

## RIVER FOREST YOUTH BASEBALL ♦ SOFTBALL

### GIRLS ROOKIE LEAGUE

#### HOUSE RULES AND REGULATIONS - 2022

The current official playing rules of Little League/ASA shall be binding on this League. The following clarifications, additions, and restrictions will be known as the "House Rules & Regulations" and will supersede Little League/ASA rules. The House Rules and Regulations will be reviewed annually by the Board of Directors for possible amendments.

Once distributed to the League Officials, Umpire Association, and Team Managers, they will be binding for the entire regular and playoff seasons unless amended and redistributed by the Board of Directors. The Board Division Director is charged with the responsibility of implementing and enforcing League Rules and will consequently arbitrate any dispute which may arise and any decision made by him or her will be official and binding.

#### PRE-GAME GENERAL

\*\* All players in this division must be 1st & 2nd graders to participate in league play. Players will be removed from any team in violation of this rule.

1. **FORFEITURE OF GAME** – A team will forfeit a game if they cannot field eight (8) players within fifteen (15) minutes of the scheduled starting time of the game.
2. In case of a forfeit, the Managers/Coaches are encouraged to arrange a mutually agreeable format to allow an unofficial game to take place, and to take the opportunity to make fielding position changes to allow the participation of players at positions other than those they usually play.

#### RESCHEDULING OF GAMES

3. Games may be rescheduled only because of increment weather or major school functions. Any violation of this rule will result in a loss for that game.

#### EQUIPMENT

4. New softballs for game use will be provided by the league and stored in the gang box at the field. An 11" RIF (Reduced Injury Factor) ball will be the official ball of this division.

#### UNIFORMS

5. Uniforms consist of shirt, pants, socks and shoes. Metal spikes are prohibited. Team shirrtails must be tucked inside pants at all times. League Protective headgear must be worn while batting and base running. **Casts may not be worn during the game. Persons wearing casts, including Managers & Coaches, must remain in the dugout during the game.**

#### COACHING STAFF

6. Before the game, each team will designate to the umpire and opposing coaches its coaches and scorekeeper. A maximum total of four (4) coaches are allowed on the field and in the dugout during the course of the game.
  - A. When a team is batting, there is to be one adult coach coaching at first base, one at third base, and one pitching from the pitcher's rubber/mound. The other coach and scorekeeper must remain in the dugout/bench.
  - B. During the regular season, when your team is in the field, one coach may be in the field offering defensive instruction. Any coach in the field on defense must be positioned behind the baselines between 1<sup>st</sup> and 2<sup>nd</sup> or 2<sup>nd</sup> and 3<sup>rd</sup> base. Any such coach in the field with their defense must make every effort to avoid a ball hit in fair territory and may not physically assist or touch any player during a play. Any coach in the field may not remark, gesture, or mimic an umpire's call or in any way attempt to influence an umpire call.

During the playoffs, all coaches for the team in the field must stay in the dugout or bench or near the fence that extends down the foul line nearest their dugout.
  - C. The home team is to occupy the third base dugout/bench. No exceptions!!

#### **GAME PLAY – BATTING**

7. Batting orders are to be exchanged in writing between both head coaches prior to the start of the game. The batting order given to the opposing team shall be of only players present. If a player arrives after the start of the game, they shall be inserted in the line-up as the last hitter.
8. This League will use the continuous batting rule. All players who come to a game will be placed in the batting rotation and bat in that order even if they have not yet played the field.
9. Batting out of order is an out.
10. Protective helmets must be worn by all batters, and any base-runners.
11. A coach for the team batting will pitch, staying inside the circle around the pitcher's mound for the entire pitching motion. An underhand motion is to be used to pitch the ball. A flat pitch is highly suggested. In the regular season (only), the coach pitcher may use discretion based on a player's specific hitting skill level and move up, closer to the batter (minimum distance 20 ft) in an effort to help the player achieve a successful at bat.
12. The coach pitcher must attempt to leave fair territory as soon as a ball is put in play, failure to do this will result in an out for the hitting team. The coach shall not return until the play is over and the player pitcher is in control of the ball and standing in the pitcher's circle. If a batted ball hits a coach pitcher, the play shall continue as a normal play.
13. Each batter will be allowed five (5) swings to attempt to put the ball in play. In a situation where the batter is "not swinging" the umpire will announce number of pitches left for the batter. There are no bases on balls. A foul ball is a failed attempt. An arc will be marked surrounding the batter's box. A batter must hit outside the arc in order to be a fair ball. If a defensive player makes contact with the ball before it stops moving within the arc, it is a fair ball. If the ball rolls backward inside the arc before a player touches the ball, it is considered foul.
14. Batters are not allowed to intentionally bunt or swing easy at the ball. An attempt at a bunt, whether successful or not, will constitute a failed attempt at one of the batter's allotted pitches.

15. The first time a batter throws their bat in a game, they will be called out. Prior to each game, the umpire is encouraged to warn both benches of the thrown bat policy. Failure of the umpire to do so will not, however, absolve anyone from this rule.
16. Batting warm-up is allowed only in the predetermined on-deck area. Violators are subject to ejection from the game.

### **GAME PLAY – DEFENSE**

17. Each team will use ten (10 or 11) players in the field. Three (3) or four (4) players will be used as outfielders and be designated as left, center and right fielders or left center, right center, left field and right field. They should be deployed in an "arc" set-up. **There will be a catcher.** A coach/parent from the team in the field will provide back-up to the catcher to keep the game moving. In an instance where the team is short on players or safety is an issue, a coach/parent catcher can be used. The catcher position is considered an outfield position.
18. Outfielders must be positioned on the outfield grass until the ball is struck by the batter. In the absence of outfield grass the outfielder should be at least 10 feet behind any infield player.
19. The short-center fielder is considered an infield position and will play on the infield. The short center can be positioned immediately in front of, or behind the second base bag. They cannot play in the baseline to either side of the base. The pitcher may field from either side of the coach pitcher and must remain even with or behind the coach pitcher until the ball is hit.
20. No player may play the same position more than two innings in any game.
21. Each game shall be anticipated to last five (5) full innings and each player who arrives at the start of the game shall play a minimum of three (3) full innings on the field within the first four (4) innings including a minimum of one (1) inning at any infield position and one (1) inning in any outfield position prior to the completion of the fourth inning. No player may play any position for more than 2 innings. It is the head coach's responsibility to keep track of the number of innings a player has been in the field. Although unlimited and unrestricted substitutions are allowed, it is considered unsportsmanlike to change defensive fielding positions during an inning for the sake of defensive advantage.

**Failure to adhere to these participation/rotation rules will result in a 5 run penalty charged to the offending team. That half inning will end, and the following inning the batting order will revert to the previous inning. The burden of monitoring adherence is on the coaches, not the umpire. Since a penalty is not a desirable outcome, coaches are encouraged to discuss questions of adherence prior to the start of the fourth inning, so that such situations can be remedied.**

### **GAME PLAY - SLAUGHTER RULE**

22. A team may score a maximum of five (5) runs in an inning. If a team has scored 5 runs in an inning and has one person on base, a "home run" shall only be deemed to score the one run that takes the inning total up to five (5).
23. If at any time after the end of any inning, one team is ahead by enough runs such that under no circumstances could the other team win, the coaches will determine whether or not the game should continue. It is recommended in this situation that the opposing coaches agree to the official conclusion of the game and agree to unofficially continue the game, making fielding position changes, to allow the participation of players at positions other than those they usually play.

## GAME PLAY - TIME RULE

24. Regular season games will have a time limit. No new inning will begin after one and three quarters (1-3/4) hours of game time as elapsed. Any inning started prior to this time expiration will be completed in its entirety. If for some reason the game is called, the game situation will be treated as if it had rained at that point. Please refer to the official rules for how to deal with the myriad of possibilities in that situation.

All playoff games, and all regular season games which are not scheduled to be followed by a game or a league scheduled practice will be subject to the following time limit. No new inning will begin after two (2) hours of game has elapsed unless it is required to complete the four (4) full innings required to make the game official and complete per the regulations. The first inning started after the two (2) hour time limit that brings the total number of innings to four (4) will be the last inning of the game. Any new inning started prior to or after the two (2) hour limit will be completed in its entirety.

Coaches are encouraged to speed up play in any way possible that does not diminish the quality of the experience of the game participation.

## GAME PLAY - BASE RUNNING

25. No leadoffs are allowed. The infield fly rule is not in effect at this level.
26. No runner may leave their base until the ball has crossed the plate or has been struck by the batter.
27. Stealing of any base is **not** allowed.
28. The dropped third strike provision does not apply.
29. A base runner must slide to avoid contact at all bases, except 1<sup>st</sup> base, if there is a legitimate attempt to tag the runner at that base. If any runner interferes, blocks, butts or bowls over a defensive player in the attempt to make them miss or dislodge the ball, the umpire will call the runner out. Relative to other defensive players not involved in the play, the base path belongs to the runner.
30. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield—defined here as the area outside the skin of the infield, or if the playing field has no such demarcation, the area outside an imaginary arc that runs 10 feet behind each base, the runners may continue to advance until the ball is returned to the **possession** of an **infielder who is standing in the infield—defined here as the area inside the skin of the infield**, or if the playing field has no such demarcation, the area inside an imaginary arc that runs 10 feet behind each base. The ball should be thrown in from the outfield, not run in by the outfielder. At this point, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base. Runners who are more than half way to the next base are awarded the base to which they were advancing unless it would advance the lead runner undeservingly.

## GAME PLAY - GROUND RULES

31. For safety purposes, the League **may** be using dual first base bags, a white bag in fair territory and an orange bag in foul territory. The batter may step on either base during their at bat. A

fielder may only use the white bag for defensive purposes. Once the batter becomes a runner on first base (single, walk, error, hbp, etc...), they may only use the white bag.

32. The infield dimensions for this Division will be the standard sixty foot (60') base line with a thirty five foot (35') pitching distance.

### **OVERTHROWS – INFIELD FLY RULE**

33. No runner advancement is allowed on any overthrow at any base.
34. There is no infield fly rule. Players should be encouraged to "make the play" on an infield fly; it is considered unsportsmanlike to intentionally let an infield fly drop to the ground for defensive advantage.

### **GAME PLAY – SPORTSMANSHIP – DISCIPLINE**

35. The coaches will be responsible for the conduct of their players, parents and fans. Loss of control will result in forfeiture of the game to be determined by the umpire.
- A. An umpire may eject a coach or player for any reason allowed by the ASA rules or for flagrant disrespect of an umpire, player, or coach or any other flagrant unsportsmanlike conduct.
  - A. A player who throws a punch will be ejected from that game and receive an additional one (1) game suspension for the next game.
  - B. Any second offense by the same player will result in suspension for the remainder of the season
36. No coach shall, at any time, incite a demonstration by spectators.
37. No coach will use foul language at players, coaches, umpires or spectators
38. Coaches who are ejected from a game must leave the field immediately, including not sitting in the stands Any coach ejected from a game is automatically suspended from all coaching responsibilities for the team unless and until that coach has been cleared to resume coaching duties by the Board of Directors or their designee(s).
39. Any coach who is ejected more than once during the season will be immediately suspended for the remainder of the season.
40. No protests of game results or umpire decisions are allowed. A coach may file a written protest of a suspension or ejection of a player or coach. In the event of such a protest, the coach must notify the umpire and the opposing coach before the next pitch. Thereafter, the protesting coach must submit a written protest to the Division Coordinator within 24 hours of the game. The Division Coordinator and a representative of the Umpire Association will meet and issue a binding decision within 72 hours of the written protest.

Please send notifications to: Joe Shaker [joe.shaker.jr@shaker.com](mailto:joe.shaker.jr@shaker.com) 708-369-3590