

## CHAIN O' LAKES GIRLS SOFTBALL RULES

Effective: April 17, 2023

Teams play by official High School Rules, and the exceptions listed below:

### RULE #1 - AGES:

Peanut B: 8 years old and under, not to be 9 before June 1st  
Peanut A: 10 years old and under, not to be 11 before June 1st  
Minor B: 12 years old and under, not to be 13 before June 1st  
Minor A: 14 years old and under, not to be 15 before June 1<sup>st</sup>  
(If in 8<sup>th</sup> grade-not to turn 16 before June 1<sup>st</sup> and MUST provide documentation)

RULE #2 - BALLS: Home teams will supply one new and one used (playable) ball. For the championship game, each team will supply one new ball. Peanut A and Peanut B Girls will use an 11-inch softball. Minor A and Minor B Girls will use a 12-inch softball.

### RULE #3 - BASES:

Peanut A and B: 60 ft. bases.....33 ft pitching rubber.  
Minor B: 60 ft. bases.....38 ft pitching rubber  
Minor A: 60 ft. bases.....43 ft pitching rubber

RULE #4 - BATTERS: Peanuts and Minor B are allowed up to 10 batters per inning. Minor A girls play 3 outs per inning. EXCEPTION: If a pitch hits the batter or there is catcher's interference, the batter will be allowed to take first base. Note: If the ball hits the ground first and then hits the batter ...Batter takes their base. The next scheduled batter in the rotation will then become the last batter. "Rocket Roster" is an option (not mandatory) to allow all players on team in the batting line-up. If a player becomes injured and can no longer bat – it WILL NOT count as an out. Everyone must bat in the original batting order. Minor A: Is limited to scoring a maximum of 15 runs per inning, per team. Once 15 runs are scored, the inning will end.

RULE #5 - BUNTS: Peanut A and Peanut B are **not** allowed to intentionally bunt. Minor A and Minor B **are** allowed to bunt.

RULE #6 - COACH: Only one coach is allowed at first and third bases. We do not require that a coach wear a uniform. If base coach is a player, she must wear a batting helmet.

RULE #7 - COACH PITCH: Peanuts Only: after the 4<sup>th</sup> ball, the batter's coach, or designated pitcher, will pitch to the batter. The pitcher shall stand within 2 feet of either side of the rubber while the coach or designated pitcher is pitching. This person or coach must be the designated pitcher for the entire game. The existing strike count will be used. The batter will either hit the ball or be called out on strikes, no walks. The Coach (not Dads/Moms) should pitch from the rubber in an underhand motion. The Coach/Pitcher is limited to 5 pitches, after 5 pitches batter is automatically out. The pitcher shall remain as close to the mound as possible. If the ball hits the Coach/Pitcher, the ball is alive. The Coach/Pitcher should make every effort to avoid being hit by the ball. The Coach/Pitcher should exit the playing field as soon as the ball is hit, or the batter strikes out.

RULE #8 -DOUBLEHEADERS: The home team is who is listed as the home team on the original schedule. The home team has the option of providing umpires for the “home” game.

RULE # 9 - FACE MASKS: Everyone will be required to wear helmets with face masks.

RULE # 10 - FEES: We will set league fees at the towns meeting, before the season, and must be paid before the season starts.

RULE #11 - HELMETS: Must be worn while on deck, batting, running bases and catching. (Even warming up.) Catcher must also have a throat guard. Any player intentionally removing a helmet while on the field of play - the team will be given a warning. Next occurrence - player committing this infraction will be ejected!

RULE #12 – INFIELD FLY RULE (IFR): Peanut A, Peanut B and Minor B Girls: IFR will not be enforced. For Minor A: IFR applies even if not verbally called by the umpire

RULE #13 - INNINGS: Peanut A and Peanut B Girls play 4 inning  
Minor B Girls play 5 innings.  
Minor A Girls play 6 innings.  
No inning can start after 7:30pm for all **Peanut B** games.

RULE #14 - LAST BATTER: Peanuts and Minor B: The last batter must be announced to the umpire and opposing teams, before her first pitch or the inning ends. The batter must hit the ball or strike out (no walks). If pitch hits batter or there is catcher’s interference, batter will be allowed to take first base. The next scheduled batter in rotation will then become the last batter. If the ball is hit fair and there are less than two outs, base runners may advance. The inning ends when home plate is tagged or they make the 3rd out. The offensive team coach must announce his last batter to the home plate umpire and the opposing coach. The announcement must be made before they make the first pitch, or the inning will end. After the first pitch to the last batter, upon discovery that they did not announce the last batter, the inning will end, and any hits and/or runs attributed to the last batter will be nullified. If they do not make the announcement, and the inning ends, the batter will lead off the next inning. If during the last batter time at the bat, the ball goes out of bounds, “a dead ball situation,” the umpire will immediately call “dead ball,” all runners will advance to the base they are heading toward, and one additional base, then the inning will end. EXCEPTION: Peanut Girls - No walks will be allowed in any inning. After 4th called ball, batter’s coach will pitch to hitter. Pitcher must remain next to rubber until the ball is hit. Minor B Girls - After 6th called ball on the last batter, the batter’s coach will pitch to the batter. The existing strike count will determine the number of pitches the coach must pitch.

RULE #15 - MERCY RULE: Peanut B and Peanut A: 15 runs after 3 innings. Minor B girls: 15 runs after 3 innings, 10 after 4 innings. Minor A girls: 15 runs after 4 innings & 10 runs after 5 innings.

RULE #16 - OFFENSIVE TEAM: All players must remain in the “dugout area” when their team is at a bat. Only the batter and the on-deck man are allowed on the field. If the players are not in the “dugout area,” the coaches will be given a warning. The next time it happens, the umpire will call an out, which will be assessed to the team.

RULE #17- OFFICIAL GAME: Peanut B and Peanut A - 3 innings; Minor B and Minor A - 4 innings. Otherwise we will make up games, picking up exactly where it left off.

RULE #18 – PITCHING: All Levels: An illegal pitch means a dead ball warning, i.e. crowd hopping.

RULE #19- POSITION: The 10th player must be positioned in the OUTFIELD ONLY! Outfielders must be separate from the infielders in a distinct arc. Fail to do so is an illegal pitch. Minor A Girls will play with 9 players only.

RULE #20 - PROTESTS: A coach may protest a rules interpretation only (not a judgment call). Protest must be stated at the time of incidence. At the time of the dispute, the coach must notify the opposing coach of their intent to “protest” the game. All conditions at the time of the protested play must be documented in both team’s score book, in case the game needs to be replayed. The conditions are: number of outs, balls and strike count, and runner positions. Each coach should sign the opposing score book, verifying the conditions. Once these conditions are documented, the game continues based on the decision of the umpire. Under no circumstance will protest be filed after the opposing coach has left the field. Protests must be filed through the Town President to the League President. The League President will convene a meeting of the Town Presidents to discuss the protest. The protest fee is \$25.00, which will be returned if you win the arbitration.

RULE #21- RAINOUTS: The home team umpire must decide them. Any games canceled and/or postponed during weeks 1-4 must be made up in weeks 1-4. Cancellations/postponements in week 5 must be made up by the Saturday preceding the start of playoffs. Lighting or Thunder sighted is an automatic 30 minute delay of game per sighting.

RULE #22 - RESCHEDULING: The team that needs the schedule change must make up the game at the convenience of the other team. If both coaches cannot arrive at a consensus within one (1) week of cancelation, the Town Presidents will intervene. If no consensus is arrived at, the team that forced the reschedule will forfeit the game.

RULE #23 - ROSTERS: Initial Rosters: rosters must be turned in before the start of league play. Failure to turn in your roster will result in forfeiture of each successive game until they are turned in to the League President. Each league team must have a copy of your roster. Lateral Moves: if a team is short of players, that team must forfeit out of the league, allowing a lateral move. Lateral moves can include players from disbanded teams from other cities. Lateral moves must be completed by June 22nd. Lateral moves for tournaments (play-offs) are prohibited. Changes: a permanent move or a non-rostered addition will require notification of the League President, after league play begins. Illegal Player: if we discover an illegal player, after league play has begun, all previous games will be forfeited. No exceptions! No additions to the roster may be made after June 12th.

RULE #24- STARTING A GAME: A team must have seven (7) roster players to start a game. Because of the ninth/tenth batter rule, some players would get to bat more than once per inning.

RULE #25- STEALING: No stealing or leading off for Peanut Girls. Minor B: Stealing IS permitted, however a player may not steal home. Only one base per steal and no advance on overthrow. She may only score on a batted ball, a bases loaded walk, or they play on her while occupying 3rd base. She cannot score on an overthrow to 2nd base or 3rd base during an attempted steal. Peanuts – 1 error per batter overthrows. Runner is allowed one base on an overthrow unless the base the runner is advancing to is overthrown.

RULE #26- STEEL SPIKES: No steel spikes will be allowed.

RULE #27- SUBSTITUTION: If a team is short in its division, a younger player can move up, but older players may not move down. Players can play in only one age group per day. All starters however must bat in the same position in the lineup. If there are no eligible subs left, a player may re-enter in an injured player's line-up position.

RULE #28 - THIRD STRIKE: Minor A Girls may advance on a dropped third strike. Peanut B, Peanut A and Minor B Girls may not advance on a dropped third strike.

RULE #29 – THROWING THE BAT: The umpire must determine whether the bat is thrown in response to a bad call, bad hit, strike out, etc. (purposeful), or whether the bat has slipped from the batter's hands (accidental). If the bat was thrown purposefully, at the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected. If the bat was thrown accidentally, the player will be warned (not called out) for the first infraction. If that player throws the bat a second time, they will be called out and all runners returned to their bases. If the same player throws the bat a third time, they will be removed from the game.

RULE #30 - TIME: All games begin at 6:00 pm for single games; 5:30 pm for doubleheaders. Forfeit time is 30 minutes after the scheduled start time, unless a mechanical breakdown has occurred.

RULE #31- TIME LIMIT: When two games are to be played on that field, the same night, no new inning will begin after 7:00 pm of the first game. No new inning of a game will start after 9 pm on a lighted field, no new innings should begin after 9:30 pm. If a game ends in a tie, it will be completed before the end of the season.

RULE #32- UMPIRES: Have the authority to control the game. This applies to abusive and unruly players, coaches, and crowds:

First infraction: Warning issued.

Second infraction: Out called.

Third infraction: Game forfeited.

This applies to offense and defense. Must be at least 15 years of age to umpire Peanuts; 16 years of age for all age-groups, and not related to the pitcher. The home team may supply both umpires. If the home team does not have a field umpire, the visiting team may supply an umpire. The league President will provide umpires for the championship games. Mandatory 2 umpires for all playoff games. Home team provides plate umpire, Away teams brings a field umpire.

RULE #33- BASE LIMIT: Peanut Girls will be allowed one (1) base only with an infield hit. (Infield is defined as the baseline.) If the ball does not go past the infield the batter and any base runner is only allowed ONE BASE. If there is an overthrow at a base the batter/baserunner may advance at own risk one additional base. The batter/baserunner may NOT advance on over throw to pitcher in the circle.

RULE #34- DAYS OF PLAY: All A teams will be played on Mondays & Wednesdays. All B teams will be played on Tuesday's & Thursdays. Friday games may be scheduled as needed.

Rule #35- INTERNATIONAL TIE BREAKER: If there is a tie @ the end of the game, use the International tie breaker rule. The game is over in Peanut B if tied after 4 innings. No tiebreaker. For this league the rule is defined as: Last out is placed on 2<sup>nd</sup> base, team starts with 1 out, next batter in the lineup bats, must play a complete inning, repeat until tie is broken.

RULE #39 - SLIDING: Minors-base runners must slide **when the base defender is in possession of the ball** at 2<sup>nd</sup>, 3<sup>rd</sup>, or home plate. Penalty is one (1) warning per team, 2<sup>nd</sup> offense is an out.

RULE #40 – ILLEGAL BAT: Penalty for using an illegal bat. First time a player uses an illegal bat he/she is called out. If used again in the same game, the game is a forfeit.

### POST-SEASON TOURNAMENT:

The league tournament will begin on the Monday following the end of the regular season.

#### No Playoffs for Peanut B

Top eight teams will participate; for seeding purposes, ties will go back to head-to-head win/loss competition; 2nd tie breaker will be a coin flip. If there is a tie for eighth place, the first tie breaker will be head-to-head win/loss competition; 2<sup>nd</sup> tie breaker will be number of runs scored in head-to-head competition (if more than one game); 3rd tie breaker will be a comparison of win/loss versus like competition; if there is still a tie, a one game playoff will be played. In Divisions with 8 or more teams, NO Forfeits, if a seeded team is unable to play, next team in line will be added to brackets.

Single elimination.

Best record has home field and will bat as home team, except championship game, which will be decided by a coin flip.

All tournament games will be played as complete games, i.e., they will not be called for darkness, rain, etc. If one of these situations occur, the game will be suspended and completed at that exact point, the following night. The “mercy rule” will remain in effect.

Players must play in four (4) games for home town league during the regular season to be eligible for post season playoffs.

### TOURNAMENT SEEDING

8 Teams: First Round: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5	Second Round: 1/8 vs 4/5, 2/7 vs 3/6
7 Teams: First Round: 1 bye 2 vs 7, 3 vs 6, 4 vs 5	Second Round: 1 vs 4/5 2/7 vs 3/6
6 Teams: First Round: 1 bye, 2 bye, 3 vs 6, 4 vs 5	Second Round: 1 vs 4/6 2 vs 3/6
5 Teams: First Round: 1 bye, 2 vs 5, 3 vs 4	Second Round: 1 vs 3/4 2 bye
4 Teams: First Round: 1 vs 4 2 vs 3	Second Round: 1/4 vs 2/3