

Chain O Lakes Softball

10U Softball

Playing Rules

Game Play

- IHSA Rules will apply with the exception of the rules in this document.
- Full game is 6 innings.
- No inning will start after 1:40. The inning begins when the last made is out in the preceding inning. Home team will keep the official start time.
- 5 runs maximum per inning.
- 8 players are required to start the game.
- All eligible players must be placed in the lineup and will bat in a continuous order with free substitution allowed.
- If, for any reason, a player needs to be removed from the game, the batter will be skipped without penalty.
- Chanting or sing-song cheers are allowed for your team only. Once the pitcher is set, chanting and/or sing-song cheers must stop. Infraction will be a called dead ball strike if infraction is by the batting team. In case of the pitching team, the batting team has the option of a replay of the result of the pitch/play.

Pitching

- Pitcher can pitch maximum of 3 innings per game. Pitching any part of an inning counts as an inning pitched.
- Once a pitcher is removed, the player may return to pitching later in the game (but not in the same inning).
- All pitchers must wear protective face shield.
- The pitchers will be allowed 5 warm-up pitchers at the start of the game and between innings
- Pitchers must start with 2 feet on the pitching rubber & no more than 1 step towards home plate. All other IHSA rules on pitching WILL NOT BE ENFORCED. NOTE: All efforts should be made to pitch correctly (IHSA Rules) for the benefit of the girls to learn the proper techniques
- Hit by pitch for pitchers
 - After 2 hit batters in an inning, the pitcher must be removed for the inning.
 - After 4 in a game pitcher must be removed from the game.
 - If, on a softly thrown hit by pitch, the batter makes no attempt to get out of the way of a pitch, the HBP will not be counted against the pitcher's limit. First base will still be awarded.

Batting

- Bunting is allowed.
- No dropped 3rd strike
- A pitch that bounces and hits the batter will be ruled a ball, not a hit by pitch.

Baserunning

- A player may leave the base after the ball crosses the plate.
- Infield fly rule is NOT in effect.
- Stealing of bases
 - Runners may steal 2nd or 3rd at any time if the ball gets past the catcher.
 - Runners may only advance to the base they are stealing—no further advance is allowed on an overthrow.
 - Runner at 3rd base may advance to home at their own risk on a thrown ball to 3rd base from the catcher during a pick-off attempt.
 - Runners may not steal 2nd immediately after a walk.
- Head first slides are only allowed if going back to a base. If not going back to a base, runner is out for sliding head first.
- A runner who causes contact with a fielder when going into a base standing up will be called out. A sliding baserunner will not be called out for contact unless the contact is ruled intentional or unnecessary.
- Once the pitcher with the ball has entered the pitching circle (actual or imagined) a runner not touching the base must immediately commit to either advancing to the next base or returning to the previous base. Failure to react immediately will result in that runner being called out.
- No Look Back Rule.
- On a live hit ball, a player can advance one base after an overthrow.
- Courtesy runner allowed for catcher with 2 outs, runner shall be the last out made.
- If a runner attempts to advance to a base further than allowed, the runner is considered in play and may be tagged out. After the play is completed and the runner has safely reached a base, the umpire may reposition the runner(s) as needed.

Defense

- Teams may play with 10 fielders.
- The 4 outfielders must be positioned in the outfield. On a small field, this can be the outfield grass. On a larger field, it should be at least 20 feet beyond the baselines.
- Given that this is an in-house league, the expectation is that teams will move their players around and not keep them at the same position all game. The expectation would be that all players have the opportunity to play at least one inning of infield per game. However, since a myriad of factors that can affect playing time, each organization will be responsible for the enforcement of this principle for their teams. The umpire will not address this issue.

Borrowed players

- Borrowed players must come from registered players from the same organization from the level below or, with the opposing coach's permission, a player from the same level.

- The manager must inform the opposing team which players are being borrowed and not on the roster prior to the game.
- Borrowed players must bat at the end of the order and play the outfield

General

- Pitching rubber: 35 feet from back tip of home plate
- Bases: 60 feet apart.
- Games stopped due to weather or darkness before the 4rd inning (or bottom of 3rd with home team leading) will be resumed at the point where the game stopped.
- An 11" softball will be used.
- The winning team manager is responsible for reporting the game result within 24 hours (including cancellations), preferably the same evening as the game.

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 11 runs after 4 innings (or 3 ½ if home team leading) or 6 runs after 5 (4 ½ if home team leading) as the team would be able to come back with the run limit.
- Championship game will be played without a time limit unless otherwise specified by the league.