

## **BYBS Minors Rules**

Revised March 12, 2010

**IHSA rules shall prevail unless specifically stated in these rules Base length is 60ft – Pitchers Mound 35ft – 11" Softball**

### **1. Playoffs**

a. All teams will qualify for the playoffs. The seeding for the playoffs will be determined by a random drawing by the Executive Director. 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. An offensive coach will pitch to the batters and may not direct runners from that position. Only the first and third base coaches may direct runners.

b. A defensive coach/helper will stand behind the catcher to toss back the ball and may coach defensive 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 and may coach defensive players from that position.

### **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 player can sit out twice until everyone has sat out once and cannot sit out three times until all have sat out twice.

e. Any violations of the use of players should 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 Minor League team can pull from any other Minor or Junior League team in order to play. Teams can only pull from the Juniors teams during 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 after all nine rostered players have arrived but can no longer play a defensive position. She must bat only.

## **5. Base Running**

- a. Existing baserunners may only advance the same number of bases as the hitter.
- b. 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.
- c. Base stealing will not be allowed until May 8, 2010. After May 8, 2010 stealing of second and third base will be allowed. There will be no stealing of home. Lead-offs are not allowed. The base runner may not leave the base until the ball crosses the plate. Each team will receive one warning per game. Subsequently, the next runner to leave early for that team will be called out.
- d. 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.
- e. On any infield play to first, the batter may NOT advance, nor may the base runners advance more than one base from where they started.
- f. When a play is made on a base runner at any other base and the ball is overthrown, the runners may NOT advance.
- g. Any runner approaching any base except first will be required to avoid contact with 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.
- h. 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 that 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.

i. The 1st and 3rd base coaches may not physically assist the base runners under live ball conditions. Only verbal instructions are permitted.

## **6. Batting**

a. With a coach pitcher on the mound, there will be no called strikes.

b. With players on the mound, there will be called strikes. The strike zone is from the player's chin to their shin (just below the knee) and 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.

c. The barrel of the bat may not exceed 2¼" 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

e. With coach pitching, a batter will be offered 8 pitches or three strikes. A swing and a miss on a third strike or the eighth pitch will end that at-bat. A batter will continue to bat if the eighth pitch results in a foul ball.

f. With player pitching, a batter will be offered three strikes or four balls. A swing and a miss on a third strike or a called third strike will end that at-bat.

g. There will be NO walks issued during the season. If a batter receives 4 balls from a player pitcher, the coach pitcher will enter the game. When this occurs, the strike count stays the same and the eight pitch rule is reinstated for that batter (eight pitches total per batter combines player pitches and coach pitches). A batter will continue to bat if the eighth pitch results in a foul ball. The player pitcher will then continue with the next batter.

h. A batter hit by a coach pitcher will NOT be awarded first base. Every attempt must be made by the batter to avoid being hit by the pitched ball.

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

j. A batted ball that strikes a coach pitcher will result in a dead ball situation and the batter will be awarded first base. Runners already on base will not be allowed to advance unless a preceding runner forces them to the next base.

k. A batter hit by a player pitcher will be awarded first base, unless the ball hits the ground before hitting the player. Every attempt must be made by the batter to avoid being hit by the pitched ball.

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

m. Bunting is not allowed.

## 7. Pitching Rules

a. All pitches must be made from inside the pitching circle with a 35' pitchers plate. The coach pitcher must stay in the pitching circle when delivering the pitch and may not field any batted balls.

b. The umpire will call balls and strikes from the pitchers mound.

c. The coach pitcher must avoid being an obstruction on any play.

d. 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.

e. Any one pitcher may pitch up to two 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.

f. Each team must provide a player pitcher to pitch to the opposing team in each of the first four innings. The fifth and sixth inning of each game will be coach pitch.

g. The pitcher shall pitch from a 35ft. pitchers plate.

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

i. 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.

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

k. Pitchers are encouraged to start with both feet on the pitching rubber but this is not required. Windmill, slingshot or modified techniques may be used. Pitchers should not 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.** It is encouraged that proper pitching form be developed.

**Umpires will have discretion over any pitcher's technique. The umpire's decision as to the advantage of the pitcher's motion over a batter shall be final.**

1. There is no penalty for a balk or illegal pitch.

## **8. Defense**

- a. No defensive player will play more than 2 innings in any one position. This rule includes the pitcher and catcher positions.
- b. All players must play one inning in the infield (1st, 2nd, 3rd, SS, P) and one inning in the outfield. Catchers are not considered infield players at this level.
- c. All outfielders will be positioned no closer than the edge of the grass in the outfield.
- 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. A centerfielder may not cover second base on a force out or steal, teams must have their second baseman or shortstop cover any plays at 2<sup>nd</sup> base. Centerfielders are allowed to field a batted ball and tag 2<sup>nd</sup> 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. 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 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 will result in 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 not permitted 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. An umpire evaluation form is on the website.

e. Respect all umpires decisions. If you need to question a rule (not an umpires 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 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 FOD and Park District facilities if needed.
- k. 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.
- l. 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 Medical Tag visible.

## **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](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**