

Chain O Lakes Softball

14U

Playing Rules

Game Play

- IHSA Rules will apply with the exception of the rules in this document.
- Full game is 7 innings. If game is shortened by weather/darkness, a game is considered complete if 5 innings have been played (4 ½ if the home team is leading). In case of a tie, extra innings will be played if there is time remaining.
- No inning will start after 1:45. The inning begins when the last made is out in the preceding inning. Home team will keep the official start time.
- **MERCY RULE:** There is a 10 run mercy rule after 5 innings (4 ½ if home team is ahead).
- 7 players are required to start or continue a game. Maximum number of players: 9. If a team plays with fewer than 9 players, the team WILL NOT be charged an automatic out in that vacant batting position (even if a team started with more than 7 and player(s) had to leave).
- **TIME LIMIT ON START OF GAME:** If the umpire or needed number of girls has not arrived by 15 minutes after the scheduled start of the game, the team causing the infraction will forfeit. Home team is considered to have caused the infraction in the event of an umpire no-show. (Please be considerate of the reason for the umpire no-show i.e.: emergency situations, outside source). This needs to be documented in both scorebooks and signed by both coaches/managers. If the coaches/managers wish to agree to an alternate (late start, another date, lending players, etc) it will need to be noted in both scorebooks so as to avoid discrepancy at a later date. In either case, please consider special situations.
- All eligible players must be placed in the lineup and will bat in a continuous order with free substitution allowed. Each team's own in-house rules will prevail (in relationship to their own team rules) for the number of defensive innings a player must participate in whether the game is home or away. Example: Team A may have a rule that all girls must play 3 defensive innings, while Team B has a rule that it is the coach's discretion. This is perfectly acceptable. Neither team can enforce their "home town rules" on a visiting team regarding the number of innings played by any girl.
- **TIE GAME:** If at the end of regulation play, (or called due to darkness, weather, etc) a game is tied, the coaches/managers of the teams shall determine if they wish to play another inning(s), leave the game as a tie, or pick-up the game at the point left off at another time (with 80% of batting order intact). This shall be noted in the scorebook(s) and signed by both coaches/managers and the umpire.

Pitching

- All pitchers must wear protective face shield.

- The starting pitcher may return as a pitcher one time. Only the starting pitcher may return as a pitcher.
- There is **NO LIMIT** to number of innings pitched per week, nor innings per game.
- See HS Rule Book for additional rules. Remember this is a FAST PITCH league, make certain reference is made to the FAST PITCH rules in the book.
- After hitting 2 batters in an inning, the pitcher will be removed for the remainder of the inning. After 3 hit batters, the pitcher will be removed from pitching for the remainder of the game.
Note: If the umpire rules that the batter did not make an attempt to move out of the way, it will not count against the pitcher.

Batting

- 6 runs maximum per inning in innings 1 through 4. From the 5th inning on, unlimited runs per inning.

Baserunning

- **Sliding per Rule Book:** Runners are never required to slide. If the runner elects to slide, the slide shall be legal. A legal slide can be either head or feet first. If a runner slides feet first, one foot and buttock shall be on the ground. If a runner slides, the runner shall be within the reach of the base with a hand or a foot when the slide is completed.
- **League contact rule:** a runner must avoid contact or collision (injury) or may be called out at the discretion of the Umpire. It is suggested that you have your umpire clarify how they will call this issue prior to the beginning of the game to both coaches/managers
- The catcher or defensive player shall not block the base or plate without the ball. Close plays will be at the discretion of the umpire and will include the possibility of ejection for malicious plays.

Defense

- All girls playing the infield must wear a face mask.
- 9 Fielders
- The catcher or defensive player shall not block the base or plate without the ball. Close plays will be at the discretion of the umpire and will include the possibility of ejection for malicious plays.

Borrowed players

- You can borrow up to 3 players from another team up to a maximum of 10 rostered players to start the game. Borrowed players may be from the teams' home town league or another team within the Chain o Lakes League. Borrowed players must wear their own uniform and be reported to the other team prior to the beginning of the game. They may play any position EXCEPT pitcher or catcher.

- The manager must inform the opposing team which players are being borrowed and not on the roster prior to the game.

General

- Bases: 60 feet apart.
- Games stopped due to weather or darkness before the 5th inning (or bottom of 4th with home team leading) will be resumed at the point where the game stopped.
- **TYPE OF BALL:** IHSA rules. Home team to supply one new ball and one good back-up ball for the game.
- **Players:** No Travel Players. Travel players are not allowed. If a team is discovered to have an “active” travel player(s), then the team would forfeit games played and could be disqualified from the end of season tournament. An “active” travel player is one who is currently playing for (with) a travel team. It is acceptable for a player that played travel ball last season to come back to our league.
- The winning team manager is responsible for reporting the game result within 24 hours (including cancellations), preferably the same evening as the game.
- No metal cleats.
- **Roster:** Maximum is 15 girls for both age groups, Minimum is 10. Coaches are required to post their roster and can review rosters at CHAIN OF LAKES website.
- Managers & coaches, please call manager or coach of other team prior to the game if you anticipate a problem to ensure that the game can be played. Agreements can be reached ahead of time much easier than at the field!!!
- **BLOOD RULE:** Use Common Sense – open wounds must be treated and covered, bloody clothes must be changed. Call time out when appropriate. Safety first for all!
- **UNIFORMS:** No steel cleats (Cleats are not required – just suggested). Hats are optional. No plastic visors due to safety. Wet bandanas may be used to cool players in extreme weather – especially the catcher. SHIRTS ARE TO BE COMPLETELY TUCKED IN WHILE PLAYING OFFENSE.
- **UMPIRES:** Home team to supply their own umpires. Make certain they are qualified to ump this age group. It is recommended to have two umpires (we suggest an “umpire-in-training” for the field if need be.) However, if your plate ump is qualified, one is acceptable.
- If an ump is a no-show and the game cannot be played, a make-up game is to be scheduled ASAP. That make-up game shall be on the original visitors’ home field, and the original home team shall be responsible for paying the ump(s) as provided by the now home team (original visitor). The original home team can supply the umpire or they can pay the original visiting team for an umpire.
- **MAKE-UP OR RESCHEDULED GAMES:** Rescheduled games should be done in good faith to ensure a complete season and that all teams have equal numbers for tournament placement standings. Home team is responsible for calling to reschedule their field for the make-up and contacting umpires for such... Make-up games should be scheduled within 72 hours of the postponed game. If the home team does not make contact with the visiting team within 72 hours of the cancelled game, the home team shall forfeit the game. (The game does not have to be played within 72 hours, only re-scheduled!) If a rescheduling cannot be done, the outcome of the game will be determined by the Board.
- If games are not completed due to weather, a percentage of games won will be used.

- PROTEST COMMITTEE: The protest committee shall consist of the League Presidents from each town. In the event of “their” town being involved, input shall be permitted, but final voting shall be abstained from.
- PROTEST GUIDELINES:
 - A Protest cannot be made on a judgment call.
 - A verbal protest must be made before the next legal pitch is made.
 - The umpire must be informed of the protest, and be noted in the scorebook with the umpire’s signature.
 - A written protest letter (by the coach) must be sent to the President of the CHAIN OF LAKES Girls softball league

Playoffs

- In case of tied game after a complete game or the time limit has expired...
 - Last person who batted in the previous inning will be placed at 2nd base with 1 out.
 - Batters will start with 1-1 count.
- Home team will be determined by the better seed. This will hold in all instances, regardless of which game it is. If seeds are equivalent or teams are not seeded, home team will be determined by a coin flip.
- Mercy rule will be 18 after 4, 13 runs after 5 innings (or 4 ½ if home team leading) or 10 runs after 6.
- Championship game will be played without a time limit unless otherwise specified by the league.
- NO PROTESTS WILL BE PERMITTED DURING THE END OF THE SEASON TOURNAMENT. UMPIRES FOR THESE GAMES MUST BE PATCHED.