

Last Updated – March 10, 2010

## **BYBS – Juniors Rules**

**IHSA Rules shall prevail unless specifically stated in these rules. Base distance 60ft – Pitchers Mound 35ft – 11" "Safe Soft" Ball**

### **1. Playoffs**

- a. Junior's do not play in a play-off at the end of the season.

### **2. Use of Coaches**

- a. An offensive coach will pitch to the batters and may direct runners.
- b. A defensive coach / helper will stand behind the catcher to toss back the ball and may coach infield players from that position.
- c. Offensive coaches are allowed at 1st & 3rd base to direct runners.
- d. A defensive coach will be allowed in the outfield.

### **3. Use of Players**

- a. All players on a team's roster will bat in consecutive order. A player arriving after the game starts shall be added to the end of the order. The opposing manager must be notified.
- b. All players must play a minimum of half of the game. (3-innings of a 6-inning game)
- c. A player cannot be on the bench for consecutive innings.
- d. No player can sit out twice until everyone has sat out once and a player cannot sit out three times until all have sat out twice.
- e. Managers are expected to rotate the players sitting out first from game to game. The goal is to insure a comparable number of innings played for each player during the course of the season.
- f. Any violations of the use of players should be reported to the league commissioner.

### **4. Replacements**

- a. If a team loses a player for the season, the manager must notify the league commissioner. The League, at its discretion, will provide a substitute player.

- b. If fewer than 9 players are available for a game, the Junior League team can pull from any other Junior League team in order to play.
- c. A substitute must bat last and can only play in the outfield.
- d. The sub can continue to play until nine rostered players arrive. The sub can remain in the batting order after all nine rostered players have arrived but can no longer play a defensive position. She must bat only.

## **5. Base Running**

**When the ball is put into play by a batter, any runners currently on base may only advance one base. The batter may only advance to first on a batted ball. Runners cannot advance on an overthrow at any base.**

- a. A courtesy runner should be used if the catcher is on base with 2 outs. The courtesy runner shall be the player who made the proceeding out.
- b. Base stealing and lead-offs are not allowed. The base runner may not leave the base before the batter has made contact with the ball. Each team will receive one warning per game. The second time the runner is out.
- c. Safety bases will be used at 1st base. Runners must use the orange base and the 1st baseman must use the white base if there is a play at 1st base. Plays that draw the defensive player into foul territory may cause this to change. The umpire, at his/her discretion, will make the decision on which side of the base each player has the right to.
- d. On any play to first base, the batter may NOT advance, nor may the base runners advance more than one base from where they started.
- e. When a play is made on a base runner at any other base and the ball is overthrown, the runner may NOT advance.
- f. Any runner approaching any base except first will be required to avoid contact with a defensive player. If, in the opinion of the umpire, the runner should have slid into the base, that runner will be called out. Thus, not all runners who don't slide will be called out. The umpire's decision is final.
- g. On throws to the pitcher, the ball will be dead once the throw has been made to the pitcher and has entered the imaginary 8' radius around the pitcher's mound. The coach/pitcher shall make every attempt to catch a ball being thrown to back to the pitcher. Any ball thrown to the pitcher's mound and/or traveling through the circle will be ruled as an attempt and the play will end at that point. Base runners who have advanced more than halfway to the next base may be awarded that base at the umpire's discretion. The umpire's call is final.

h. The 1st and 3rd base coaches may not physically assist or touch runners in any way under live ball conditions. Only verbal instructions are permitted.

## **6. Batting**

a. The strike zone shall be shoulder to shins and the width of the plate.

b. The barrel of the bat may not exceed 2 ¼” and must be an official softball bat. Any bat not meeting this requirement will not be allowed unless both coaches agree to allow the questionable bat to be used.

c. All batters shall wear a batting helmet that meets NOCSAE requirements and includes a chinstrap and face guard. Any helmet provided by any player must also conform to this requirement. NO EXCEPTIONS

d. A batter will be offered eight pitches or five strikes. On the eighth pitch, a swing and miss or no swing will end that at bat. If the batter hits a foul ball on the eighth pitch the at bat will continue until she takes a pitch or swings and misses.

e. Strikes will be called if the batter does not swing at consecutive hittable pitches. The batter must be encouraged to swing at good pitches.

f. A batter will not receive a walk.

g. A batter hit by a pitch will NOT be awarded first base.

h. There will be a five run limit in all innings.

i. A batted ball that strikes a coach pitcher will result in a dead ball and the batter will be awarded first base. Only base runners that are “force” to the next base will be awarded that base.

j. No intentional bunting.

## **7. Pitching Rules**

a. The coach pitcher will pitch from 35’ or no closer than the front of the pitching circle. The coach pitcher may not field a batted ball.

b. One defensive helper is allowed behind the catcher to throw back ball.

c. A defensive player will occupy the position of the pitcher. They shall be in the radius of the mound on either side or behind the coach pitcher but may not be ahead of the pitching rubber or the coach pitcher.

## **8. Defense**

- a. No defensive player will play more than 2 innings in any one position and all players must play at least one inning in the outfield. A team may play up to 10 players in the field to increase the amount of playing time for each girl. When 10 players are in the field there MUST be four outfielders (no Short Center).
- b. All players must get one inning in the infield during the first three innings of a game.. (1st, 2nd, 3rd, SS, P) Catchers are not considered infield players in this level.
- c. All outfielders will be positioned no closer than the edge of the grass in the outfield prior to the pitch. An outfielder cannot receive a throw at second base to complete a force out. An outfielder can field a batted ball and step on second for a force out.
- d. No defensive player may play more than 2 feet in front of the baseline prior to the pitch.
- e. One defensive coach is allowed in the outfield with the defensive team.
- f. On all plays to a base, the defensive player must throw the ball and may not roll it to the base in an attempt to avert a bad throw or catch on the play. All coaches must instruct their players the proper techniques of throwing and catching.

## **9. Game Time**

- a. Scheduled game time is start time. Have your team ready to play at the assigned and scheduled time. ***Official start time will be by the umpire's time piece and may be delayed due to certain circumstances such as but not limited to weather, field conditions or BHS / BMS softball games.***
- b. No new inning will begin after 1 hour 30 minutes from the official start of the game by the umpire's time piece. 1 hour 15 minutes for games that have been delayed for more than one half hour.

**Incoming managers / coaches must converse with the managers / coaches that have delayed games in progress to come to an agreement on the start time of the next game.**

- c. No new inning may start at or after 10 p.m. Games on Friday and Saturday nights may follow the 1hour 45minute rule.
- d. Tie games will not be resumed.
- e. Rainouts, including lightning cancelled games, will not be made up.

Threatening weather or lightning detector activation will end the game at that point and it will be treated as a rainout.

## 10. Suspension and Forfeitures

a. A team must have a minimum of 6 players from its own roster and a minimum of 7 players including replacement players at the start of the game. Game time is start time. Where fewer than 9 players are available, there will be no automatic outs. It is encouraged to fill any vacant outfield positions with players from opposing team. These players will be taken from the bottom of the batting order in that inning.

b. In case of a forfeit, managers should attempt to play a practice game using the umpire.

c. Any manager or coach ejected from the game will automatically be suspended for the season. The League Commissioner shall be notified of the situation. The ejection will result in a review of the coach's status by the Softball Committee and BYB/S Executive Board.

d. Protests are not allowed.

e. Managers shall keep their teams and fans behavior in line. Artificial noise makers such as cow bells, horns, clackers and the like, will not be permitted at any time. Any actions deemed inappropriate by the umpire or BYB&S official will result in a game forfeiture and further action by BYB&S.

**f. The use of tobacco products and / or alcoholic beverages is prohibited at any of the facilities used by BYB&S. There are no exceptions.**

g. The use of profanity by coaches, players, and parents is prohibited

## 11. Miscellaneous

a. The infield fly rule does not apply at this level.

b. The Dropped third strike rule does not apply at this level

c. Players should keep their shirts tucked in and visors on.

d. If you have any complaints regarding umpires, coaches etc., please report it to your League Commissioner. Do not create a situation that would jeopardize the integrity of Barrington Youth Softball.

e. Respect all umpires decisions, as they are final. If you need to question a rule (not an umpire's judgment call), you must discuss it in a respectful way only. Please remember these umpires are kids.

f. All teams are responsible for picking up everything in the dugouts after every game.

- g. One game ball will be provided by each team.
- h. Occasionally, BYB/S will have conflicts with the high school. BHS will have priority in any conflict. Please try to understand and act accordingly.
- i. If there is a problem with a coach or parent that is out of control, the umpire will go into the concession stand and call the local authorities. Please remain calm at all times.
- j. First Aid Kits will be located in the concession stands at the FOD and Park District Facilities if needed.
- k. A no jewelry policy will be in effect at all times. All jewelry, including but not limited to earrings, bracelets, or necklaces must be removed prior to play. The only exception to this rule is a “Medical Alert Tag” necklace or bracelet. These must be securely tape in place with the Medical Tag showing.

## **12. Threatening Weather and Lightning Conditions**

- a. Threatening weather conditions and/or lightning will end the game or practice session. The activation of a lightning detector regardless of existing weather conditions or a visual sighting of lightning will end the game or practice session at that point. Due to the lack of lightning safe, enclosed structures, the Station Fields (Lines & Station), the FOD facility or Park District (Langendorf or Beese) will be cleared of all persons in lightning conditions. All players, spectators, coaches and managers are to move to an area of safety i.e. Langendorf Park Field House, High School Gym (if available) or a motor vehicle with a metal roof. Areas around the concession stands **are not** considered safe areas. No one will be allowed into the Station Fields, FOD Facility or Park District field area while a lightning detector is activated.
- b. Games scheduled to start while a lightning detector is activated will be cancelled as a rain out if the delay due to the activation exceeds fifteen minutes past the games posted starting time.
- c. Practice sessions will be delayed until the lightning detector or condition has cleared. No one will be allowed to practice until a detector has cleared.
- d. No one will be allowed into the Station/Lines Fields, FOD Facility or Park District field area while a lightning detector is activated. Dropping off players by parents or guardians will not be permitted until the activation has cleared. For safety considerations, everyone shall remain in their cars while a lightning detector is activated or lightning conditions exist.
- e. Please check website for the weather conditions. [www.barringtonyouthsoftball.com](http://www.barringtonyouthsoftball.com)

## **"30-30 Rule"**

### **IHSA Lightning Safety Guidelines**

A combination of the 30-second flash-to-bang count to suspend play and the 30-minute delay after the last lightning flash to resume activity is commonly referred to as the '\*30-30 Rule'.

**Lightning is one of the most consistent and underrated causes of weather-related deaths or injury in the United States. Nearly all lightning-related injuries occur between the months of May and September and between the hours of 10:00 a.m. and 7:00 p.m. Therefore the greatest concern for injuries in an outdoor contest appears to be during that time.**

#### **Advance Planning:**

Local Managers should have a documented plan in place, designated people who are responsible for monitoring the weather and a qualified person (typically the manager and/or officials) to make the decision to suspend play

#### **Monitoring Weather:**

Local Managers during the contest should be aware of any potential thunderstorms that may form during the competition; and if an evacuation is needed, managers should also know how long it would take teams to get to their safest location.

#### **Lightning Awareness:**

Generally speaking, it is felt that anytime lightning can be seen, or thunder heard, risk is already present. Once that occurs, the flash to bang method should be utilized.

#### **Flash to Bang Method - Criteria for Suspending Play:**

If the local management does not have commercial weather warning equipment at the site or an efficient method of making accurate, timely decision on location, the "Flash to Bang" method is recommended by the National Severe Storms Laboratory (NSSL). The easiest and most convenient way to estimate how far away lightning is occurring is to use the flash to bang method. Simply count the seconds from the time the lightning is sighted to when the clap of thunder is heard. Divide that number by 5 to obtain how far away in miles the lightning is occurring. For example, if the lightning flash is seen and then 15 second later the bang of thunder is heard, the lightning is 3 miles away. It is important that local manager monitor not only how far away the lightning is but also how fast it is approaching. The National Severe Storms Laboratory recommends that by the time the

Flash to Bang count reaches 30 seconds, all individuals should have left the site and reached a safe structure.

## **Evacuation Plan**

**Safe Areas:** All personnel, athletes and spectators should be clearly informed of available safe structures or shelters in the event thunderstorm approaches. A safe structure is any fully enclosed building frequently used by people. In absence of that - athletes and spectators should go to any vehicle with a hard metal roof. Roll up the windows and do not touch the sides of the vehicle. If no safe structure or vehicle is available find a thick grove of small trees surrounded by taller trees or a dry ditch. Assume a crouched position on the ground with only the balls of your feet touching the ground. Wrap your arms around your knees and lower your head - Minimize contact to the ground since lightning often travels through the ground.

**Avoid:** Tall trees or objects like light poles or flagpoles, individual trees, standing pools of water and open fields. Also avoid being the highest object on the field. Do not take shelter under a single tall tree. Avoid bathrooms and using the landline telephone. A cellular phone or portable phone is a safe alternative

## **Resuming Activity:**

The NSSL recommends that everyone should ideally wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field or activity.

**Policy: IHSA Lightning policy**