. This is an umpire's judgment call.
9. Players may hit the ball from a tee or have their manager or coach pitch to them. Coaches should use their own discretion when determining how a particular batter should be approached. In Shetland, coaches should make every effort to have their players hit a coach-pitched ball by the mid-point of the season. For more skilled Shetland players, coaches should begin pitching to them at the earliest possible point in the season. There will be no walks. When a coach is pitching to a batter, the player will be allowed three pitches (3) regardless of location and if he/she has not hit a fair ball then the tee must be used. Note that only a coach or assistant coach may pitch to their team to maintain pace of play.
10. Balls hit from the tee must travel past the 10-foot arc in front of home plate. If a batted ball stops inside the arc, the play is dead. If the ball is picked up inside the arc while still moving, it is in play.
11. Coaches and parents called on to assist may be on the playing field to coach their players. The purpose of these coaches on the playing field is for instruction. At no time can they bait an opposing player or interfere with the play on the field or the duties of the umpires. If in the judgment of the commissioner, the coaches' presence on the field is a disruptive influence on the game, the offending coach or parent will be asked to leave the playing field and will not be able to return for the remainder of the game.
12. In the spirit of the instructional nature of the Filly and Shetland Leagues, it is encouraged to have players rotate defensive positions in a single game. No player should play at the same position for more than two innings in a single game.
13. There will be participation awards given to all players. Games cancelled or not completed will be rescheduled at the discretion of the Filly and Shetland commissioners.
14. Each team will provide one adult umpire. The umpire will be positioned behind home plate to place the ball on the team and play catcher (offensive team).

8.2 Pinto League Rules

1. **Philosophy** The purpose of the Pinto and Bantam League is to teach relatively inexperienced players the fundamentals of baseball in a fun and safe environment. These fundamentals include hitting, fielding, throwing and running as well as the baseball rules. Additionally, we want to teach our young players the importance of teamwork and good sportsmanship. The following rules were implemented with these goals in mind.
2. Game Length
 1. A regulation game is 6 innings.



2. The time limit for games is 1:30. For scorekeeping purposes, the game stops and reverts to the score at the start of the inning.
 3. There is no slaughter rule for Pinto games.
 4. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted four (4) complete innings.
3. Maximum Runs Per Inning
1. There will be a limit of five (5) runs per inning. *There is no continuation rule. The inning ends when the fifth (5th) run crosses the plate.* The maximum run limit does not apply to the game's last inning. When darkness or time limit is approaching, the umpire can meet with the managers at the beginning of an inning and declare it the last inning. This inning will then not be subject to the maximum run rule. This decision is final.
4. Pitching
1. The pitching rubber distance is 38 feet.
 2. To encourage players to learn to hit a pitched ball while trying to eliminate the natural fear of being struck by the ball while at the same time developing player pitching ability, a hybrid Player-Coach pitch model will be utilized. There will be no walks awarded in this model of play.
 3. For the first two weeks of the season, Coach-Only Pitch will be used for the entire game. A coach from the at-bat team will pitch to their own batters from the pitching rubber with balls and strikes being called by the Coach Pitcher if an Umpire is not present.
 1. During Coach-Only Pitch, players will be able to strike out but will not be awarded a base after four (4) balls. At-bat will continue but batter will be out on the next ball taken (i.e. "Ball 5"). A foul ball on any pitched ball will not count as an out.
 4. Beginning with the third week of games, Player-Coach Pitch will be encouraged for the first 2 innings of the game. Coach-Only Pitch (outlined above) will be used for any remaining innings. During Player-Coach Pitch, a player from the defensive team will pitch to batters from the pitching rubber with balls and strikes being called by the Coach Pitcher (from the at-bat team) if an Umpire is not present.
 1. If the pitcher delivers four (4) balls before the ball is put into play or three (3) strikes, the Coach Pitcher will finish the at-bat for the batter.
 1. The batter will maintain their strike count when the Coach-Pitcher takes over the at-bat.
 2. The Coach-Pitcher will deliver a maximum of five (5) pitches until the batter strikes out or the ball is put into play.
 1. A foul ball on the 5th pitch will grant the batter another pitch, but this ball must be put in play or the batter is out regardless of being fair or foul.
 3. The Player Pitcher will continue to play the pitching position. The player should be positioned with at least one foot within or touching the pitching circle on either the third base or first base side, but shall not be positioned closer to home plate than the pitching rubber. The pitching circle is only used for positioning the pitcher and is not used for determining a dead ball. The pitcher may move from the circle once the pitch is made.
 4. There are no walks in this division however if a Player Pitcher does hit a batter (HBP), the batter will be awarded first base. If a Coach Pitcher does hit a batter (HBP), it will be considered a ball.
 5. A pitcher who hits 2 batters in one inning or 3 batters in a game must be removed. That pitcher is not eligible for re-entry as a pitcher in the same game. Anytime a batter is



awarded first base as a result of being hit by a pitch counts as a hit batter for the purpose of this rule. This rule cannot be waived even if both managers agree to do so.

5. When a batted ball strikes the Coach Pitcher the following will apply.
 1. If the ball stays in fair territory, the ball is live and in play.
 2. If the ball goes into foul territory, the ball is dead; the batter is awarded first base and the base runners advance one (1) base.
 3. If the ball hits the Coach Pitcher and is caught, it is played like a ground ball.
 6. Once the ball has been hit, the Coach Pitcher cannot interfere with the play on the field and *may not coach or otherwise direct the base runners*. If the Coach Pitcher catches the ball, the play is dead and it will be considered “no pitch”.
 7. The catcher will throw the ball back to the player who is playing the pitcher position.
 8. A pitch that hits the plate or bounces in front of the plate is a “live ball” and normal rules apply. For example, this ball can be hit by the batter.
5. Base Running
1. The base paths are 60 feet.
 2. There is no base stealing.
 3. Runners may not advance on a passed ball or wild pitch.
 4. There are no leadoffs. All base runners must maintain one foot on the base until the batter hits the ball. Violation of this rule can result in an out. This is a judgment call on the part of the umpire. The runner can step off base between pitches but must be on the base when the ball is released by the pitcher.
 5. According to the rules of baseball, it is interference if any coach physically assists a runner (giving a player a high five is not physically assisting the runner). The runner shall be called out. There is no warning for this.
6. Dead Ball Rule
1. On a ball thrown in from the outfield, once an infielder controls the ball in the infield and *does not make an immediate play on any runners*, the ball is considered dead. (“Making a play” means any conduct reasonably aimed at making an out or otherwise inducing some action by a base runner - e.g., proceeding to another base or returning to the base from which he has come. Simply throwing the ball or otherwise returning the ball to the pitcher after an infielder controls it is not considered “making a play” on any runners.) An outfielder may not create a dead ball situation by running the ball into the infield. Upon a dead ball, any runners who have progressed at least $\frac{3}{4}$ of the way to the next base (shown on the field by a $\frac{3}{4}$ line in the base paths) will be awarded that base. If a runner is not beyond the $\frac{3}{4}$ mark, the runner must return to the previous base.
 2. On a ball thrown from the outfield, if an infield player *attempts to make an immediate play on any runners* (see above), the runners may advance to the next base they are approaching (unless the runner is out as a result of the play), but in no event can any runners advance beyond the immediate base the runners are approaching, even in the case of an overthrow.
 3. On a ball *in the infield that has not been played in the outfield*, a runner who begins to run before a fielder controls the ball and makes no further play may advance one base at his/her own risk, whether or not the ball is thrown and without regard to the $\frac{3}{4}$ mark. This rule does not affect a force play. On an overthrow to any base the runners may only advance to the base they are approaching (unless the runner is out as a result of the play), but in no event can any runners advance beyond the immediate base the runners are approaching. A runner may not advance



beyond first base on overthrow to first base, regardless if the base runner rounds the base, or runs through the base.

4. If a ball is thrown and goes out of bounds (past a line extended from the front of the dugouts parallel to the foul lines), the play is dead and each base runner is awarded the base he/she is approaching and no more. (No extra bases are awarded on overthrows that go out of bounds.)

7. Batting

1. Bats must be USA Bat certified. If a batter is using a non-regulation bat a warning will be given and the batter must immediately switch to a regulation bat. After the first warning is given, the batter will be called out for any additional violations.
2. There will be a continuous batting order. All players must bat.
3. Batters are encouraged to wear a helmet which is equipped with a front face mask. This helmet may be exchanged for one without the face mask once the batter has safely reached base, and the play has ended. Each team will be provided 2 helmets with face masks as part of their equipment bag.
4. A player who throws his/her bat will be issued a warning. If the batter throws his bat a second time, he/she will be called out. This is an umpire's judgment call.
5. Bunting is not allowed.
6. Infield Fly Rule and Dropped Third Strike will not apply.
7. Pinto Field Rules: If a batted ball is ruled fair and rolls into the parking lot or asphalt driveway in right or right/center field, it will be ruled a home run. If a batted ball reaches this area on the fly, it will be ruled a home run.
8. Balls and Strikes
 1. A batter can only hit the ball or strike out; there are no walks. Nonswinging strikes (i.e., called strikes) or "non-strikes" (i.e., a ball) shall be called on all pitches.
 2. The umpire (see Umpire Section below) is responsible for calling balls and strikes. In the absence of an umpire, the designated pitcher is responsible for calling balls and strikes on the batter. The person calling balls and strikes is encouraged to be consistent and call a strike a strike. These young players will be served best by learning to swing at strikes.

8. Defensive Alignment

1. The defensive team may play up to ten (10) players on the field; the nine (9) usual positions plus a short center fielder. The short center fielder must be positioned on the outfield grass when the ball is pitched. He/she can move anywhere after the ball is hit. All players must be in normal fielding positions when the ball is pitched; i.e., players cannot be positioned halfway down the line. During the regular season and playoffs, a catcher is not necessary if a team only has seven available players. If a team has more than 9 players available the 10th field position of catcher must be played. For example, when 11 players are available, 10 must play on the field. Coaches may not have two players sit out.
2. Two (2) coaches from the team on the field may be on the playing field to coach their players. They must position themselves behind the outfielders once the ball is ready to be pitched. The Coach Pitcher should look to see that the coaches have finished positioning their players and have returned to an area behind the outfielders. The purpose of these coaches on the playing field is for instruction. At no time can they bait an opposing player or interfere with the play on the field or the duties of the umpires. If in the judgment of the umpires, the presence of a coach on the field is a disruptive influence on the game, the offending coach will be asked to leave the playing field and will not be able to return for the remainder of the game.

9. Innings Played on Defense



1. In the spirit of the instructional nature of the leagues, no player with the exception of the first base position can play more than one (1) inning at any position in a single game. The first base position can be played for two (2) innings per game. Every player must play one position in the infield during the course of a game.
2. Playing time in the field should be distributed equally among the players.
3. Every player must play at least four (4) innings in the field each game when 13 or fewer players or present for that team. When 14 players or more are present, each player must play three (3) innings. Compliance with the rule will be governed by the "honor system." While abiding by this rule, please be aware that some games may last only five (5) or six innings. If four innings are not possible (e.g., 12 or more players, 5 inning game) managers should do their best to comply with the spirit of this rule.
4. Penalty: For violation of any portion of this section (a, and b), if discovered and correctable during play, the situation should be immediately remedied without penalty. Otherwise, the Manager will receive a formal warning. Further infraction of this rule in the same season will result in forfeiture of subject game, and a subsequent one game suspension of the Manager.

10. Umpires

1. During the regular season, Managers and coaches from the game being played will perform the umpire role through consensus, and in keeping with the spirit of good sportsmanship and the educational goals of the Pinto league. Upon a disputed rule interpretation during the regular season, only the Managers and coaches may participate in the resolution. Absolutely no arguments amongst the managers and coaches will be tolerated in resolving disputed calls. Any such argument shall be "good cause" for disciplinary action in accordance with the League's discipline policy. The Pinto league commissioner, Boys Vice President or Officer of the Day shall have the authority to eject an offender from the game.
2. In the absence of an Independent Umpire, the Coach Pitcher has the responsibility for umpiring the game, including calling balls and strikes and making calls on the bases, in his/her sole discretion. This person shall have final say on all calls made in the field.

11. Playoffs

1. During the playoffs, Pinto teams will have umpires assigned to their games. If a Pinto umpire is not available, Managers and Coaches from non-participating teams will be assigned to umpire games. When an independent umpire is present, that umpire's rulings shall be final, as in the case of any other umpire supplied by the league. In the playoffs, any protests involving interpretation of the rules must be made in accordance with league policy.
2. During the playoffs a player can play the same position twice during one game, but every player still must play one position in the infield.
3. A team must have 7 league eligible players for all playoff games. No outs will be taken for a team having less than 9 players.

8.3 Bantam League Rules (Updated April 2023)

1. Games 1 and 2 will be six (6) innings, and all coach pitch. Games 3 through 8 will be five (5) innings, and the first (2) innings will be kid-pitch. The remainder of the games will be five (5) innings, with three (3) innings of kid-pitch the first (3) innings. A sixth inning may be played if time allows and agreed to by both coaches, however the score is capped at the completion of the 5th inning. Three (3) outs per half inning, with teams consisting of at least (10) or a maximum of twelve (12) players.
2. A game is considered official at the completion of four (4) innings, 3½ if the home team is winning. A new inning may not begin after 1 hour and 45 minutes after scheduled start time. There is a 2 hour drop dead limit to games from the time of the scheduled start.



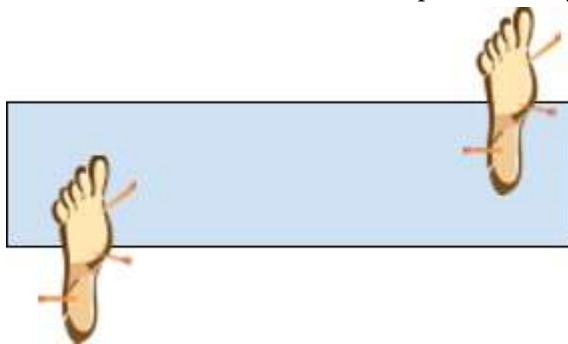
3. Five (5) runs maximum per team per inning. The play may finish, but the score will only reflect a 5 run maximum.
4. All team members present will bat in rotation. This batting order will be given to the opposing team member prior to the start of the game. Any team member showing up after the batting orders are exchanged will be added to the bottom of the order. Ten players play the field with a maximum of 4 outfielders.
5. All players must play a minimum of three (3) complete defensive innings by the end of the fifth inning. They need not be consecutive innings. No player may play the same position more than two (2) innings per game. All players must play a minimum of one (1) inning in the infield and one (1) inning in the outfield by the fourth inning. Short center fielder **MUST PLAY IN OUTFIELD GRASS**. All players will sit out once before any player sits twice. Failure to comply: 1st Managerial offense will be given a warning, 2nd offense will result in 1 game suspension, 3rd offense, Manager Privileges will be revoked.
6. The home team is required to do the following:
 1. Set-up bases
 2. Set up the pitching rubber 30 feet from home plate
 3. Line the field
 4. Clean dugout after game
 5. Rake the field after the game
 6. Pick up garbage around bleachers.
7. The visiting team is required to do the following:
 1. Clean dugout after the game.
 2. Pick up garbage around bleachers
8. Playing Rules
9. Uniforms And Equipment
 1. Any player may wear no jewelry at any time during practice or games. This includes earrings, watches, rings, bracelets, and neckties of any material. Religious or medical metals may be worn but must be taped to the body.
 2. Refusal by any player to comply with this policy will result in immediate removal of the player by the manager. Umpires and league officials will remove any player(s) not complying, without warning, once the game has started.
 3. A player will not be allowed to play without a complete uniform, which includes a shirt, pants, and socks. Shirts must be tucked in during the entire game. This will be strictly enforced! Cleats are strongly encouraged for all players.
 4. Catchers must wear protective equipment including chest protector, helmet, shin guards, and mask with throat protector.
 5. Player's personal helmet must have a mask.
10. Managers/Coaches
 1. The league president reserves the right to approve all managers and coaches.
 2. Only the manager or appointed coach will be allowed to become involved in a discussion with the umpire. Such discussions should be conducted away from the players and always in a courteous manner.
 3. Only the manager or the approved coaches will be allowed in the coaches' boxes.



4. Youth coaches are allowed but must be within the guidelines of the Flossmoor league by-laws. Everyone must be 16 years old to coach.
5. Defensive field coaches should stay in the outfield grass. The coach shall not interfere with play, but may instruct players before, during and after the ball is in play. All other members of the team must be in the dugout.
6. Managers will be responsible for maintaining an accurate scoring of the game. Periodically check with the other manager to make sure your books agree.

11. Pitching

1. In the Bantam league, the coach or manager will pitch to his or her team from the softball mound or from an area in front of the mound that is agreed upon by both teams. Managers should indicate on their lineup given to the opposing manager which players they will be moving up to pitch to. The defensive player (pitcher) must stand with one foot on the mound or on the dirt of the mound next to or behind the pitching rubber.
2. If the manager or coach unintentionally fields a batted ball while pitching, the batter will be awarded first (1st) base. If the manager or coach is hit with a batted ball while pitching, it will be considered a live ball.
3. The manager, coach or designated adult will pitch to the players. Each player will have a continued count. The coach will pitch until the player, with the umpire calling balls and strikes, either puts the ball into play or strikes out. The umpire will call balls and strikes and a player may strike out if they don't swing at a strike. If the batter fouls off the pitch with 2 strikes, they stay "alive" and hit until either they hit it fair or strike out. There are no walks.
4. The player who is in the position of pitcher will not be allowed to run in front of the adult pitcher until the ball has been batted.
5. The following pitching rule is to be used for all games. In games 1 & 2 the games will be entirely coach pitch and will be scheduled for 6 innings. In games 3 through 8 a player of any age shall pitch the first (2) innings of the game; games are scheduled for 5 innings. In the remainder of the games a player of any age will pitch the first three (3) innings and the games will be scheduled for 5 innings. Pitchers will pitch according to Bantam rules.
 1. The pitching rubber is 30 feet from the point of home plate.
 2. The pitch will be a standard softball fast-pitch delivery starting with two feet on the mound.



3. If a batter receives four balls, a coach or designated adult will pitch until the player either hits the ball in play or strikes out.
4. No pitchers will be allowed to wear a yellow long sleeve shirt or have any other foreign articles on either arm while pitching. The pitcher cannot use a white/yellow glove or a glove with white/yellow piping while pitching.



5. If a pitcher hits two batters in one inning, and in the umpires' judgment, the batter attempts to avoid getting hit, the pitcher will be removed from pitching for the rest of the game. Only direct hits, not bounced, are considered. Batting team manager may override this rule. If batter does not attempt to avoid being hit the pitch will be called a ball.
6. A pitcher is allowed to pitch only one inning per game until game 9. From game 9 until the completion of the playoffs a pitcher may pitch two innings. One pitch is considered an inning for these purposes. No limit on the # of innings per week.
7. 5 run maximum per inning is still in effect.

12. Batting

1. No bunting is allowed. A bunt is defined as not taking a full or complete swing. Chopping is considered the same as a bunt. This will result in a dead ball out.
2. Any bat not provided by the league must be inspected and approved by a league official.
3. Players should show safety when dropping the bat. The umpire will warn the player once. The second time she will be called out.
4. Any batted ball landing in the dirt directly in front of home plate will be considered a fair ball unless it rolls foul. The ball does not need to reach the infield grass.
5. Any player who hits the ball, without defensive assistance (touching) to the outfield grass may advance to second base, at her own risk. If a tag is made before reaching second, the batter is out. If no tag is made, the runner is safe. All base runners must advance, if necessary to allow the batter to take a second base. Runners on base when a double is hit may advance two bases.

13. Base Running

1. A base runner must attempt to slide into a base (except first) if the defensive player has the ball and/or a play is about to occur as judged by the umpire. The runner is OUT if she does not attempt to slide, and contact is made with the fielder with the ball.
2. No stealing. No leadoff. A base runner may not break for the next base until the ball is put into play by the batter. If the runner leaves the base before the ball is hit, the play is dead, and the runner is OUT.
3. In the judgment of the umpire, when the pitcher (girl pitcher not coach)/ has the ball on or near the mound (usually within a 10-foot circle of the mound), the base runner must be halfway to the next base to be awarded that base. If she is not halfway, the runner must return to the previous base. Again, this is completely the judgment of the umpire.
4. Runners may not advance on an overthrown ball to any base, including first base.
5. In a situation where there are two outs, and the catcher for the next inning is on base, a pinch runner may be used. Must be the player that made the last out.

14. Miscellaneous

1. No protests are allowed. The Umpire and or Commissioner on duty are responsible for any disputes. A commissioner may not overrule an UMP call.
2. Infield fly rule will **not** apply.
3. At the Managers discretion a game ball may be awarded at the completion of each game win or lose. The game ball is not to be used as a punishment tool.
4. For safety reasons, no defensive infielder may play on the infield grass until after the pitcher has released the ball.
5. A team must have a minimum of seven (7) players to play. If a team is short-handed, the opposing team will provide outfielders. If the substitute player(s) is from the opposing team, that player(s)



- will be the player(s) who made that last out(s) when batting. All substitute players from another team must play in an outfield position (right field, center field or left field).
6. There are two (2) minutes between innings starting with the last out of the previous inning. The umpire/commissioner will be responsible for enforcing the time limit.
 7. A team member may be benched (not allowed to play) for disciplinary reasons. The opposing manager and umpire must be notified of this when it occurs. Commissioner on duty must be informed of this as well.
 8. GAME BALL POLICY: Managers reserve the right to award a game ball to a player at the conclusion of a game. No player will be awarded more than 1 game ball. Managers may not use the game ball as a tool of punishment, such as, withholding the awarding of the ball because of a lost game. The game ball assignments will only be used for positive purposes. Once you assign the game ball, you must assign it at the conclusion of every game until all girls have received it one time.
 9. A player, manager, coach or spectator will be ejected from the game and be suspended for a minimum of two additional games for any of the following:
 1. Unsportsmanlike conduct
 2. Physical or verbal abuse of any kind to an umpire, manager, or player
 3. Throwing of equipment
 4. Foul language
 5. Failure to shake hands after the game

8.4 Mustang League Rules

1. Game Length

1. A regulation game is 6 innings.
2. There is a 2 hour time limit. No inning may start after 1 hour 45 minutes. For scorekeeping purposes, the game stops at the time limit and reverts to the score at the start of the inning.
3. The Slaughter Rule will be in effect after the losing team has batted 5 or more complete innings and is trailing by ten (10) or more runs.
4. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted four (4) complete innings.

2. Maximum Runs Per Inning

1. There will be a limit of five (5) runs per inning. *There is no continuation rule. The inning ends when the fifth (5th) run crosses the plate.* The maximum run limit does not apply to the game's last inning. When darkness or time limit is approaching, the umpire can meet with the managers at the beginning of an inning and declare it the last inning. This inning will then not be subject to the maximum run rule. This decision is final.

3. Pitching

1. The pitching rubber distance is 44 feet.
2. Pitchers may pitch a maximum of 2 innings per game.
3. Pitchers get 6 warm up pitches.
4. Balks will not be called.



5. A pitcher who hits 2 batters in one inning or 3 batters in a game must be removed. That pitcher is not eligible for re-entry as a pitcher in the same game. Anytime a batter is awarded first base as a result of being hit by a pitch counts as a hit batter for the purpose of this rule. This rule cannot be waived even if both managers agree to do so.
6. Pitchers must be replaced after the 2nd non-injury mound visit.
7. Pitchers may not pitch again after being replaced.

4. Batting

1. Bats must be USA Bat certified. If a batter is using a non-regulation bat a warning will be given and the batter must immediately switch to a regulation bat. After the first warning is given, the batter will be called out for any additional violations.
2. There is a continuous batting order. All players that play in the game must bat.
3. Bunting is allowed. A player may not “square around” indicating an attempt to bunt, then pull the bat back and deliver a full swing (*i.e. No Slash Bunts*). If this occurs a dead ball strike will be called and runners may not advance. If this is the third strike the batter is out.
4. The Dropped Third Strike rule is **not** in effect.
5. The Infield Fly rule is **not** in effect.
6. If a ball hits a tree branch in foul territory, it is considered a foul ball but no play can be made. If the ball is in fair territory, it is a dead ball and considered “no pitch.”
7. Mustang Field Rules: If the temporary fence is up and a batted ball is ruled fair and clears the temporary fence (or fence line extended in case of gaps in the fence), it will be ruled a home run. If the ball goes through the fence, under the fence, does not obviously clear a gap in the fence, or rolls through a gap in the fence and the fielder is impeded from playing the ball, it will be a ground rule double.

5. Base Running

1. The base paths are 60 feet.
2. Leadoffs are not allowed at any base. Runners must be in contact with the base immediately after the pitcher has the ball on the mound.
3. Stealing is permitted after the ball crosses the plate. Runners at all bases must remain on the base until the pitched ball crosses (or fails to cross) the front edge of home plate. Runners who leave any base before the ball crosses the plate will be called out if the umpire judges they left too early. If a fair ball is hit, the play will continue until its completion at which time the umpire can assess any appropriate out calls.
4. Runners may advance on a passed ball or wild pitch. Runners may continue to advance once a passed ball or wild pitch has been retrieved by a defensive player, however their opportunity to advance ends/creates a dead-ball situation once the runner retreats (*takes a single step* back towards/in the direction of) the base from which they were advancing and the defensive team does not attempt to make a play on the runner (*i.e. no cat-and-mouse*). Should the defensive team attempt to make a play on a retreating runner (*i.e. run at, make a throw, etc.*), the ball is still live and the runner’s option to advance will remain open.
5. Runners on third base may **ONLY** attempt to steal home on a wild pitch or passed ball.
6. Runners may not steal after any overthrow from the catcher to the pitcher. Stealing is not allowed while the ball is returned to the pitcher after this overthrow.



7. Stealing more than one base on the same pitch by the same player is not permitted. Players may advance only one base per pitch regardless of a wild pitch, overthrow, passed ball, attempted pick-off, etc.
 8. After a fair ball is hit, the runner's option to advance ends when the pitcher has the ball on the pitching mound (anywhere approximately 5 feet from the pitching rubber) and no immediate play is made on a runner. If a base runner is over half way to the next base the base runner will be allowed to advance to that base. Otherwise, the base runner must return to the base they were trying to advance from.
 9. It is a dead ball if the ball is lost or stuck in the backstop padding. Runners may not advance.
 10. According to the rules of baseball, it is interference if any coach physically assists a runner (giving a player a high five is not physically assisting the runner). The runner shall be called out. There is no warning for this.
6. Innings Played on Defense
1. In the spirit of the instructional nature of the league, no player may play more than 3 innings at any one position in the same game. Visiting teams must make sure this rule is satisfied in the event they do not take the field in the last inning. This rule will pertain to only regular season games. Teams may place players at their discretion in extra innings.
 2. Playing time in the field should be distributed equally among the players.
 3. Every player must play at least four (4) innings in the field each game when 13 or fewer players or present for that team. When 14 players or more are present, each player must play three (3) innings. One of these innings must be at an infield position. Compliance with the rule will be governed by the "honor system." While abiding by this rule, please be aware that some games may last only five (5) or six (6) innings. If four innings are not possible (e.g., 12 or more players, 5 inning game) managers should do their best to comply with the spirit of this rule.
 4. Penalty: For violation of any portion of this section (a, and b), if discovered and correctable during play, the situation should be immediately remedied without penalty. Otherwise, the Manager will receive a formal warning. Further infraction of this rule in the same season will result in forfeiture of subject game, and a subsequent one game suspension of the Manager.
7. Umpires
1. One umpire will be provided for Mustang regular season games.
8. Playoffs
1. During the playoffs, it is not required to have every player play an infield position, but players must play 4 innings in the field as described in the Innings Played on Defense.
 2. All pitching restrictions are the same in the playoffs.
 3. The League Commissioner and Coaches will determine minimum roster sizes for the playoffs and determine whether outs will taken be for rosters with less than 9 players.
 4. Time limit for playoff games will be determined and communicated by the Mustang Commissioner prior to the start of the playoffs with the exception of the championship game which will be allowed to run to completion.

8.5 Diamond League Rules

1. Games will be six (6) innings max, three (3) outs per half inning.
2. A game is considered official at the completion of four (4) innings or 3½ if the home team is winning. You may not start a new inning past 1 hour, 45 minutes after your scheduled game start time. The game will end at the drop-dead time of 2 hours after your **scheduled start time**. If the next half



inning is in progress at this drop-dead time, the final score will revert to the last completed inning, unless the home team is batting and scores the winning run before the 2 hour time limit expires.

3. Five (5) runs maximum per team per inning, unless runners are on base and batter drives them in. Those runs will count. A team could potentially score 8 runs in an inning.
4. All team members present will bat in rotation. This batting order will be given to the opposing team manager prior to the start of the game. Any team member showing up after the batting orders are exchanged will be added to the bottom of the order. Ten players play the field.
5. All players must play a minimum of three (3) complete defensive innings by the end of the fifth inning. They need not be consecutive innings. Once an inning begins, a defensive team will be allowed to "switch" a player only in the event of injury or if the pitcher is removed. A defensive team is allowed to "shift" players without removing the pitcher, but all players are required to return to their original position once the "shift" is removed. All players must play one (1) inning in the infield by the fourth (4th) inning. A player can only play the same position a maximum of (3) innings in a game, but only (2) can be consecutive (even if one inning is a partial inning). Short Centerfield is considered outfield and is required to play behind second base in the outfield grass until the ball is hit. If a player has not played the infield by the 4th Inning the offending team will be given an automatic out next time at bat. All players will sit out once before any player sits out twice. Failure to comply 1st managerial offense will be a warning and an automatic out. 2nd offense will be 2 outs and a 1 game suspension; 3rd offense will be 2 outs and the Managers privileges will be revoked.
6. The home team is required to do the following:
 1. Set-up bases
 2. Set up the pitching rubber 35 feet from home plate
 3. Line the field
 4. Clean dugout after game
 5. Rake the field after game
 6. Pick up garbage around bleachers.
7. The visiting team is required to do the following:
 1. Clean dugout after the game.
 2. Pick up garbage around bleachers
8. Playing Rules
9. Uniforms And Equipment
 1. No jewelry may be worn at any time by any player during practice or games. This includes earrings, watches, rings, bracelets, and neckties of any material. Religious or medical metals may be worn but must be taped to the body.
 2. Refusal by any player to comply with this policy will result in immediate removal of the player by the manager. Umpires and league officials will remove any player(s) not complying, without warning, once the game has started.
 3. A player will not be allowed to play without a complete uniform, which includes a shirt, pants, socks, and visor or mask. A manager can determine if a substitution piece can be worn in the event of a missing shirt/pants on the day of the game. **Shirt should be tucked in during the entire game.**
 4. Catchers must wear protective equipment including chest protector, helmet, shin guards, and mask with throat protector.
 5. Home plate umpires are required to wear equipment including a facemask.



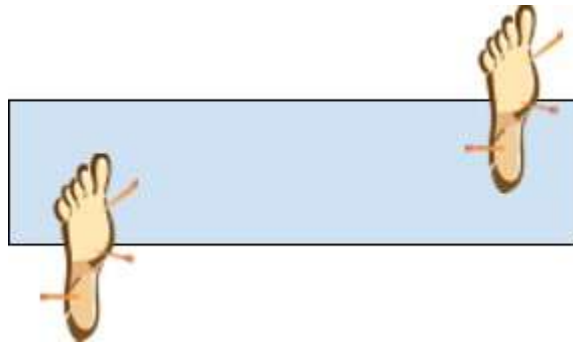
6. Batters are required to wear a metal face shield

10. Managers/Coaches

1. The league president reserves the right to approve all managers and coaches. Only 3 coaches and/or a Team Parent will be allowed on the field/dugout during games.
2. Only the manager will be permitted to become involved in a discussion with the umpire. Such discussions should be conducted away from the players and always in a courteous manner.
3. Only the manager or the approved coaches are allowed in the coach's boxes.
4. Youth coaches are allowed but must be within the guidelines of the Flossmoor league by-laws. Everyone must be 16 years old to coach.
5. Managers will be responsible for maintaining an accurate scoring of the game. Periodically check with the other manager to make sure your books agree. If there ever is a dispute, the home team's book is official.

11. Pitching

1. The pitching rubber is 35 feet from home plate.
2. The pitch will be a standard softball fast-pitch delivery starting with two feet on the mound.



3. A pitcher can pitch a maximum of three (3) innings in a game. Delivering one (1) pitch will be considered an inning.
4. Any pitcher can re-enter the game **one time** later in the game.
5. After the ball is put into play, the play will end when, in the judgment of the umpire, the pitcher has control of the ball on or near the pitcher's mound (usually this area is within a 10-foot circle of the mound). If the pitcher then attempts to make a play on the runner after being on or near the pitcher's mound, then play is live.
6. The manager or coach may go to the pitcher's mound once in an inning. The pitcher must be removed on the second visit in the same inning. Any time a manager or coach enters the field of play after an inning begins, with the exception of an injury to a player, a mound visit will be assessed. The inning begins with the first pitch thrown to a batter.
7. There is no inning restriction per week per for any pitcher even in the case of rainouts. The only restriction is 3 innings per game.
8. No pitchers will be allowed to wear a yellow-colored long sleeve shirt or have any other foreign articles on either arm while pitching.
9. If a pitcher hits three batters in an inning, the pitcher must be removed for that inning, but may return the next inning or later.
10. If the pitched ball bounces and hits the batter it will be called a ball. Only a direct hit will result in a walk.



11. Intentional walks are not allowed.

12. Batting

1. Bunting is allowed.
2. Any bat not provided by the league must be inspected and approved by a league official.]
3. The strike zone extends from the knees to the armpit. If the batter takes an exaggerated stance, it will be called as if a normal stance was used. Balls and strikes cannot be argued and could be an immediate ejection of manager or coach.
4. Players should show safety when dropping the bat. The umpire will warn the player, manager and coaches once. The second time she will be called out. The umpire will also inform both managers, who will record it in the scorebook.
5. Any batted ball landing in the dirt directly in front of home plate will be considered a fair ball unless it rolls foul. The ball does not need to reach the infield grass.
6. Catcher's interference will be in effect and batter will be awarded 1st base.
7. If a batter swings at a pitch that hits them, it is a strike not a hit by pitch walk.

13. Base Running

1. A base runner must attempt to slide or avoid contact into a base (except first) if the defensive player has the ball and/or a play is about to occur as judged by the umpire. The runner is out if she does not attempt to slide and contact is made with the fielder with the ball
2. Stealing- Teams have three (3) steals maximum per inning and cannot steal home. Girls cannot leave until the ball crosses home plate. 1st team offense will be a warning, 2nd offense and thereafter will be an automatic out. The runner can advance from second base to third base on an overthrow to second by the catcher during the attempted steal at their own risk, and will not count towards stolen base total for that inning. When a play is made the ball is live until it has gotten back to the pitcher.
3. A base runner may advance only one base on an overthrow that goes out of play. If in the judgment of the umpire, the base runner is more than halfway to the next base at the time of the overthrow, the runner will be awarded that base plus one additional base. If in the judgment of the umpire, the runner is not halfway to the next base at the time of the overthrow, the runner will be awarded the next base only.
4. In the judgment of the umpire, when the pitcher has the ball on or near the mound, the base runner must be halfway to the next base to be awarded that base. If she is not halfway the runner must return to the previous base.

14. Miscellaneous

1. No protests are allowed. Any disputes will be handled by the commissioner on duty. Absolutely no heckling allowed. President and Commissioners reserve the right to eject managers, coaches or spectators from the field for heckling of any kind. Repeated offenses could result in future game suspensions.
2. Infield fly rule will **not** apply.
3. Both teams receive a game ball.
4. A team must have a minimum of seven (7) players to play. A Bantam B player may be brought up to play in a game when the Bantam A team is short players. That player must be 8 years old softball age
5. Call-ups:
 1. Call-ups must be arranged through the league President.



2. Players may be called up from the Bantam League team with the permission of the player's manager.
3. **Only 8-year-olds can be called up**
4. Call-ups cannot interfere with a player's own team's game.
5. Any player called up must bat last in the order and will play 2 innings if rostered players are available. Players may play any position other than pitcher.
6. If less than 10 rostered players are available for a game and no call-ups are available, defensive players will be taken from the opposing team. All substitute players must play in an outfield position (right field, center field or left field). They cannot play short center field.
7. Call-ups will be allowed for the play-offs but must be approved by the league president prior to the start of game.
6. There is a two (2) minute time limit between innings, starting with the last out of the previous inning. The umpire will be responsible for enforcing the time limit. Time limits will be strictly adhered to (the umpire/commissioner will monitor "official" time). Catchers should be ready to go with equipment on when the inning ends.
7. A team member may be benched (not allowed to play) for disciplinary reasons before or during a game. The opposing manager and umpire must be notified of this when it occurs. Commissioner on duty must be informed of this as well.
8. A player, manager, coach or spectator will be ejected from the game and be suspended for a minimum of two additional games for any of the following:
 1. Unsportsmanlike conduct
 2. Physical or verbal abuse of any kind to an umpire, manager, or player
 3. Throwing of equipment
 4. Foul language
 5. Failure to shake hands after the game
9. Sportsmanship
 1. A player, manager, coach or spectator will be ejected from the game and be suspended for a minimum of one additional game for any of the following:
 1. Unsportsmanlike conduct.
 2. Physical or verbal abuse of any kind to an umpire, manager, or player.
 3. Throwing of equipment.
 4. Foul language.
 5. Refusal to shake hands after the game
 2. All ejections will be reported to league president for any additional action. All ejections are subject to a minimum 2 game suspension

8.6 Bronco League Rules

1. Game Length
 1. A regulation game is 6 innings.
 2. There is a 2 hour time limit from the official start time. No inning may start after 1 hour 45 minutes from the official start time. For scorekeeping purposes, the game stops at the time limit and reverts to the score at the start of the inning.



3. The Slaughter Rule will be in effect after the losing team has batted 5 or more complete innings and is trailing by ten (10) or more runs.
 4. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted five (5) complete innings.
2. Maximum Runs Per Inning
1. There will be a limit of six (6) runs per inning. *After the sixth (6th) run has scored the play will continue until declared dead by the umpire and all runs scored will be counted.* The maximum run limit applies to all innings. When darkness or time limit is approaching, the umpire can meet with the managers at the beginning of an inning and declare it the last inning. This decision is final.
3. Pitching
1. The pitching rubber distance is 48 feet.
 2. Pitchers may pitch a maximum of 3 innings per game. Any player that pitches 3 innings in one game may not pitch again for 2 days.
 3. Balks will be called as a dead ball during the regular season. There is no runner advancement on a balk. Umpires should explain why a balk was called to the pitcher. It is considered unsportsmanlike conduct for a pitcher to intentionally deceive the runner or cause excessive delays that interrupt the game. Umpires may give the pitcher a warning and/or award a base to the runners for this behavior.
 4. A pitcher who hits 2 batters in one inning or 3 batters in a game must be removed. That pitcher is not eligible for re-entry as a pitcher in the same game. Anytime a batter is awarded first base as a result of being hit by a pitch counts as a hit batter for the purpose of this rule. This rule cannot be waived even if both managers agree to do so.
 5. Pitchers must be replaced after the 2nd non-injury mound visit in a single inning or after the 3rd non-injury mound visit in the same game.
 6. Pitchers may not pitch again after being replaced.
4. Base Running
1. The base paths are 70 feet.
 2. Leadoffs are allowed at any base.
 3. It is considered unsportsmanlike conduct for base runners to intentionally distract the pitcher, cause excessive delays between pitches, or otherwise interrupt the game. Umpires may give the runner a warning and/or call the runner out at their discretion for this behavior.
 4. It is a dead ball if the ball is lost or stuck in the backstop padding. Runners may not advance.
 5. According to the rules of baseball, it is interference if any coach physically assists a runner (giving a player a high five is not physically assisting the runner). The runner shall be called out. There is no warning for this.
5. Batting
1. Bats must be USA Bat or BBCOR certified. If a batter is using a non-regulation bat a warning will be given and the batter must immediately switch to a regulation bat. After the first warning is given, the batter will be called out for any additional violations.
 2. There is a continuous batting order. All players that play in the game must bat.
 3. The Dropped Third Strike rule is **not** in effect.
 4. The Infield Fly rule is in effect.



5. Bunting is allowed. A player may not “square around” indicating an attempt to bunt, then pull the bat back and deliver a full swing (*i.e. No Slash Bunts*). If this occurs a dead ball strike will be called and runners may not advance. If this is the third strike the batter is out.
 6. If a ball hits a tree branch in foul territory, it is considered a foul ball but no play can be made. If the ball is in fair territory, it is a dead ball and considered “no pitch.”
6. Innings Played on Defense
1. In the spirit of the instructional nature of the league, no player may play more than 4 innings at any one position in the same game. Visiting teams must make sure this rule is satisfied in the event they do not take the field in the last inning. This rule will pertain to only regular season games. Teams may place players at their discretion in extra innings.
 2. In the spirit of the instructional nature of the league, every player in the Bronco league must play at least 1 inning of each game in an infield position by the 4th inning. Visiting teams must make sure this rule is satisfied in the event they do not take the field in the last inning.
 3. Penalty: For violation of any portion of this section, if discovered and correctable during play, the situation should be immediately remedied without penalty. Otherwise, the Manager will receive a formal warning. Further infraction of this rule in the same season will result in forfeiture of subject game, and a subsequent one game suspension of the Manager.
7. Umpires
1. One umpire will be provided for Bronco regular season games.
8. Playoffs
1. Pitchers will receive 1 warning for a balk during the playoffs. After the warning, the balk will be called.
 2. The League Commissioner and Coaches will determine minimum roster sizes for the playoffs and determine whether outs will taken be for rosters with less than 9 players.

8.7 Pony League Rules

1. Game Length
 1. A regulation game is 7 innings.
 2. There is a 2 hour 15 minute time limit. No inning may start after 2 hours.
 3. The Slaughter Rule will be in effect after the losing team has batted 5 or more complete innings and is trailing by ten (10) or more runs.
 4. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted five (5) complete innings.
2. Maximum Runs Per Inning
 1. There will be a limit of eight (8) runs per inning. *There is no continuation rule. The inning ends when the eighth (8th) run crosses the plate.* The maximum run limit does not apply to the game’s last inning. When darkness or time limit is approaching, the umpire can meet with the managers at the beginning of an inning and declare it the last inning. This inning will then not be subject to the maximum run rule. This decision is final.
3. Pitching
 1. The pitching rubber distance may be at 54 feet or 60 feet 6 inches. If both distances are available pitchers should use the distance more appropriate for their ability.
 2. Pitchers may pitch a maximum of 3 innings per game. 15 year old pitchers may not pitch more than 2 innings per game.



3. Balks will be called. Pitchers will be given 1 warning.
 4. A pitcher who hits 2 batters in one inning or 3 batters in a game must be removed. That pitcher is not eligible for re-entry as a pitcher in the same game. Anytime a batter is awarded first base as a result of being hit by a pitch counts as a hit batter for the purpose of this rule. This rule cannot be waived even if both managers agree to do so.
 5. Pitchers must be replaced after the 2nd non-injury mound visit.
 6. Pitchers may not pitch again after being replaced.
4. Base Running
1. The base paths may be at 80 or 90 feet.
 2. Leadoffs are allowed.
 3. It is considered unsportsmanlike conduct for base runners to intentionally distract the pitcher, cause excessive delays between pitches, or otherwise interrupt the game. Umpires may give the runner a warning and/or call the runner out at their discretion for this behavior.
 4. It is a dead ball if the ball is lost or stuck in the backstop padding. Runners may not advance.
 5. According to the rules of baseball, it is interference if any coach physically assists a runner (giving a player a high five is not physically assisting the runner). The runner shall be called out. There is no warning for this.
5. Batting
1. Bats must be USA Bat or BBCOR certified. If a batter is using a non-regulation bat a warning will be given and the batter must immediately switch to a regulation bat. After the first warning is given, the batter will be called out for any additional violations.
 2. There is a continuous batting order. All players that play in the game must bat.
 3. The Dropped Third Strike rule is in effect.
 4. The Infield Fly rule is in effect.
6. Innings Played on Defense
1. In the spirit of the instructional nature of the league, no player may play more than 4 innings at any one position in the same game. Visiting teams must make sure this rule is satisfied in the event they do not take the field in the last inning. This rule will pertain to only regular season games. Teams may place players at their discretion in extra innings.
 2. In the spirit of the instructional nature of the league, every player in the the division must play at least 1 inning of each game in an infield position. Visiting teams must make sure this rule is satisfied in the event they do not take the field in the last inning. This rule will pertain to only regular season games.
 3. Penalty: For violation of any portion of this section, if discovered and correctable during play, the situation should be immediately remedied without penalty. Otherwise, the Manager will receive a formal warning. Further infraction of this rule in the same season will result in forfeiture of subject game, and a subsequent one game suspension of the Manager.
7. Umpires
1. One home plate umpire and one base umpire will be provided for Pony regular season games.
8. Playoffs
1. During the playoffs, it is not required to have every player play an infield position, but players must play 4 innings in the field as described in the Innings Played on Defense.



2. All pitchers may pitch a maximum of 3 innings.
3. The League Commissioner and Coaches will determine minimum roster sizes for the playoffs and determine whether outs will taken be for rosters with less than 9 players.

8.8 Junior League Rules (South Suburban League)

1. Rules

1. All play will be judged according to the rules set down by USA Softball (USA) with the following exceptions. Any situation not specifically covered in these local rules will be governed by the current years USA rules.

2. Eligibility

1. Only those girls properly registered with the towns Flossmoor, Homewood, Frankfort, Mokena, Tinley Park (Bulldogs and Bobcats), Orland Park, Homer, Belmont and Lockport Girls Softball Programs will be eligible to participate in association activities and game play. All fees must be paid and a completed registration form must be on file. Any team using a player who is not registered with their town or a player that is registered, rostered and plays on a Full Time Travel team will automatically forfeit the game in which the action occurred.

3. Age

1. Age determination is based upon the player's age as of December 31st of the year preceding play for spring season. If a player wishes to play in a division other than their age level, the parent(s) of the player must formally petition the league board which will then notify the SSC President for approval.
 - a. 12U Minors 11 – 12 year olds
 - b. 15U Majors 13 – 15 year olds
2. No rostered player who plays on the current season's high school softball team is eligible to play on any 15U team. This player must register for the 18U division.
3. Age determination for the fall season is based upon the division that the player's age will place them into for the spring season proceeding the fall season. (If a girl played in 10U for the spring season, but will turn 11 before December 31st, she would play in the 15U division for the fall season). No registered or rostered travel players are allowed to register.

4. Uniforms

1. Each player must be in proper uniform to participate. A players' uniform consist of the standard team uniform shirt, pants, and safety equipment. Uniform shirts should be tucked into the player's shorts or pants. Sliding pads or softball pants are suggested for players in this age division.
2. No jewelry or hair combs are allowed to be worn during game play. Medical alert jewelry is permitted and must be discussed with umpire prior to the start of the game.

5. Equipment

1. Bats

1. Only official softball bats will be allowed. Bats made of aluminum, graphite, or ceramic materials must have an official softball insignia or have had it before such an insignia wore off. T-ball, little league, and baseball bats are prohibited.

2. Balls

1. Only LEATHER COVERED softballs with the official ASA/USSSA/NSA softball insignia are to be used for game play. All game balls are supplied by the home team at the beginning of each game. No synthetic balls are allowed. No softie softballs allowed.



- a. 12U Minors/Bronco – 12” hard ball - 1 New, 1 gently used ball per game
- b. 15U Majors/Pony – 12” hard ball - 2 New balls per game

3. Batting Helmets

1. All batters, on-deck batters, and base runners are required to wear protective batting helmets at all times. It is mandatory for all batting helmets to be equipped with a face mask. A player may wear their own batting helmet only if it is equipped with the mandatory face mask. A player who in the judgment of the umpire intentionally removes a helmet while base running during a live play will be called out.

4. Catcher’s Equipment

1. Catchers must wear a catcher’s helmet, face mask with integrated or attached throat guard, chest protector, and shin guards.

6. Players

1. A minimum of 8 players is required for a team to start a game in these divisions. A team that cannot field the minimum number of players within 15 minutes after the scheduled start of the game will automatically forfeit and the game will not be rescheduled. The exception to this rule is if both managers are in agreement to extend the 15 minute time period, if a late player arrival is expected.
2. If a manager has advance notice that their team will be short the minimum number of required players for a game, the manager has the option of calling a player up from a lower age division to act as a substitute player for that game. Players can only be called up from a lower division; no player can participate as a substitute player in the current division in which they are registered. For the regular season, with agreement of both coaches, a called up substitute may pitch but is limited to pitching 3 innings in the 12U division and 4 innings in the 15U division. Call-up substitutes are prohibited from pitching during playoff games. Call-up substitutes are prohibited from playing the catcher position at any time. A team may not utilize a call up player if they have nine players available from the original team roster unless both coaches agree prior to the game.
3. A team that loses a player due to an injury that occurred during game play, and as a result no longer has the required minimum number of players to continue the game, may at the managers discretion continue to play with less than the minimum number of players or may ask for and be granted a forfeit.
4. The maximum number of players in the field is 9 for the 12U and 15U divisions

7. Coaches

1. Coaches must coach their team from the dugout or coaches box. No coach will coach from the outside of the field of play or from behind the backstop of the field.

8. Manager Only Rule

1. Only the team manager or the designated acting manager can approach the umpire(s) to discuss an issue. Coaches, players, and spectators are not allowed to approach the umpire (s) to discuss any issues. Coaches are not allowed to add their input in any consequential discussion between umpires and managers. Both team managers should participate in any conferences with the umpire(s). It is the responsibility of team manager or designated acting manager to ensure that only they and the other manager engage in the discussions with the umpires. All discussions should be conducted in a respectful manner. The manager only rule shall also be in effect for pre-game conferences with umpires.

9. Umpires

1. Each scheduled game shall be officiated by at least one umpire for all divisions. All plate umpires are required to have the minimum of ASA Certification for the age groups of 12U and 15U. Field



umpires can be filled under the town's volunteer program with proper training. Playoffs require 2 ASA Minimum Certified Umpires.

2. If no umpire arrives within 15 minutes after the scheduled start of the game, the managers may, upon mutual agreement, select an umpire from available coaches and parents. If no agreement can be made, the game shall be considered canceled and will be rescheduled. The Home Team must make every attempt to contact scheduled umpire prior to cancelling game.
3. It is strictly the responsibility of the umpire to decide issues of the 2- hour Rule, halt the game due to darkness, curfew, minimum number of players, etc. The umpire's decision on these matters is final.
4. The umpire will have general responsibility for calling games due to weather conditions. If lightning and/or thunder is observed and the umpire has not elected to call the game, the managers of the teams will be empowered to make a joint decision to remove his/her players from the field. If there is a disagreement as to the merits of this action it must be reported by the disagreeing party to the Grievance Committee within 48 hours.
5. Umpires retain the authority to eject any offending party from the game and determine what is foul language and unsportsmanlike conduct. Ejected parties must leave the vicinity of the field until the completion of the game and shall not approach or otherwise attempt to communicate with the umpires or opposing team following the completion of the game.

10. Pre-game Conferences

1. It is recommended that both managers or the designated acting manager(s) and the umpires have a conference prior to the start of the game to discuss:
 - a. The Manager Only Rule
 - b. Hit-by-Pitch, Illegal Pitches
 - c. Strike Zone
 - d. Drop third strike, infield fly rule, courtesy runners
 - e. Continuation/Dead Ball rule
 - f. Any other issue that is felt to be relevant to game play or the player

11. Field Dimensions and Gameplay

1. Base Lengths
 1. The distances between the bases is as follows and is measured from the back tip of home plate
 - a. 12U and 15U – 60 feet

12. Pitching Distance

1. The distance for the placement of the pitching rubber will be the measurement from the back tip of home plate to the front edge of the pitchers plate.
 - a. 12U and 15U – 40 feet

13. Pitching Circle

1. 12U and 15U – 16 foot diameter from the center of the pitchers plate

14. Standard Game Length

1. 12U and 15U – 7 innings maximum play

15. Official Game Determination

1. 2-hour Rule



1. No new inning may be started at a point exceeding 1 hour and 45 minutes from the scheduled start time of the game. At the 2 hour limit, the game is official and the results will be counted, including ties. A full 7 inning game can be played IF the field is available, both managers agree, and the umpire approves. This agreement must be reached prior to the start of the game. If this agreement is not reached prior to the start of the game, then the game will not extend past 2 hours from the start of the game. The score will then revert back to the last completed full inning. Championship series will not have a time limit.
2. Played Innings
 1. 12U – after 5 innings have been completed, 4 ½ if the home team is leading
 2. 15U – after 5 innings have been completed, 4 ½ if the home team is leading
 3. If a game becomes official but does not finish due to darkness or adverse weather conditions, the score that existed at the end of the last completed full inning will be the final score of the game.
 4. If the required minimum number of innings for the division have not been played and the game was called for one of the following reasons 2-hour rule, darkness, or adverse weather conditions and a team was leading by 15 or more runs, the game will be considered complete and official. The score will be recorded and the results included in the division standings. A game that is not official but is suspended due to weather shall be rescheduled and started from the top of the first as if the game had never been played.
3. Ties
 1. If a game is tied it will continue until the tie is broken at the end of a complete inning, however, if the game is halted due to the 2- hour Rule, darkness, or adverse weather conditions, the official result will be a tie. All playoff games will continue until the tie is broken.
4. Slaughter Rule
 1. The Slaughter Rule can be enforced if a team is leading by 15 or more runs after
 1. 12U – 5 innings, 4 ½ if they are the home team.
 2. 15U – 5 innings, 4 ½ if they are the home team.
 2. If a game ends due to a 15 run lead, the game will be considered official and the results will be recorded. The Slaughter Rule will be in effect from the above mentioned inning until the end of the game.
16. 5 Run Limit and Continuation
 1. A team may not bat after they have scored the fifth run for any inning, regardless of the number of outs.
 2. A team's half of an inning ends when the play during which the fifth run is scored is over. Play continues until the ball is dead by rule. The umpire(s) are solely responsible for determination of when the ball becomes dead. All runs scored during the final play of an inning will be counted. Example: if 4 runs have already been scored, the bases are loaded and batter hits a grand slam, all 8 runs will be counted.
 3. There are no intentional walks allowed. This rule is aimed at efforts to undermine the inning run limit by walking in the 5th run rather than risking a multiple run hit. Violation of this rule will result in the award of 2 bases to the batter. The umpire is solely responsible for determination of a two base award.
17. Last Inning of Play
 1. In the last inning, or the inning that the umpire declares will be the last inning (the umpire must declare this before the first pitch of that inning is thrown), the 5 run limit is suspended. A team



may score unlimited runs and the defensive team must obtain 3 outs in order for the half an inning to conclude.

18. Courtesy Runner

1. If a player is injured and unable to run the bases to the fullest extent, the manager may request a courtesy runner through the umpire. The most recently retired player will be the designated runner.
2. A courtesy runner may also be requested for the catcher if there are two outs in an inning. This allowance is to speed game play by allowing the incoming catcher time to put on her gear.

19. Lead Offs

1. Leaving from a base is not allowed until the ball has left the pitchers hand

20. Stealing

1. 12U and 15U – Any number of bases (including home) may be stolen. There is no walk continuation or walk into a steal allowed. Violation of this rule will result in the player will be called out.

21. Sliding

1. 12U and 15U - Sliding or other effort must be made to AVOID CONTACT with the defensive player. If contact is made, it will solely be the umpire's determination if there was an attempt to avoid contact. If no play is being made, the defensive players must give way to the offensive player.

22. Bunting and Slap Hitting

1. 12U and 15U - Bunting is allowed, however, slashing or faking a bunt followed by a swing attempt on the same pitch is not allowed. Slap hitting is also not allowed.

23. Infield Fly and Dropped 3rd Strike

1. 12U and 15U – Infield Fly rule and Dropped 3rd Strike are in effect.

24. Hit-by-Pitch

1. If a batter is hit by the ball, the play is considered dead and the player is awarded the base. If the home plate umpire rules that the batter did not attempt to avoid the pitch, and does not award the batter first base, then it will not count as a hit batter. The umpire will be solely responsible for this determination which is a non-arguable judgment call.
2. If a pitcher hits 2 batters in one inning, the pitcher must be replaced for the remainder of that inning.
3. The pitcher may return to pitch subsequent innings if they have not fulfilled the divisions pitching inning limit. If a pitcher hits three batters in a game, the pitcher cannot return pitch at any time during the remainder of the game.
4. Before the game, the managers should discuss with the umpires the hit-by-pitch rule and make it clear that is a safety rule and that it is solely the umpires call. No coach, player or parent will attempt to influence the umpire's decision.

25. Strike Zone

1. The strike zone will be defined as the area over home plate, between the armpit and the bottom of the knees. If any portion of the ball passes over home plate at the specified height, it is a strike. Managers should ask the umpire before the game what they intend to use as the strike zone. This serves to clarify the strike zone for all parties. If a manager feels that the umpire's strike zone has shifted during game play, the manager has a right to call a conference with the umpire and the other manager to discuss the situation.

26. Line-ups



1. Lineups must be submitted to the opposing team manager for each game no later than 5 minutes prior to the start of the game. These lineups will include the full name of the player, her number, and the batting order that will be employed for the duration of the game.

27. Batting Order

1. A continuous batting order including all team members must be employed. Late players that arrive after the start of the game must be placed in the bottom of the batting order. Players will bat in the order designated in the line-up regardless of whether they are employed in the field or not. If the late player who is listed in the batting order is not present, the batter will be skipped without penalty and they will bat the next time their turn comes up. The opposing manager should be informed immediately when this situation occurs. Should a player need to leave a game prior to the end of the game the same rule applies as above without penalty. A team may not continue a game with less than eight players in the field.

28. Player Innings

1. 12U and 15U – All girls must play a minimum of 4 complete innings defensively in a 7-inning game.
2. If a player has not played the required minimum number of innings due to a shorted game, the player must start defensive play in the next game. No player can sit out more than two consecutive innings. Players must rotate to an infield and outfield position during each game.

29. Defensive Substitution

1. Free defensive substitutions are permitted. A pitcher may not leave and re-enter as a pitcher in the same inning.

30. Dead Ball

1. The ball will be considered dead once the pitcher has control of the ball and is within the designated pitching circle. Once the ball is dead, no runner may advance.
2. In the event of an obvious injury to a player, the umpire may declare the ball dead and call a time out. The umpire will be responsible for the judgment as to the position of the runners.

31. Pitching

1. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter. Leaping and/or crow-hopping are illegal.
2. Leaping is defined as the pitcher having both feet off the ground simultaneously. Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.
3. A crow hop is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly-established starting point and completes the delivery. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
 - a. 1st offense – Warning
 - b. Additional offenses - Pitch will be called a "ball"

32. Pitcher inning limits

1. 12U – A pitcher cannot pitch more than 4 innings in a 7 inning game.
2. 15U – There is no limit on the number of innings that one player can pitch.



3. The above inning limits do not have to be consecutive innings. One pitch in an inning counts as a full inning pitched.

33. Home Team Responsibilities

1. It is the responsibility of the manager of the designated home team to set up the bases and pitching rubber prior to the start of the game. It is the responsibility of the manager of the designated home team to retrieve the items from the field and place them back in the lockbox after the game. Base peg covers must be replaced on the field and the clean-out tool returned to the lockbox. The area around the pitching circle and batters boxes should be raked and leveled. It is the responsibility of the manager of the designated home team to make sure that the lock on the lockbox is securely locked before they leave a field. Missing or damaged equipment should be reported to the division coordinator immediately after the game.
2. The home team is responsible for supplying a new game ball at each game. These balls are supplied by your town to the manager at the beginning of the season.
3. It is the responsibility of the HOME TEAM MANAGER to enter the game score. Game score MUST be entered within 24 hours of the completion of the game. Missing scores after 48 hours of the completion of the game will be inserted as a forfeit score with the visiting team gaining the win. Coaches will be sent a password from the FGS website to enter these scores. If you are unable to enter your score you can send an email to your division coordinator who will then enter the score and correct the issue blocking you from entering the score.
4. Scores for playoffs will be sent to the master scorekeeper directly following the completion of each playoff game.

34. Game Cancellation

1. Games cannot be canceled and rescheduled for any reason except adverse weather conditions or unplayable fields. Only the SSC Scheduler can make this determination prior to the scheduled start time of a game.
2. The Home Team Towns Softball President or designated field coordinator will make all decisions pertaining to field cancellation due to adverse weather conditions or unplayable fields. Managers can confirm game cancellations through the MBSA Weather Hotline 708-689-4150 or through the Main Website at www.Frankfortgirlssoftball.com. Towns will report field conditions no later than 4:00 weekdays and 7:30 am on the weekends to the SSC President or Scheduler.
3. If games have not been officially canceled, managers should proceed with the scheduled start time. Managers must arrive at the scheduled field at the time they requested their team to arrive. Games cannot be called beforehand in anticipation of adverse weather conditions or the assumption that the field is unplayable. All reasonable attempts should be made to play scheduled games.
4. The umpire has the authority to cancel a game before one is started, if adverse weather conditions exist. If both managers agree before the start of the game that adverse weather conditions exist, the game can be cancelled. These games will be rescheduled.
5. The umpire will have general responsibility for calling games due to weather conditions. If lightning and/or thunder is observed and the umpire has not elected to call the game, the managers of the teams will be empowered to make a joint decision to remove his/her players from the field. If there is a disagreement as to the merits of this action it must be reported by the disagreeing party to the Grievance Committee within 48 hours. If for any reason other than adverse weather, a game cannot be played, it will be forfeited by the team which cannot play.
6. Any changes to the schedule will be communicated through the advanced communication system build into the website. Changes will be sent via email and text message (if available on your phone). It is the players and coaches responsibility to check their email and text prior to leaving for a scheduled game.



35. Adverse Weather

1. If lightning is observed, the game should be halted immediately and the players should be removed from the field. If the field is equipped with lightning detection equipment, all warnings from such equipment are to be strictly and absolutely obeyed, in spite of any observation of weather conditions to the contrary. Safety of all participants and spectators is the priority.

36. Disciplinary Actions

1. All players, parents, coaches, and managers must adhere to the Code of Conduct, to which they signed at the beginning of the season. Disputes should first be discussed by managers and umpires with the umpire holding discretion in enforcement. If disputes cannot be settled at the game, complaints must be submitted on an Incident Report form (On MBSA Website) to the division coordinator (Frankfort) who will forward the report to the SSC League President.
2. Umpires retain the authority to eject any offending party from the game and determine what is foul language and unsportsmanlike conduct. Ejected parties must leave the vicinity of the field until the completion of the game and shall not approach or otherwise attempt to communicate with the umpires or opposing team following the completion of the game.
3. Bats or any other equipment thrown in anger will result in the batter being declared out and dismissal from the game with the ball being declared dead.
4. A bat that slips from the batter's hand will result in a warning to the team for the first occurrence. The second team occurrence will result in the batter being declared out, the ball declared dead, and the runners unable to advance. This ruling is based on the judgment of the umpire, and is a non-arguable judgment call.

37. Grievances

1. The Grievance Committee will handle only the following matters:
 - a. Protests pertaining to lightning/thunder scenario. All other weather, darkness, curfew, etc. decisions are the sole responsibility of the umpire and will not be reviewed.
 - b. Reported incidents of improper conduct by team managers, coaches, players, or spectators that are of a nature that poses a threat to the health and well-being of the players and/or the league.
 - c. No other protests are allowed.

8.9 Senior League Rules

1. Game Length

1. A regulation game is 7 innings.
2. The Slaughter Rule will be in effect after the losing team has batted 5 or more complete innings and is trailing by ten (10) or more runs.
3. Any game stopped because of inclement weather, darkness, curfew, or time limit will be considered an official game if the losing team has batted five (5) complete innings.

2. Maximum Runs Per Inning

1. There will be a limit of six (6) runs per inning. *There is no continuation rule. The inning ends when the sixth (6th) run crosses the plate.* The maximum run limit does not apply to the game's last inning. When darkness or time limit is approaching, the umpire can meet with the managers at the beginning of an inning and declare it the last inning. This inning will then not be subject to the maximum run rule. This decision is final.

3. Pitching

1. The pitching rubber distance is 40 feet.



2. No illegal pitches shall be called. Every effort should be made to ensure that pitchers are pitching in accordance with PONY League rules. Managers have an obligation to instruct and/or correct their players with regard to proper pitching procedure. Flossmoor Baseball and Softball has traditionally been an instructional league with any eye toward developing talent, skills and proper softball technique. Although no pitches are considered illegal, managers should make every effort to ensure that players pitch legally.
 3. One pitcher only will be allowed to re-enter one time during the course of a game. Total innings per game remains the same. Pitching any part of an inning counts as a whole inning. The intent of this rule is to encourage managers to remove a pitcher when ahead and let other players gain pitching experience. If the course of the game makes it necessary, the manager can re-enter the pitcher later in the game.
 4. Senior League pitchers shall be required to wear a face mask while pitching to reduce the risk of serious injury. Pitchers may not pitch without wearing a face mask.
 5. One pitcher may pitch 5 innings. One pitcher may return one time to the game to finish pitching her remaining innings.
4. Batting
1. Bunting is allowed in Senior league.
 2. The Dropped Third Strike rule is in effect.
 3. The Infield Fly rule applies.
5. Base Running
1. The base paths are 60 feet.
 2. Stealing is permitted. All base runners must maintain one foot on the base until the pitched ball is released from the pitcher's hand. Any violation will constitute an out. The runner may move off of the base between pitches but must be on the base when the ball is pitched.
 3. Stealing of home (e.g. overthrow, wild pitch, passed ball, etc.) is permitted. A runner may go home or be awarded home by an umpire on an overthrow after a batted ball. Stealing two bases on the same base is permitted.



9 Post Season Tournaments

1. Format

1. Depending on the number of teams in each league, the playoff format may vary. Our post season tournaments will use the Olympic format of Pool Play when there are 6 or more teams in a league. When there are fewer than 6 teams, a double elimination tournament bracket shall be used. **At the Board's discretion, these formats may be modified.**
2. When pool play is used, teams will play a round-robin within their pool. The number of pools will be either 1 or 2. Teams in each pool will be determined by a blind draw. The number of pool play games will be 4. Following pool play, the top 4 teams will advance to play Championship weekend. If 2 pools are used, the top 2 teams in each pool will advance to semi-final play, and the format of the semi-final games will be P1-1-vs-P2-2, and P2-1-vs- P1-2. If 1 pool is used, the top 4 teams will advance to semi-final play, and the format of the semifinal games will be 1-vs-4, and 2-vs-3. During pool play, the home team shall be determined by a coin toss. In all Semi-Final and Final games, the home team shall be the team with the higher seeding. Tiebreakers listed below are to be used to determine the higher seed across brackets when 2 pools are used. When a double-elimination tournament bracket is used, seeding of the teams will be based on a random draw. In all games in double elimination tournament play, the home team will be determined by a coin toss.

2. Playoff Tie Breakers

1. Two-way ties within a pool will be resolved by head-to-head competition.
2. Three-way ties:

In the event of a three-way tie, the League Commissioner will contact the President of the league before proceeding with games.

In the event of a three-way tie in a pool the following process will determine the highest and next place finishers.

Determination of the highest place team:

If there is a three-way tie within a pool then runs allowed in all pool games will be the first tie breaker. If there is still a tie, then runs scored in the games played between the teams still tied will be used to break the tie. If a tie still exists, runs scored in all pool games will determine the winner from among those teams still tied.

Determination of the second place team when there is a three-way tie for first place:

In the event of a three-way tie for first place in a pool, the second place team will be the winner of the head to head game played between the two teams that remain once the first place team has been determined.

Example: A beats B 5-1, B beats C 7-6, C beats A 2-0 resulting in a three-way tie. It now comes down to B & C for second place. B is the second place team since B beat C (the other remaining team) regardless of the runs allowed by B & C.

3. Pitching Rules for Tournament Play

1. Innings and per game limits will still apply for tournament play.
2. Pitching limits will be "reset" entering the first game of the playoffs, and entering Semi-Final play. For playoffs using the double elimination tournament bracket format, pitching limits will only be reset entering the first game of bracket play.

4. Forfeits

1. Forfeits in tournament play will be scored 15-0.



5. Rescheduling Games

1. The League will make every reasonable effort to schedule playoff games in such a manner that games have a high probability of completing the full 6 or 7 innings.
2. All canceled and suspended games will be rescheduled to the next available date and field.
3. Tournament games will be subject to the same rules regarding time limits as regular season games with three exceptions.
 1. No inning may be started after 8:30 p.m. (tournament only)
 2. If a game is tied or has not yet reached official length and time limit has been exceeded, the teams can play one (1) more inning in an attempt to achieve an official result. If still tied, then the game will be suspended.
 3. During Round Robin tournament games, if a game is tied or has not yet reached official length and time limit has been exceeded, the teams can play one (1) more inning in an attempt to reach an official result. If still tied, then the game will end as a tie game if it is an official game.
 4. All semi-final and championship games must be played to completion, not official length, unless slaughter rules apply.
4. All games will be rescheduled through the league scheduling director.

6. Suspended Games

1. All suspended games will be resumed from the exact point of suspension, even if in the middle of a turn at bat.
2. Any player not in the original lineup of the suspended game, and any player who voluntarily left during the suspended game, regardless of reason, is eligible to play in the resumed game. The new player will be inserted in the batting order at the bottom of the original lineup submitted at the start of the game. The new players will play in the field as many innings as are left in the game, up to the player's required four (4) innings.
3. Players who were ejected from the game prior to its suspension will not be allowed to return to the game.
4. Pitching rules will prevail as though the game had not been interrupted.
5. Base runners will return to the bases occupied at the time of the suspension. If the original runner is not present, the first available player preceding him/her in the batting order shall become the base runner.
6. The batting position of any player originally present but absent at the game's resumption will be left vacant. The batting order will be resumed at the point of suspension.

7. Tournament Rules

1. The slaughter rule will apply for all tournament games.



10 Tournament/Part-Time Travel Teams

1. Travel teams may be formed for players that want additional instruction and tournament play. Families and players must coordinate with the current travel commissioner to form a team. All teams will be responsible for their own team including any financial responsibilities. At least 10 players are required to form a team. Travel teams have full access to all Flossmoor Baseball and Softball facilities and fields. Games can be generally scheduled during the regular in house season as long as there are no schedule conflicts.



11 Rule Change Index

11.1 2019

1. Must take outs in playoff games if less than 9 players.
2. Pony league players must rotate and play at least 1 inning in the infield.
3. Explain grade level eligibility in rules
4. Pony Freshman 2 inning pitcher limits and 7th grade 2 inning pitcher minimums.
5. Leadoffs allowed in Bronco. Balks called as a dead ball.
6. 2 out steal rule removed from Mustang.
7. Callup rules apply to all leagues.
8. Add section about Interleague rules
9. Ball is dead if it is lost or stuck in backstop padding.

11.2 2020

1. Smart pitch limits
2. USA Bats and BBCOR required
3. State that league cross play is allowed
4. Coaches and commissioners determine playoff size
5. Change to 1 inning minimum for 7th graders

11.3 2021

1. Covid guidelines
2. Reduce travel section
3. Add Mustang field rules

11.4 2022

1. Switch to ages instead of grades
2. Add game time limits
3. Change inning run limits for Bronco and Mustang
4. Change pitching limits
5. Allow coach pitch in pinto
6. Change regulation game to 6 innings for Bronco
7. No slash bunting for Bronco and Mustang

11.5 2023

1. Switch to Coach/player pitch for Pinto
2. Create separate Bantam League rules
3. Update Diamond rules



4. Add Junior Leage South Suburban Leage rules
5. Time limit clarifications

