



BYBS – Senior Rules

Revised March 15, 2009

IHSA rules will prevail unless specified in these rules Base length is 60ft – Pitcher’s Mound 40ft – Softball 12” .47 COR

1. Playoff Rules

- a. All teams will qualify for the playoffs at the end of the season.
- b. Roster limited to 15 players per team with player age 15 or less. No players may be added after June 1st deadline.
- c. Player age limit is 15 years old or less per discretion of league.
- d. Seeding for the playoffs will be by random drawing at rules meeting.
- e. Playoff format will be double elimination.
- f. Only during playoffs will home team be determined by coin flip. This includes the championship game.

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. Coaches are allowed only one visit to the mound each inning defensively with automatic removal of pitcher with a second visit. Stepping over the white line constitutes a visit to the mound.

3. Use of Players

- a. All players on a team’s roster will bat in consecutive order. A player arriving after the game starts will 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 meaning at least 3 innings per game.
- c. A player cannot be on the bench for consecutive innings.



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- d. No one player can sit out twice until every player has sat out once or no player shall sit out for two consecutive innings at any time. Thus no one can sit out three times until all players have sat out twice.
- e. Any violations of the use of players should be reported to your commissioner.
- f. Managers may be allowed discretion to these rules for any player that does not attend practice on a regular basis.

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 Senior League team can pull from any other senior or lower league team in order to play. In short, a team may borrow up to a maximum of 3 player(s). If no subs are available, the team shorthanded will borrow players from the bottom of the batting order of the opposing team to play.
- c. During playoffs substitutes may be brought up from the league below only.
- d. A substitute player must bat last and can only play in the outfield.
- e. The sub can continue to play until nine rostered players arrive with the option of staying to complete that same game as a courtesy. The sub can then only remain in the batting order.

5. Base Running Guidelines

- a. A courtesy runner should be used if the catcher and or pitcher is on base with 2 outs. The courtesy runner shall be the player who made the proceeding out.
- b. A runner may steal any base. Runners may not leave the base until the pitcher releases the pitch per IHSA rule or has been put into play by the batter.
- c. A double base 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 pull the defensive player to the foul side will cause this situation to “flip.” The umpire has the authority on this situation.



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- d. No leading off any base any time is allowed. The base runner must stay on the base until the release of the pitch or the ball is hit into play or a dropped third strike. A base runner leaving early will result in an automatic out per IHSA rules.
- e. A base runner hit by a batted ball will be automatically out if hit while off the base and in fair territory.
- f. A base runner may advance at her own risk when hit by a thrown ball or deflected ball per continuation of play.
- g. A base runner may steal off of a walk as long as there is no hesitation by the runner as she rounds first base. Any hesitation may result in an out.
- h. A base runner may advance at their own risk off of a caught foul ball per continuation of play.
- i. 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, it is possible that NOT all runners who do not slide will be called out automatically. The umpire's decision is final.
- j. No "taunting"! Once the ball is in the hands of the pitcher and the pitcher has at least one foot on the pitching rubber, a base runner must return to the base that she just came from or advance to the next base at her own risk. The base runner may not taunt the pitcher in the base path or she will be called out automatically. Only one directional change permitted per IHSA rule. A three-second stand still rule is in effect.
- k. 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. The strike zone shall be shoulder to knees and the width of the plate. Umpires are instructed to use a large strike zone.
- b. The barrel of the bat may not exceed 2 ¼" and must be an official softball bat.
- c. All batters shall wear a batting helmet that meets NOCSAE requirements and shall include a chinstrap and face guard. Any helmet provided by any player must also conform to this requirement. NO EXCEPTIONS



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- d. Infield fly rule **does** apply per IHSA rules.
- e. The dropped third strike rule **does** apply at this level.
- f. Any batter hit by a pitch will be awarded first base as long as an attempt to avoid the pitch was noted by the plate umpire. Pitcher will be charged with a hit batter.
- g. A pitch that bounces off the ground and hits a batter will be ruled a dead ball with batter being awarded first base as long as an attempt to avoid the pitch was noted by the plate umpire. Pitcher will be charged with a hit batter.
- h. A batter will be ruled out if they step on the plate while hitting a ball.
- i. A batter will be ruled out if while bunting a ball the ball hits the batter outside of the batter's box.
- j. A batter will be ruled out if while bunting with a strike 2 count that results in a batted foul ball.
- k. A batter will be ruled out if they hit a ball while being out of the batter box such as a left slap/bunt hitter.
- l. 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.
- m. There will be a 5 run limit in any inning except the seventh, when there will be no limit.
- n. When your team is batting you are allowed only 2 coaches on the field, the first and third base coaches. Only one offensive conference allowed each inning.

7. Pitching Rules

- a. Pitchers will pitch from a 40' pitcher's mound per IHSA rules.
- b. Pitchers may pitch a maximum 4 innings per game per league rules. These innings may not necessarily be consecutive innings as re-entry is unlimited.



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- c. Pitchers will get only 5 warm up pitches between each inning after the first inning of play.
- d. Pitchers must wait for the batter to have both feet in box prior to sending a pitch to the plate.
- e. There is no penalty for a balk, it will be ruled as an illegal pitch with the batter being awarded a ball . Note, runners may not advance in a dead ball situation.
- f. Injured pitchers and new pitchers get as many warm-ups as the umpire deems required.
- g. 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 from that pitcher hits a third batter, she shall be removed from the pitching position but may continue to play at any other position. The umpire shall have final authority on whether the pitch or pitcher in question represented or represents a threat to hitters if there is a question as to whether she should be removed from the game.
- h. A pitcher may also be removed with more than one visit to a mound by a coach in any one inning. Once a coach has crossed a white line twice in one inning the pitcher must be removed. One defensive conference per inning allowed.
- i. After throwing one pitch to a batter the pitcher shall be considered to have pitched in one inning.
- j. Pitchers must start with both feet on the pitching rubber. Windmill, slingshot, or modified techniques may be used. The pivot foot must stay in contact with the ground. The pitcher may not step back during the pitching motion.
- k. Umpires will have discretion over any pitcher's technique. The umpires decision as to the advantage of the pitcher's motion shall be final.

8. Game Time (7 innings per game)

- 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.



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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. The mercy rule shall be 15 runs after 3 innings – 10 runs after 5 innings.

f. Rainouts, including lightning cancelled games, will not be made up.

g. All speed-up rules apply such as courtesy runners for catchers, 5 warm-up pitches between innings. Field warm-ups are allowed only for the length of time the pitcher is allowed to warm-up.

9. 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. A player from the opposing team should fill any vacant **outfield** position. This player shall be taken from the bottom of the batting order for 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 and the League Commissioner shall be notified of the incident. The ejection will result in review of the coach's status by the league officials.

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.



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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 and may cause for ejection from the game or facility.

10. 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 should keep their shirts tucked in and look like ball players during the game. Optional protective gear, such as sliders, sliding pants under shorts, braces, etc. should be worn by each player whenever possible.

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 league.

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. One game ball will be provided by each team.

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

g. Occasionally, regular season games will have conflicts with a high school or middle school game. The high school or middle school game will have priority in any conflict. Please try to understand and act accordingly.

h. 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.

i. First Aid Kits will be located in the concession stand at all facilities if needed. It is also required that each coaching staff have on hand some limited first aid supplies for players.



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j. Per the IHSA rules, 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.

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.

11. 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

f. For fields lacking lightning detection equipment, the IHSA Lightning Safety Guidelines shall be followed.



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"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



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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