

Frankfort - Mokena - Tinley Park - Orland Hills - Monee

Softball Rules and Regulations Divisions

10U

All play will be judged according to the rules set down by the Amateur Softball Association (ASA) with the following exceptions, variations, etc. A situation not specifically covered in these local rules will be governed by ASA rules.

Eligibility

Only those girls properly registered with the Frankfort, Mokena, Monee, Tinley Park and Orland Hills 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 League will automatically forfeit the game in which the action occurred.

Age

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 following the guidelines for this procedure.

- 10U 9 – 10 year olds
- 12U 11 – 12 year olds
- 15U 13 – 15 year olds

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 12U division for the fall season). No rostered player who played on the current season's high school softball team is eligible to play on any 15U team. This player must then register for the 18U division. No rostered travel players are allowed to register

Uniforms

Each player must be in proper uniform to participate. A players' uniform consist of the standard team uniform shirt, shorts, hat and safety equipment. Uniform shirts should be tucked into the player's shorts or pants. Sliding pads or softball pants are suggested for 10U, 12U 15U and 18U division players. No jewelry or hair combs are allowed to be worn during game play.

Equipment

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

Balls –Only softballs with the official softball insignia are to be used for game play. All game balls are supplied by home team at the beginning of each game.

- **Mustang – 11" hard ball**

Batting Helmets – All batters, on-deck batters, and base runners are required to wear protective batting helmets at all time. 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.

Mokena Pitchers Equipment

Any Mokena players occupying the pitchers position are required to wear a protective pitchers mask. Any Mokena pitcher refusing to wear such protective gear will not be allowed to occupy the pitchers position. Visiting towns are not required to wear protective pitchers masks.

*****All organizations should recommend the use of protective equipment while pitching*****

Frankfort Pitchers

It is HIGHLY recommended that any player in the position of PITCHER wear a protective face shield. It is further recommended that protective shields be worn by all infielders for their safety

Catcher's Equipment -Catchers must wear a catcher's helmet, face mask, throat guard, chest protector, and shin guards.

Game Cancellation

Games cannot be cancelled and rescheduled for any reason except adverse weather conditions or unplayable fields. Only the Master Scheduler can make this determination prior to the scheduled start time of a game.

The Home Team Towns Softball President or designated field coordinator will make all decisions pertaining to game cancellation due to adverse weather conditions or unplayable fields. Managers can confirm game cancellations through the MBSA Weather Hotline 708-233-2678 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.

If games have not been officially cancelled, 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.

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.

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.

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.

Adverse Weather

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.

Disciplinary Actions

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 to the division coordinator who will forward the report to the Grievance Committee.

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.

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.

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.

Grievances

The Grievance Committee will handle only the following matters:

- 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.
- 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.
- No other protests are allowed.

Umpires

Each scheduled game shall be officiated by at least one umpire for all divisions.

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.

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 and must be followed by both managers.

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.

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Manager Only Rule

Only the team managers 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.

The only individuals allowed to approach and discuss matters with the umpire (s) are the team managers or the designated acting 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.

Players

A minimum of 8 players is required for a team to start a game in every division. 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.

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 division to act as a substitute player for that game. Players can only be called up from a lower division; no player can play down from the current division that they are playing in as a substitute player. There are no restrictions as to what position the substitute player can play. Managers may arrange their own call ups, but must notify their divisions' coordinator of such action.

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.

•Mustang – Coach Option of 10 players. The maximum number of players that can be fielded at any time is 10. Ten players may only occupy the field if both teams have at least 10 players. The positions include pitcher, catcher, 4 infield players and 4 outfield players.

- Infield Positions – Catcher, Pitcher, 1st base, 2nd base, 3rd base and Short Stop

- Outfield Positions – Right Field, Right Center, Left Center and Left Field.

Home Team Responsibilities

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 pegs must be replaced on the field and the clean-out tool returned to the lockbox. 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.

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.

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.

Scores for playoffs will be sent to the master scorekeeper directly following the completion of each playoff game. Missing or damaged equipment should be reported to the division coordinator immediately after the game.

Base Lengths

The distance from the back tip of home base to the center of second base will be a distance measuring 84 feet and 10 inches for 10U through 18U divisions. The distances between the bases are as follows:

- **10U Mustang – 60 feet**

Pitching Distance

The distance for the placement of the pitching rubber will be the measurement from the back tip of home plate to the pitching rubber.

- **10U Mustang – 35 feet**

Pitching Mound

- **10U Mustang – 16 foot diameter**

Game Length

- **10U Mustang – 6 innings maximum play**

Pre-game Conferences

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:

- The Manager Only Rule
- Hit-by-Pitch
- Strike Zone
- Agreed upon number of defensive players that will play in the field
- Any other issue that is felt to be relevant to game play or the players

Official Game Determination

2-hour Rule -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. In a case were the inning is not completed due to the drop dead 2 hour rule the final score will revert to the last completed inning. Coaches will not delay a game in the final inning.

Played Innings

- **10U Mustang- after 4 innings have been completed, 3 ½ if the home team is leading**

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.

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 8 or more runs after four innings, the game will be considered complete, over, 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.

Slaughter Rule

The Slaughter Rule can be enforced if a team is leading by 8 or more runs after 4 innings

- **10U Mustang - 4 innings, 3 ½ if they are the home team.**

The game will be considered official and the results will count. Slaughter Rule will be in effect from the above mentioned inning until the end of the game. If a sufficient lead is established such that the trailing team cannot overtake the leading team, the game will not be halted unless by mutual agreement of both managers.

Players Played Innings

- **10U Mustang – Players may not sit out a game more than two innings.**

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.

Line-ups

Lineups must be submitted to the opposing team manager for each game no later than 10 minutes prior to the start of the game. These lineups will include the name of the player and the continuous batting order that will be employed for the duration of the game.

Late players that arrive after the start of the game are to be placed at the bottom of the batting order. No player shall be inserted into a slot in which another player is leaving. Remaining players move up one position for the players leaving.

Batting Order

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 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. A courtesy runner cannot be used in this situation.

A team may not bat more than 10 batters for any one inning, regardless of the number of outs.

10 Batter Rule

3 outs or 10 batters. When the 10th batter comes to the plate no matter how many outs there are, the count moves to 2 outs. Only runs that score due to a hit or error will count.

Example 1: If the 10th batter hits the ball with a runner on third and the play results in the batter being thrown out at the base... the runner on third crosses home plate... the run DOES NOT COUNT.

Example 2: If the batter hits the ball and is safe at first and the runner at third crosses the plate then the run counts because the batter was safe. Once the ball is back to the pitcher all runs end and the inning is complete.

Last Inning

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 10 batter rule is still in effect.

Courtesy Runner

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. If there are two outs and the catcher gets on base, a courtesy runner should be used in the same manner to allow the catcher time to put on their protective gear.

Lead Offs

For all divisions, lead offs are not allowed until the ball has left the pitchers hand.

Stealing

- **10U Mustang** – One steal per batter on ANY PITCH. No Stealing Home and No double steals. **Only the lead runner is allowed to steal.**
- **Example:** Runners on first and second, the runner on second steals third, she is the lead runner; the runner on first is not allowed to advance unless there is a hit or walk. The runner on the most forward base is the "lead runner". Remember: there is NO STEALING HOME.

Number of Bases that can be stolen

- **10U Mustang** – one base per batter.
- **Example:** Runner on first steals second, this runner cannot attempt to steal third until a different batter has come to the plate. **Again, only the lead runner is allowed to steal.**

Sliding

In all divisions, all players must make any attempt possible to avoid contact with other players.

Bunting

Is allowed in all divisions

Slap Hitting

Not allowed

Infield Fly Rule

Not allowed

Dropped 3rd Strike

Not allowed

Pick Offs

Allowed

Defensive Substitutions

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

Pitching

The pitcher shall take a position with both feet in contact with the pitching rubber. The pitcher may not step backwards at any time. The pitcher may only step into a pitch. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

- **10U Mustang** – **A pitcher cannot pitch more than 3 innings in a 6 inning game.**

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

Hit-by-Pitch

If a batter is hit by the ball the play is called dead and the batter takes her 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.

If a pitcher hits 2 batters in one inning, the pitcher must be replaced for the remainder of that inning. 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 may not pitch at any time during the remainder of the game.

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 one will discuss or attempt to influence the umpire's decision.

The strike zone will be defined as the area over home plate, **between the armpit and the bottom of the knees.** 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 manger has a right to call a conference with the umpire and the other manager to discuss the situation.

Dead Ball

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. Any runner who has not gone past the halfway point to the next base must go back to the preceding base.

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.