

OYA GIRLS SOFTBALL RULES 2018

GENERAL CONDUCT & CODE OF ETHICS

- I. It is the duty of each team manager to supervise the conduct of his or her team bench, and respective spectators. Umpires will give one warning for abusive behavior by a manager, coach, or parent. Any second incident may result in expulsion from the game, field, or premises at the umpire's discretion.
- II. Intimidation of the umpire will not be tolerated. Immediate ejection will occur. Any manager that is ejected will face a review by the OYA Board, which could result in a 1-year suspension.
- III. Abusive language will not be tolerated by anyone in attendance. Umpires will give one warning for abusive language by a manager, coach, or parent. A second incident may result in expulsion from the game, field or premises at the umpire's discretion.
- IV. Profanity will not be tolerated. There is no warning for this offense. There will be immediate ejection from the game, the playing field and the park.
- V. There is no smoking allowed anywhere on the fields or in the park while practice or games are going on.
- VI. There is no drinking of alcohol allowed in the parks at any time by anyone. Intoxicated behavior will not be tolerated.
- VII. Managers are to demonstrate good sportsmanship at all times. Managers, assistants, and parents are role models for the girls and should act accordingly. Unsportsman-like conduct by an individual player should be brought up to the parents attention and reported to the commissioner of the division.

- VIII. Abuse of the OYA Girls playing rules and/or manipulation of the playing rules is prohibited. A violation of this rule may result in suspension determined by the OYA Board.
- IX. Only the manager or acting manager may question a call or call timeout.
- X. Managers, coaches, parents and players will always show respect to the umpire and opposing team.
- XI. Only coaches and assistant coaches you have complete a background check will be allowed on the field.
- XII. Coaches can only practice at the times and locations assigned by the OYA. Coaches cannot hold additional practices or change the time or location of a scheduled practice.
- XIII. All cancellations of any game or practice must be approved by the OYA. Coaches cannot cancel games or practices ahead of time or due to adverse weather, even if they are in agreement.. These games will result in losses at 8U, 10U, 12U and 15U. Coaches are able to contact the Village Rain Hotline # @ 708-403-6290 prior to game times. Cancellations are also available @ oyagirls.org. League commissioners do not receive advance notice of cancellations. If coaches have not received official confirmation of cancellation, they must arrive at the field at the scheduled times.

GENERAL RULES:

1. Any equipment issued by OYA is legal. Teams will be issued batting helmets with facemasks and chin straps. These are to be worn by all girls at bat, on base, or on deck. Only official softball bats will be allowed. No little league bats are allowed. All players at all levels are required to wear a fielder's protective mask at all times while playing the field regardless of the position played.

2. Only one on deck batter is allowed outside the dugout at any time.
3. A team must have eight (8) players to start a game within fifteen minutes of the scheduled start time. Penalty: forfeit (8U/10U/12U). Asa rules state that if you do not have a 9th player they will be considered a ghost player, and be out at bat. Teams may pull up to 4 players from the division below as player pool if needed. If player pool is used the maximum number of players in the line-up is 10 at 8U and 10U and 9 at 12U. Player pool may not pitch or play first base.
4. Any player ejected by the umpire for any reason may not reenter the game.
5. Widget– no runs or pitching rules apply.
6. 8U - no more than five (5) runs and six (6) walks will be allowed a team in any half inning.
7. 10U – no more than five (5) runs will be allowed a team in any half inning for the first four (4) innings. The fifth (5th) and sixth (6th) innings will be unlimited runs.
8. 12U-14U -no more than five (5) runs will be allowed a team in any half inning. The sixth (6th) inning will be unlimited runs.
9. Regular season games may end in tie. In the case of a tie game in the playoffs, the international tiebreaker rule will be used (per ASA). **In the final championship game, the last inning will have no run, walk or time limit.
10. A hit batter is considered a walk. (Except 8U where it is considered a ball)
11. There is continuous batting at all levels.
12. The visiting team will occupy the first base bench.

13. Teams must exchange line-ups prior to the start of the game.

14. The visiting team can have the field for warm-ups from the period of thirty (30) minutes until fifteen (15) minutes prior to the game time. The home team will have the field for warm-ups fifteen (15) minutes prior to the start of game time. Either team may use the outfield for warm-ups at any time. The 1st team listed in the game description will be considered the visiting team and the 2nd team listed will be considered the home team. (Ex. Visitor vs. Home)

Warm-up example:

Team arrival	5:30pm
Visiting team warm-up	5:30-5:45pm
Home team warm-up	5:45-6:00pm
Game time	6:00pm

15. All leagues will utilize the free substitution rule. Substitutions are to be made at the start of each inning. Players substituted for during mid-inning may not return to the field in that inning unless to replace an injured or ill player if no other sub players are available. If the returning player pitched during the inning she cannot return as a pitcher that inning.

16. Equal playing time for all players is required. Each girl must play a minimum of two (2) innings for 8U, three (3) innings for 10U, and 12U. Also, each player should sit out one inning per game if the appropriate number of players are available in a full regulation game. **All levels are considered instructional, therefore coaches should provide each player the opportunity to play both infield and outfield during the season. At Widget level, all player should play all positions equally.**

17. For Widget games, no inning shall start after one (1) hour has elapsed from the start of the game. No drop dead time limit. For all other levels, no inning shall start after one (1) hour and thirty (30) minutes has elapsed from the

start of the game. A drop-dead time limit is one (1) hour and forty-five (45) minutes from the start of the game. When the drop-dead time limit is enforced the score reverts back to the score of the last completed inning. ** If playing under lights, no inning shall start after 10:30 pm. An inning in progress may continue until 10:45 pm at which time the lights will be turned off. An inning starts after the last out of the previous inning. Both managers will agree with umpire on start time. (12U and 15U are described in the special rules section).

18. In playoff games, no inning will start after one (1) hour and thirty (30) minutes has elapsed from the start of the game. The last inning will have no time limit. Championship games will have no time limit. The international tie breaker will take effect after time runs out or regulation in all playoff and championship games.
19. Umpires will pace the game with one minute between half-innings and no more than five warm-up pitches. No infield warm-up. Only the pitchers can warm-up.
20. The home team is responsible for keeping the “official” score. This includes logging the starting time of the game. Two managers in the presence of the home plate umpire should agree upon the starting time. At the end of the game the umpire is required to sign both books, confirm that both teams agree on the final score, and that final score is accurately reflected in both books.
21. All umpire decisions are final. Only the manager or acting manager may question the umpire regarding a playing rule.
22. Managers or acting managers from each team must be present during the pre-game and any other umpire meeting that occurs during the course of a game. Both managers and umpire should review the following point prior to the game.
 - a. Lead-Offs, Stealing & Base Running

- b. Special rules by level
 - i. Bunt, Dropped 3rd Strike, etc.
- c. Illegal Pitch

23. Winning teams are required to report their scores within 24 hours after a game via the OYA Girls website.

24. An umpire can call a game at any time for the following reasons: rain, lightning, or darkness at the non-lit fields.

25. A regulation game consists of:

- Widget: three (3) to four (4) innings. (one (1) hour drop dead time.)
- 8U: five (5) innings
- 10U: six (6) innings
- 12U/15U: seven (7) innings

26. A game called for any reason will be considered complete if:

- Widget: always (no make-ups)
- 8U: 3 innings have been played or 2 ½ innings if the home team is ahead.
- 10U: 4 innings have been played or 3 ½ innings if the home team is ahead.
- 12U: 4 innings have been played or 3 ½ innings if the home team is ahead.
- 15U: 4 innings have been played or 3 ½ innings if the home team is ahead.

27. Incomplete games will be continued from the point of suspension.

28. All girls should avoid harsh physical contact with the opposing team at all times. It will be at the discretion of the umpire if a girl should be called safe or out.

29. Infielders can stand anywhere, as long as they don't impede the runners access to the running lane. If the infielder is in the baseline, and is not in the process of fielding the ball, the infielder must move out of the runner's path. Runners must avoid a fielder who is in the process of fielding a ball, even if it takes them out of their running lane.

30. **PITCHING:**

A pitcher will be allowed five (5) warm-up pitches only between innings. Any more and they will be called balls. A pitcher brought in a middle of an inning is allowed no more than five (5) warm-up pitches with any more than that resulting in balls.

A pitcher may not pitch more than:

8U:	two (2) innings
10U:	two (2) innings
12U/15U:	three (3) innings

- A. All pitchers are eligible for extra innings.
- B. The innings pitched do not have to be consecutive.
- C. A pitcher will be considered to have pitched a full inning when she has pitched at least one pitch to a batter in one particular inning.
- D. Once a pitcher has been removed from the pitching position she cannot return to pitch during that inning.
- E. 10u level and above: if a pitcher hits two batters in one inning, she must be removed from pitching immediately in that inning. If the pitcher hits a total of three players throughout the game she must be removed for the duration of the game.
- F. Pitching distance: (from back of plate to front of rubber)

6u:	30 feet
8u:	30 feet
10u:	35 feet
12u:	40 feet
14u:	40 feet

31. SAFETY BASE:

A double sized safety base (1st base) has been installed at all fields for the safety of all players. The white portion of the base is to be used by the defensive fielder, and the orange side is to be used by the offensive runner. The orange side of the base is intended for and must be used solely by the offensive runner on plays whereby the runner is coming from the batter's box and a defensive play is made on her at first base.

If a play is not being made upon her, she can use either the white or orange portion, whichever she prefers. After this initial play, the white portion of the base is the only portion used by both the offensive and defensive players.

12u: in the case of a drop third strike, the fielder can use the white or orange and the runner is entitled to use the opposite as per asa rules.

32. LENGTH OF BASES:

Widget: 50 feet

8u: 50 feet

10u: 60 feet

12u: 60 feet

14u: 60 feet

33. CATCHERS:

Any player serving as a catcher to warm up a pitcher shall wear a protective mask. Catchers may wear a fielders glove. With two (2) outs a base runner who is to catch the next inning for her team may be substituted for with a pinch runner who committed the last batted out. (Unless she is the pitcher for the next inning).

34. PINCH RUNNERS:

Pinch runners may be used to replace an injured or ill base runner. This shall be the player who committed the last batted out for that team, unless she is the upcoming catcher or pitcher with two (2) outs.

35. DUGOUT TEAM SAFETY:

Fielders should immediately clear the field by proceeding to their dugout after the third out has been made to allow adequate warm-up time and assure safety of all players. Only one on deck batter is allowed outside the dugout at any time.

SPECIAL RULES Widget:

THIS LEAGUE IS INSTRUCTIONAL AND WILL BE MANY GIRLS FIRST TIME PLAYING. THE PRIMARY GOAL IS TO KEEP IT FUN WHILE INTRODUCING BASIC RULES, INTRODUCTORY SOFTBALL SKILLS AND TEAMWORK. THESE WILL INCLUDE INTRODUCTION TO FIELD POSITIONS AND FIELDING AWARENESS, BASE RUNNING, AND HITTING. PRACTICES CAN ADDRESS COACH PITCH TO BUILD SKILL SETS, BUT GAMES WILL BE OFF THE TEE. THIS WILL HELP GAME FLOW AND KEEP ALL KIDS ENGAGED LONGER (HOPEFULLY).

GAMEPLAY GUIDELINES:

-GAMES WILL LAST THREE INNINGS.

-NO INNING TO START AFTER 1 HOUR.

-CONTINUOUS BATTING ORDER. ALL KIDS BAT AND LAST BATTER IS THE "HOME RUN HITTER". A RECOMMENDATION IS TO TRY TO ROTATE ORDER EVERY INNING (MOVE KIDS DOWN A SPOT SO DIFFERENT KIDS GET A CHANCE TO BAT LAST IN THE GAME) AND THIS WAY, OVER COURSE OF SEASON, ALL KIDS WILL HAVE BEEN LAST BATTER.

-ALL HITTING WILL BE DONE OFF OF THE TEE UNTIL LAST THREE GAMES OF THE YEAR. THE COACH RESPONSIBILITIES FOR THE TEAM HITTING ARE TO STAY BY HOME PLATE AND POSITION BALL AND TEE FOR BATTER AND HELP THE BATTER WITH THEIR POSITIONING.

*****FOR THE LAST THREE GAMES OF THE SEASON, THE FORMAT**

WILL CHANGE TO COACH PITCH. COACH PITCHES ARE LIMITED TO 10 PITCHES. IN ORDER TO KEEP GAME FLOW AND PACE, AFTER 10 UNSUCCESSFUL ATTEMPTS THE BATTER WILL HIT OFF THE TEE. ***

-THERE ARE NO OUTS AND ALL TEAMS WILL BAT AROUND THE ORDER. RUNNERS WILL ADVANCE ONE BASE AT A TIME UNTIL LAST BATTER WHEN ALL BASES WILL BE CLEARED, AND INNING IS OVER.

FIELDING:

-PLACE PLAYERS IN POSITIONS. NO CATCHER POSITION IS UTILIZED. PENDING TEAM SIZES, COACHES CAN USE A SHORT CENTER SPOT AND OUTFIELD. ANY OUTFIELD CAN PLAY RIGHT AT GRASS LEVEL. THE GOAL IS TO TRY TO SHOW KIDS THE POSITIONS FOR FUTURE YEARS.

-AFTER A HIT ENCOURAGE THE THROW TO FIRST BASE. IF KIDS ARE GRASPING IT YOU CAN START TO HAVE THEM THROW TO LEAD BASE FOR FORCE OR TAG RUNNER. INTRODUCE RULES AS YOU THINK TEAM OR PLAYER CAN HANDLE IT.

-THERE IS NO ALL STAR GAME FOR THIS LEVEL.

SPECIAL RULES 8U:

- A. 10 players maximum in the field. Players should be positioned in all 9 standard positions with the 10th player positioned as a 5th infielder or 4th outfielder.
- B. Umpires will assist the catcher, with equipment and catching the ball and returning it to the pitcher. Coaches are allowed behind the plate to assist the catcher on pitched balls that the catcher misses. **if a coach interferes, tries

to intimidate, or questions calls than the coach will be asked to return to the dug-out and not be able to return to behind the plate for the rest of the game.

- C. There is no illegal pitch. However, a coach must instruct on the proper technique per ASA rules.
- D. A batter hit by a pitch is not awarded first base. (It is considered a ball)
- E. A pitcher will not be pulled for hitting a batter.
- F. A pitcher may pitch a maximum of two innings per game. They do not have to be consecutive innings.
- G. Base Running: Balls hit to the infield: all runners are entitled to advance to the base they are running towards until the ball is thrown by a fielder or the fielder attempts an out at another base within the infield regardless of where the runners are in relation to the next base. (I.E.; Rounded the base, quarter-way, half-way or almost to a base) they will be allowed to advance to that base only. Once the ball leaves any fielder's hand in their attempt to throw the ball while in the infield, runners may not advance.
- H. If the ball is fielded outside of the infield, once the ball is thrown and it hits the ground inside the infield or the fielder runs the ball into the infield, the runners may not advance.

AS A GENERAL RULE RUNNERS CAN EXPECT TO ADVANCE TWO BASES ON A HIT TO OUTFIELD AND ONE BASE ON HIT TO INFIELD WHEN THERE ARE NO ERRORS OR OVERTHROWS. A CLEAN INFIELD PUTOUT SHOULD NOT SCORE A GIRL FROM 2ND BASE. A GROUND BALL TO THE OUTFIELD WITH A CLEAN RELAY TO THE INFIELD SHOULD NOT SCORE A RUNNER FROM 1ST BASE.

- I. After ball 4 has been called by the umpire the coach will pitch until the batter puts the ball in play or strikes out with a maximum of 3 pitches unless the 3rd pitch is a tip or foul ball. The batter will not be called out on a tip or foul ball unless the ball is caught in the air.

The coach must pitch from the pitching rubber.

When the coach is pitching, the pitcher will stand within (3) three feet of the pitching rubber to the right or left of the coach and not past the front of the pitching rubber ready to field the ball. The coach will avoid the ball in play and allow the players to field the ball.

- J. A runner may not leave a base until the ball has crossed home plate. Penalty: a warning for the first offense. The runner is out on any subsequent offenses.
- K. Leadoffs (after the ball crosses home plate) are restricted to 8 feet
- L. There is no bunting.
- M. There is no infield fly rule.
- N. There are no stolen bases.
- O. There is no dropped third strike

SPECIAL RULES 10U:

- A. 10 players maximum in the field. Players should be positioned in all 9 standard positions with the 10th as a 4th outfielder. The 10th player cannot be positioned as an infielder.
- B. A runner may not leave a base until the ball has crossed home plate. Penalty: a warning for the first offense. The runner is out on any subsequent offenses.

- C. Leadoffs (after the pitch has crossed home plate) are restricted to 8 feet
- D. There is no drop third strike rule.
- E. There is no infield fly.
- F. On an overthrow, baserunners can advance one base. (Ex: on an over throw to 1st base, the runner can advance to 2nd base. If the ball is then overthrown making a play on the runner, she cannot advance to 3rd base).
ANY OVERTHROWS OUT OF PLAY (PAST THE DUGOUT) THE RUNNER WILL ADVANCE ONE BASE FREELY.
- G. If the ball is hit to the outfield, runners cannot advance once the ball reaches the infield. Outfielders are encouraged to throw to the base rather than the pitcher.
AS A GENERAL RULE RUNNERS CAN EXPECT TO ADVANCE TWO BASES ON A HIT TO OUTFIELD AND ONE BASE ON A HIT TO INFIELD WHEN THERE ARE NO ERRORS OR OVERTHROWS. A CLEAN INFIELD PUTOUT SHOULD NOT SCORE A GIRL FROM 2ND BASE. A GROUND BALL TO THE OUTFIELD WITH A CLEAN RELAY TO THE INFIELD SHOULD NOT SCORE A RUNNER FROM 1ST.
- H. You can steal 3 bases per inning and 1 base per pitch. No double steals or stealing of home.

SPECIAL RULE 12U – 9 PLAYERS:

(SSC rules supersede all OYA rules when play in the SSC.)

- A. Stealing is allowed at any base.
- B. To be an official game the losing team must bat in the 4th inning or one (1) hour and thirty (30 minutes from the start of the game. There will no longer be a time limit for the game. No new inning may begin after one (1) hour

and thirty (30) minutes from the start of the game. Scores will not revert back to the previous inning because there is no time limit. Innings started before the one (1) hour and thirty (30) minute stop time will be played in full as needed based on score of the game (if the home team is winning and the visitors fail to tie or take the lead, the game is over.)

- C. Any pickoff play attempt is considered a live ball, and the runners may advance with liability.
- D. A runner may not advance more than ten feet off of anybase if the ball is not put into play.
- E. No “continuous walk”
- F. Dropped 3rd strike rule applies

SPECIAL RULE 15U - 9 PLAYERS:

(SSC rules supersede all OYA rules when play in the SSC.)

- A. Current ASA rules (except for pitching) pitching ASA or IHSA are accepted.
- B. Unlimited steals to any base.

SPECIAL RULE 10U, 12U, AND 15U:

There is a ten (10) run “mercy” (slaughter) rule in effect any time after five (5) at bats for the losing team, if the game goes more than five (5) innings with the home team losing, the home team must get their last at bats.

Any rule that is not covered in the above rules is governed by the A.S.A. “current official softball rules”.