**Oak Forest Park District Girls Softball**

**League Rules**

**B. Minor Division**

**Playing Rules**

1. Minor Division teams will consist of a minimum of up to 12 players per team, depending on registration.
2. New players will be assigned to a team by a draft.
3. League balance in reference to the ages of players will be considered.
4. Team rosters are frozen after rosters are set. No players may be added to any team without league approval.
5. After the start of the season, any Manager having difficulty fielding a team of 10 players, must use the call-up rule.
6. No player in any division may be traded between teams.
7. If there is a tie in the standings at the end of the season, then the tiebreaker will be head-to-head then point allowed against all teams and then a coin flip. These rules will determine the seeds for the post season tournament.
8. Random draw will determine the following season’s draft order.
9. There will be a five (5) run maximum per inning, except for the last inning, where runs will be unlimited. In innings 1 through 5, the total runs may exceed five is, after completion of the play, the run total is more than 5 before the ball is dead.
10. A season ending tournament will determine the final result in respect to prizes/trophies.
11. 18 game regular season schedule. Attempt will be made to makeup rainouts, however, may not be able to make them all up especially rainouts during the last week of the regular season.

**Safety Rules**

1. Both Managers and the plate umpire must agree upon the fitness of the playing field before the game starts.
2. A regulation game will consist of 6 innings. A game called by the umpire shall be regulation, if 4 or more innings have been played. No inning will be allowed to start 1 hour 45 minutes after the start time of the game but once an inning starts that inning needs to finish. If after 6 innings have been completed and the score is tied, the game can continue and go into extra innings if there is time left. If after 6 innings have been completed and the score is tied and there is no time remaining, the game will end in a tie
3. There is a 15 run rules. If, a 3.5 innings or the completion of any inning thereafter, one team is leading by 15 or more runs, the game shall be called.
4. An out should be called if a Coach or Manager assists a base runner at any time other than a team time out or a dead ball
5. If a batter throws their helmet or bat intentionally, both teams will receive a warning and the next offense by anyone on either team will result with that offending player being ejected for the rest of the game
6. Catcher MUST wear mask and helmet, chest protector and shin guards when warming up a pitcher. Any other player warming up any pitcher must wear a helmet and a mask.
7. Players are allowed in the field on deck circles or designated spot only for practice swings and players are not allowed to take practice swings near the dugout by players/coaches or by spectator area so no one is in harm’s way. All players, Coaches and Managers shall remain near the dugout area along the fence – they can stand in the opening of the dugout or slightly outside along the fence.
8. Any player removing their helmet while the ball is in play will be declared out.
9. An injury to a player will cause an immediate time out. The ball is dead. All base runners must return to the last base touched.
10. Managers and Coaches are responsible for the conduct of their team/fans.
11. When lightning is seen or thunder is heard it should be brought to the umpire’s attention immediately and the game will be called or postponed depending if the game is determined to be an official game
12. If any game where safety bases are used, the 1st baseman will only be allowed top touch the orange part of the base if the throw deems it and the runner may touch either base. Interference will be called if the first baseman touched the orange base on a regular thrown ball. (Umpires judgment).
13. An 11” hard ball will be used the entire season

**The Playing Field**

1. All bases will be measured from tip of home plate, first and third bases will be 60 feet (measured to the back of the base, second base will be 84’10.5” measured to the middle of the base). There will be 60 feet between all bases.
2. The pitching mound will be 8 feet in radius and measure 30 feet from home plate.
3. The field must be set up no later than 15 minutes before the start of the game by the home team. The visiting team does take down.
4. Upon completion of the game, the scorebooks must be signed by the umpire. The umpire should also include their umpire number. All scores must and umpire number be reported promptly by the winning manager upon completion of the game or in accordance with league instructions.

**Players and Substitutions**

1. There shall be a maximum of 10 players on the field during the game.
2. Uniforms consist of uniform jersey and pants and tie or Velcro shoes and baseball spikes (runner or plastic only).
3. All players will bat whether or not they are fielding (continuous batting order).
4. The batting order must be written in an official scorebook and submitted to the opposing team Manager and umpire before the beginning of game. Player last names and numbers must be included. Home team is the official scorebook.
5. Age classification will be based on the players’ age as of SEPTEMBER 2nd of the previous year.
6. Substitute base runners may be used in case of injury only. The player will be allowed to return to the game. When there are 2 outs the catcher may have a substitute runner in order to gear up for the next inning. The substitute runner in both cases is the last batted out. If there is no last batted out for the injured player, it will be the last batted out from previous inning. In extreme heat conditions pitchers and catchers will be allowed a substitute runner (Umpires Discretion)
7. There must be 8 players minimum, to start and finish a game. Players must be at the game by the beginning (before first pitch of third inning is thrown) of the third inning to be allowed play.
8. Each girl shall not sit on the bench for consecutive innings per game.
9. Managers will handle disciplinary problems of a player only, except the ejection of a player by the umpire. If a player is being held out of a game for health or disciplinary reasons, the opposing manager must be notified before a game starts.
10. A player not registered or not in uniform is not eligible to play. Using an ineligible player will result in a forfeit.

**The Game**

1. Forfeit time is 15 minutes from scheduled starting time.
2. In case of an injury, a team will be allowed to continue to play with 8 players.
3. Any questions on enforcement of a rule of a call made by an umpire may be discussed with the umpire and Managers.
4. Verbal abuse/swearing and fighting will disqualify the Player/Manager/Coach/Fan.
5. The Manager or Coach may call as many timeouts at any time the ball is not in play. Managers must ask for time from the umpires. This rule is except for the pitcher, one time out during any inning, the second timeout, the pitcher must be removed from the mound, but can return to the mound the following inning.
6. A base runner MUST AVOID CONTACT OR SLIDE if the defensive player has the ball or is in position to make a play on a runner. The runner will be called out if contact is made with the defensive player in these situations. THE UMPIRE WILL HAVE SOLE DISCRETION ON THIS CALL.
7. There is no stealing of bases.
8. No base runner may leave a base until the ball has been released by the pitcher (when ball leaves the pitchers hand). Penalty: Ball is dead and runner is out.
9. There is no dropped third strike.
10. The ball will be considered dead when it is returned to the pitcher within an 8 foot radius of the pitching rubber. A base runner must commit to a base immediately or she is out.
11. At the end of each game, teams will shake hands, exhibit good sportsmanship, and only exchange positive comments.

**Pitching**

1. A pitcher who hits 2 batters in one inning must be removed from the mound for the remainder of that inning. This pitcher is allowed to return to pitch in any succeeding inning. In the event this pitcher hits another batter the pitcher will be removed from the mound for the remainder of the game. If a pitcher hits a total of 3 batters in a single game, that pitcher will be removed from the mound for the rest of the game. (3 HBP = pitcher can no longer pitch in the game) A ball that has rolled into the batter box or a ball that hits the ground and then bounces into the batter box and strikes the batter is not considered a HBP and the batter is not awarded 1st bases. It is considered a dead ball.
2. There will be a 3 inning pitching restriction in place. It will be up to the Managers to track number of opponent’s innings and the opposing team to bring it to the Umpire’s attention as soon as it is noticed. There will be no penalty, the pitcher will be removed from the position and cannot pitch another pitch. One pitch constitutes an inning pitched.
3. There are no walks. After 4 balls the batting team’s coach/manager will pitch to the batter. The number of strikes on the batter will remain. The umpire will continue to call balls, called strikes, and swinging strikes. The batter will be declared out after 3 strikes in accordance to normal softball rules.
4. Warmup Pitches before the start of an inning - New pitcher up to 10 pitches. Pitcher that pitched in the previous inning 5 pitches. (Umpires should strictly enforce this to maintain pace of play)