

Last Updated – March 10, 2010

BYBS – Majors Rules

IHSA rules will prevail unless specified in these rules Base length is 60ft – Pitchers Mound 40ft – 12" Softball

1. Playoffs

a. All teams will qualify for the playoffs. The seeding for the playoffs will be determined by a random drawing at the draft. The playoffs will use a double elimination format. During the playoffs, the home team will be determined by a coin toss. Playoffs will start after the regular season.

2. Use of Coaches

a. Only offensive coaches are allowed on the playing field during "live ball" situations. These coaches shall occupy the "Coaches Boxes" at the 1st and 3rd base positions.

b. A maximum of three coaches / team helpers will be allowed in the dugout at any one time.

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 batting order. The opposing manager must be notified.

b. All players must play a minimum of half a game. (3-innings of a 6-inning game)

c. A player cannot be on the bench for consecutive innings.

d. No one can sit out twice until everyone has sat out once. Thus, no one can sit out three times until everyone has sat out twice.

e. Any violations of the use of players shall be reported to your 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 Major League team can pull from any other Major or Minor League team in order to play. Teams can only pull from the Minors during the playoffs

- 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 but may not play a defensive position.

5. Base Running

- 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 preceding out.
- b. A runner may steal one base at a time. A team may successfully steal home one time per inning. Multiple attempts can occur until a run is scored. No stealing is permitted if a coach pitcher is on the mound. If a base runner successfully steals home and then realizes that they represent the second steal of home during that inning, then the play shall be declared dead and the runner shall return to third base (the runner can't be tagged out if they successfully steal home).
- 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 pulling the defensive player to the foul side of the base shall cause this situation to "flip." The umpire has final authority on the play.
- d. No leading off base. The base runner must stay on the base until the ball is hit or has crossed the plate. Leaving early will result in one warning per team. Subsequently the next runner to leave early for that team will be called out.
- e. Any runner approaching any base except first will be required to avoid contact with the defensive player. If, in the opinion of the umpire, the runner affected the outcome of the play by not sliding, that runner will be called out. Thus, not all runners who don't slide will be called out. The umpire's decision is final.
- f. No "taunting"! Once the ball is in the hands of a fielder in the imaginary circle of the pitcher's mound, a base runner must return to the base she just came from or advance to the next base. The base runner may not taunt the fielder/pitcher in the imaginary circle in the base path.
- g. The 1st and 3rd base coaches **may not** physically assist the base runners under live ball conditions. Only verbal instructions are permitted.
- h. The base runner cannot advance on pickoff plays that result in an over throw at any base. Delayed steals to second base, third base or home are permitted. However, the umpire has full authority on this situation and all umpire decisions are final.
- i. The base runner can advance on overthrows to any base by anyone other than a Catcher. When an overthrow occurs, the runner may continue to advance if the ball remains in play. The play can end when the pitcher has control of the ball. If a runner is

over halfway to the next base, they may continue to advance or if less than halfway they must go back – umpire’s discretion. If the ball goes out of play, runners may advance one extra base.

j. Ball four is a live ball and stealing may occur if a base runner is not in a force situation. If a base runner has a runner or hitter behind them (force situation), they would automatically receive the next base on ball four, even if they start to steal before ball four is called. A runner stealing home with the bases loaded (during the regular season when the rules state there are no walks allowed with the bases loaded) may do so at their own risk. If the runner steals home successfully, the coach will still pitch to the batter who had received ball four (except during the playoffs).

6. Batting

- a. The strike zone shall be shin to chin and the the width of home plate plus a softball on either side of home plate. The idea is to encourage girls to swing at balls close to the strike zone. Umpires are instructed to use a large strike zone.

- b. For games played through May 7, 2010 there will be no walks. For games played from May 8, 2010 through the end of the season there will be no walks when the bases are loaded. During the 2010 playoffs, bases loaded walks will be permitted and no coach pitchers will be allowed. When a player pitcher throws four balls under the above listed circumstances during the regular season a coach pitcher will enter the game. The batter will have a total of 3 strikes or 8 pitches combined from the player and coach pitcher during an at bat. A foul ball on the eighth pitch will not end the at bat. There will be no called strikes during coach pitch nor will the batter be awarded first base if hit by a pitch delivered by a coach.

- c. The barrel of the bat may not exceed 2 ¼” and must be an official softball bat.

- d. 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. The infield fly rule **does** apply at this level.

- f. The dropped third strike rule **does not** apply at this level.

- g. A batter hit by a player pitcher will be awarded first base, unless the ball hits the ground before hitting the player or hits their hands while they are swinging. An attempt must be made by the batter to avoid being struck by the ball. If the ball hits the ground, it is a live ball and stealing can occur – however, it cannot be called a strike if bounces into

the strike zone. A batter who is hit by a pitch during the playoffs will be awarded first base.

h. Bunting is allowed. However, once a player represents that she is going to bunt, she must either attempt to bunt or let the pitch pass; the player may not thereafter attempt to swing on that same pitch, and any such attempt shall result in the player being called out.

i. There will be a five (5) run limit in any inning except the sixth, when there will be no limit.

7. Pitching Rules

a. Pitchers will pitch from a 40' pitchers plate.

b. There is no penalty for an illegal pitch. A "No Pitch" will be declared unless the illegal pitch hits the batter. The hit batter will be awarded first base.

c. New pitchers get as many warm-ups as the umpire deems required.

d. A pitcher must be removed from the pitching position if she hits two batters in an inning but may return in another inning. If a pitch hits a third batter from that pitcher, she shall be removed from the pitching position but may continue to play at any other position.

e. After throwing one pitch to a batter, the pitcher shall be considered to have pitched in one inning.

f. Any one pitcher may pitch up to three innings in any one game. The innings need not be consecutive; that is once removed from pitching, a player may return to pitching in another inning.

g. Pitchers must start with both feet on the pitching rubber. Pitchers must not step back prior to the release of the pitch and use proper pitching motions. Pitchers cannot step forward or back with their pivot foot prior to the release of the pitch. The pivot foot must start on the rubber and stay in contact with ground until release of the pitch – no "crow hops", where the foot leaves the ground before the pitch is released. It is encouraged that proper pitching form be developed.

h. Attempts to "pick off" base runners are limited to two per batter.

8. Defense

a. All players must play at least two innings in the infield (1st, 2nd, 3rd, SS, P, C) and at least one inning in the outfield.

b. A player can be in the Pitcher or Catcher positions for up to three innings each position per game. A player can occupy any other position up to two innings per game.

c. A centerfielder may not cover second on a force out or steal, teams must have their second baseman or shortstop covering any plays at 2nd base. Centerfielders are allowed to field a batted ball and tag 2nd base.

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 45 minutes from the official start of the game by the umpire's time piece. 1 hour 30 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. Exception: 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.

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 the 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. The League Commissioner shall be notified of the incident and the ejection will result in review of the coach's status by the Softball Committee and the BYB/S Executive Board.

d. Protests are not allowed.

e. Encourage Good Sportsmanship at all times. Managers are accountable for the actions of their coaches and parents. Treat our umpires with respect. There is to be no questioning of calls or balls/strikes. There is to be no influencing of calls – coaches and parents should not give any visual or verbal signals before the ump makes the call. Managers are accountable for the actions of their coaches and parents. Parents should not

be standing around the outside of the backstop fence – this can distract the pitcher, players and umpire. 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 of any kind, are prohibited while on the grounds of the FOD facilities, Barrington Park District facilities or any facilities that are in use by BYB&S. There are no exceptions.

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

11. Miscellaneous

a. While your team is in the field, you are not allowed to have coaches on the field of play, unless you have requested the umpire to call time out and received a time out or there is an injured player.

b. Players shall keep their shirts tucked in and visors on.

c. 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. Umpire evaluations are available on the web site.

d. Respect all umpires decisions. If you need to question a rule (not an umpires judgment call), you must discuss it in a respectful way.

e. **Coaches, please know your rules!**

f. One game ball will be provided by each team.

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

h. Occasionally, BYB/S will have conflicts with school district teams. BHS/BMS 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 necklace or bracelet. These must be taped in place with the tag portion showing.

1. Managers and Coaches are asked to consider the regular season somewhat akin to a pre-season, where the emphasis is more on player development than merely on winning games. Everyone makes the play-offs.

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, 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, the 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 shall 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 Fields, the 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.
- e. Please check website for the weather conditions. 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