

Libertyville Girls Softball Association
Grade 3rd / 4th Minors
Softball Rules 2021, Revised 5/25/21

(Kid Pitch; if she throws 4 balls, the coach steps in for that batter only.)

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

DEFINITIONS

- Coach** At least two coaches are required per team. No more than two offensive coaches are permitted on the field in foul territory during play.
- Inning** Except for the last declared inning, when unlimited runs can be scored, a half inning is completed when three outs have been made or 5 runs have been scored, whichever comes first.
- Stealing** No stealing.
- Strike Zone** The strike zone includes the top of the batters shoulder to her knees. Any pitch with arch over batters head is a ball.
- Season** 10-12 regular season games guaranteed.

THE PLAYING FIELD

1. Only team players and approved coaches will be allowed on the bench and playing field.
2. Players are not permitted in the stands or behind the backstop.
3. Coaches are responsible for their spectators. Spectators who harass the umpires, opposing team coaches, players, or spectators will be ejected from the park.
4. The distance between the bases is 60-feet. The pitching distance is 35-feet measured from the front of the pitcher's plate to the rear tip of home plate.
5. Only nine defensive players, one defensive coach, 1st and 3rd base coaches (offensive) and the "pitching" coach (if needed) are allowed on the field.

EQUIPMENT

1. The official softball is an ASA approved 11" ball.
2. Coaches are responsible for all equipment issued to the team. If equipment repairs are required, contact the league director to make arrangements for repair or replacement.
3. All batters and on-deck players must wear batting helmets with protective face cages.
4. Mouth guards are *strongly* recommended.
5. All players shall wear entire uniforms. Coaches shall wear the uniform provided by their league.
6. No jewelry shall be worn during the game.
7. Metal spikes are not allowed.

PLAYERS AND SUBSTITUTES

General

1. Official lineup cards will be exchanged between coaches prior to the start of the game.
2. A team will be allowed to start and play the game with eight players.
3. A team with eight or fewer players may borrow a player(s) from another team with league director approval. A suspended player may not be substituted. The borrowed player cannot pitch unless waived by the opposing coach. A team may only borrow enough players to bring their roster to nine.
 1. The player(s) must be comparable in skill set to the missing players
 2. The player(s) must bat last in the order
 3. The player(s) must play an outfield position unless waived by the opposing coach
4. Outfielders must be positioned on the outfield grass prior to the release of each pitch.
5. One coach must be behind the catcher/umpire to quickly return past balls directly to the pitcher.
6. A coach may be in the field with their team on defense.

Re-Entry

A player removed from the pitching position may only re-enter the game as a pitcher at the end of any half inning (she may not re-enter as a pitcher in the same inning she was removed). A girl may not pitch more than 2 innings per game (1 pitch = 1 inning for a pitcher).

Substitutes

1. Free substitution will be allowed in all positions except pitcher.
2. No player may sit out more than one inning in a row.
3. Each player shall bat whether they play in the field or not.
4. Each team shall bat the number of players on their lineup.
5. A courtesy runner shall be used when an injury occurs or for the catcher and/or pitcher with two outs in the inning. The courtesy should be the player that made the last batted out.
6. No player can play the outfield 2 consecutive innings.

Conduct

1. A player who throws their bat either on purpose or by accident will receive a warning. A second offense will result in an automatic out.
2. A player who acts in an unsportsmanlike manner and is consequently removed by the umpire will be counted as an out in the lineup of that game and subsequently suspended for the next game. The suspended player will not be counted as an out in the suspended game.

3. Negative chatter by any player on the bench or in the field will not be allowed.
4. Positive "Spirit" cheering is encouraged.

Blood Rule

A player, coach or umpire who is bleeding or injured must receive treatment before continuing participation. The umpire will judge if the individual can receive treatment in a reasonable amount of time to continue in the game. A player who cannot continue due to any injury will be passed over in the lineup and not counted as an out.

THE GAME

1. The home team is listed last on the schedule; bats last in the inning; will occupy the third base dugout; and provide the game ball.
2. Regulation game is 6 innings. A game called by the umpire shall be regulation if 4 or more complete innings have been played.
3. No new inning may start after 1 hour and 30 minutes. Managers will check in with the Umpire near the 1:15 mark to determine when it is appropriate to call the last inning.
4. Except for the last inning when unlimited runs can be scored, a half inning is completed when three outs have been made or 5 runs have been scored, whichever comes first.
5. The last inning has to be declared by the umpire at the start of the inning. If the home team is winning after the visitor has made three outs, the game is over the home team will not bat.
6. Both teams must keep all records. Each team should compare scorebooks at each half inning for agreement. The umpire will settle any discrepancies.
7. A pitcher can pitch 2 innings per game. 1 pitch = 1 inning for pitchers.

BATTER-RUNNER AND RUNNER

1. Bunting is not allowed.
2. The dropped third strike rule is NOT in effect.

KID PITCH

1. If 4 balls are thrown, the coach will pitch the remainder of that at bat only. An offensive coach assumes the pitcher's role and throws up to four pitches to complete the strike count or until the batter is out or until the ball is put in play. Only swinging strikes in coach pitch and the coach can strike them out. If the batter fouls the 4th pitch from the coach, she will continue to bat as long as she continues to make contact.
 2. Unless the ball is put in play or fouled, the batter is out after the fourth coach pitched ball.
 3. The player-pitcher may stand to either side of the "pitching" coach, even with the pitching rubber before the ball leaves the pitcher's hand.
 4. The umpire will track the number of pitches and will call strikes.
 5. The "pitching" coach is considered part of the playing field during game play. If the ball strikes the "pitching" coach, the ball remains live.

6. Any pitch with arch over batters head is a ball
3. The infield fly rule is NOT in effect.
4. No stealing. Batter/ Runner may only advance one base *per at bat*. No advancement after a wild throw. No stealing during coach pitch. The Continuation Play is not allowed.

BASE RUNNING

1. While the pitcher has the ball within the pitching circle, runners must return to their base(s) and may not attempt to advance.
2. On a ball hit to the outfield, runners may take one extra base.
5. Play stops and runners do not advance after overthrows at any base.
6. The Continuation Play is prohibited.
7. In the spirit of developing players, it is recommended that players be rotated through different positions; no player shall play in the outfield 2 innings in a row.