



**2025 Crosstown Girls Softball  
7th/8th Grade (Varsity)  
League Rules**

## **Crosstown Softball League Rules - 7th/8th grade (Varsity)**

These rules apply to all participating towns Arlington Heights (AH), Barrington (BA), Lake Zurich (LZ), Palatine (PA), Prospect Heights (PH) and Mt. Prospect (MP) for fast pitch softball: Varsity / Jr. High (7th/8th grade & 9<sup>th</sup> grade for fall only)

### **CODE OF CONDUCT:**

1. The spirit of the game is to follow the Illinois High School Association (IHSA) rules as closely as possible. Managers cannot (by joint agreement) change any rule before the game. If there are any specific field rules that need to be decided, they must be discussed and resolved with the umpire before the start of the game. It is the responsibility of both managers to make sure they agree in the presence of the umpire to ensure clarification of rules. The umpire is requested to abide by pre-game discussions.
2. Good sportsmanship should be utilized for every aspect of the game. The managers should emphasize this with their teams. Cheering or comments by the team or fans must not be detrimental to the other team. Managers are responsible for the behavior of their team and fans and can be ejected if they are not controlled. All managers must read these rules and review them with the players and coaches of their team at the beginning of the season. Affiliate incident reports must be submitted to the commissioner if there is any issue with fans, coaches, or umpires.
3. No alcohol, tobacco, or vape products shall be used by players, managers, coaches, fans or parents during any games or practices on the field, bench, stands or the surrounding area.
  - a. PA only: All fields are tobacco and alcohol free 24/7, it is illegal for anyone on PPD or school property to use these products.
4. Abusive or foul language and / or conduct will be grounds for removal from the field for players, manager, coaches and/or fans.
5. Managers are responsible for keeping players, coaches, fans and parents under control. Managers cannot play in games. Only the manager, coaches and players can be in the dugout during the game. Managers must notify the other managers if they will be out of town and provide assistant manager numbers in case rain notification is needed.
6. Ejections – When practical, umpires are to give a warning to the offending person(s) for potential ejection. If the situation does not improve then the umpire can eject the offending person(s) from the field. If the person leaves quietly then there will be a 1 game suspension for that person from attending the next scheduled game. If the person leaves by making a scene, then there will be a 3-game suspension for that person from attending the next 3 games. If the person

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charges the umpire or threatens the umpire, then the person will be suspended for the rest of the season. If the person does not leave the field when requested, then the umpire can call a forfeit against the offending team. The umpire will notify the league commissioner of all ejections immediately after the game. The town and league commissioners will interview some people from the game to determine the suspension period.

### **FIELDS:**

7. The home team is responsible for setting up the playing field at least 30 minutes before a game is to start. Each team gets 10 minutes for infield practice. Home infield practice is from 25 minutes before game time to 15 minutes before game time. The visiting team gets from 15 minutes before game time to 5 minutes before game time. Five minutes prior to game start all players must vacate the field for the pregame conference with the umpire. Weather conditions or completion of a previous game may not allow for this. Take down of the field is also the responsibility of the home team.
8. The home team must also supply game balls with at least 1 being new. The home team keeps the game balls at the end of the game.
9. The home team uses the third base dugout.
10. **Pitching Distance** - **40 feet** from the back tip of the plate to the front edge of the pitching rubber. 16' circle radius.
11. **Base Distance** - **60 feet** apart
12. If the field is unplayable, the home team must notify the visiting team manager by talking to someone in a coaching capacity at least one and one half (1 1/2) hours before scheduled game time and getting confirmation. Leaving a voice mail or sending an email without confirmation is not sufficient notice. Notifying the umpire is also the responsibility of the home team through the league commissioner.
13. Rescheduling games is the responsibility of the home team. The league commissioner may also assist in rescheduling the game. Games that are cancelled or suspended, teams should make every effort to reschedule the game within two weeks. If the game that was cancelled or suspended is near the end of the season the game should be made up ASAP. **All games reschedules must be approved by your league representative.**
14. Games that can't be made up before the start of the playoffs will not be played and are not counted in the standings.

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### EQUIPMENT

15. Shirts/Jerseys should be tucked in.
16. **Jewelry:** It is not recommended and is up to the manager, coach or umpires' discretion at the games.
17. Metal spikes are not permitted - at practices or at games.
18. All players warming up a pitcher must wear a catcher's mask.
19. All offensive players must wear a batting helmet which includes a face mask while batting or running the bases.
20. All infield players, pitcher included, must wear a fielder's mask. Catchers must wear a catcher's helmet & mask which is NOCSAE certified, along with chest protectors, and shin guards.
21. Base coaches under 18 yrs. old, need to wear a batting helmet while on the field.

### ROSTER/PLAYING TIME

22. The only players permitted to play, and practice are those who have registered with a park district and / or the affiliate recreation program by paying the appropriate fee. Players may be registered in multiple leagues (including travel) as long as they are registered in this league. Players can only be placed on one house league team. Registration lists for each town should be shared to avoid this situation from occurring in the future.
23. The manager/coach may decide to use substitute players during the game or any part of the game if they do not have 9 players able to play or will fall below 9 players during a game. Those players must be registered in any of the recreational programs in the park districts/or villages. They must play an equal amount of time to the rest of the team in the field as well as bat within the batting order.  
Call up players from younger league levels are preferred and can be used for any game. Replacement players may also be used from within the Varsity league (from the same community), but ONLY for regular season play, not post-season, with prior approval from your community representative. Call up & Borrowed players must wear the uniform of their assigned team and should not start the game ahead of rostered players and they should bat last.
  - a. Varsity: Replacement players may play any position except pitcher and catcher. At no time should a replacement player play the same position for more than 2 innings in a game.

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24. Both teams must have at least 7 players including replacements to start the game. If they do not within 15 minutes of the scheduled start time, then the game is a forfeit. If during the course of game play the number of available players drops below 7 then play must stop. If a team that has less than 9 players decides to stop playing, then the other team will be declared the winner. If a team plays with fewer than 9 players, then those missing positions in the batting order are not automatically an out. If a forfeit is declared, then allow the umpire to leave if he/she desires. If the managers want to have a practice game, then decide up front how long or how many innings will be played.
- a. It is up to the discretion and agreement of the managers in the presence of the umpire to start the game with shared players from the opposing team.
25. Players are to be given equal defensive playing time as much as possible. No player sits out a second inning until everyone sits out one inning with the exception of a pitcher pitching in consecutive innings.
- a. All players must play a minimum of 2 innings in an infield position (pitcher is an infielder), and 2 innings in the outfield or catcher position. This may not always work depending on the number of players a team has at a game. In the regular season there is no penalty, but the league commissioner should be made aware of the violation and address it with the violating team. Lineup cards should be built for seven innings and follow the spirit of the rule. Share lineup cards including by position and inning if a violation is noticed the error should be corrected immediately.
26. Each team bats its full roster of available players including replacements. Players that show up after the game has started are placed at the end of the original batting order. Players that leave during the game are skipped in the batting order from then on without a penalty.

### **GAME PLAY**

27. Varsity will use a 12" softball.
28. A regulation game shall consist of seven (7) innings. Games are typically scheduled with 2 or more hours between games. Teams must abide by the following game time considerations:
- a. At 1 hour and 40 minutes from game start time, the next new inning will be the last inning, regardless of whether it is the 7<sup>th</sup> inning or not. Permitting last inning run rules to take effect. If play stops during the last inning due to a time limit, the outcome of the game is determined by the score at the last completed inning. There are no time restraints for Playoff or Championship Games.
  - b. In a regular season game where the next game is scheduled to start 2 hours or more after the scheduled start of your game, your game ends

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automatically 10 minutes prior to the start of the next game (immediate play stop). Teams must immediately vacate the field and dugouts so the next team can get ready to play. Game outcome shall be determined by the score at the last completed inning.

- c. Playoff & championship games shall never revert back for scoring; always finish the inning in progress. Games which end in a tie refer to rule 37 regardless of game time limit. A playoff/championship game maintains rights to the field until conclusion, regardless of start time for any following game.
29. If there is no umpire to start the game, then the managers should play the game with volunteer umpires. The managers need to agree to the method (using fans, coaches, one coach or manager to be the umpire). The intent is to do everything possible to play the game at the scheduled time.
- a. If the umpire is not there at game time or later than 15 minutes, an incident report must be filled out and reported to your league commissioner.
30. Once the umpire takes control of the field, he/she is responsible for halting the game due to rain, lightning, darkness, time, or any other circumstances. The umpire's calls are final. There should be no questioning of an umpire on a judgment call. Questions about rules shall occur with the umpire and both managers present. All issues on the field must be resolved and will be considered final for purposes of that game. Any rule clarification required should be requested through an incident report. No games can be played under protest to the town or league commissioners. In the case of rain stopping the game, it is recommended that a rain delay of 20 minutes be used before the game is officially ended. In the case of lightning stopping a game, resumption of play cannot begin unless 30 minutes has elapsed from the last lightning or the all clear from a lightning detection system.
- a. The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce rules that occur on the field.
  - b. They have the power to order a player, coach, captain, or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.
  - c. The plate umpire shall have the authority to make decisions on any situation not specifically covered in the rules.
  - d. When an injury occurs, the umpire must halt play immediately.
31. If the game is called for any reason after the start of the game before 4 full innings (3 ½ if the home team is ahead) then the game must restart from the point of suspension. If the game is called at the end of a complete inning after 4

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full innings (3 ½ if the home team is ahead) then the game is considered complete even if it is a tie. If the game is called in the visiting half of the inning or during the home half of the inning and the home team is losing, then the score will revert back to the last completed full inning and the game will be considered complete even if it is a tie.

32. Only rain outs and games called by the umpire (before 4 full innings are completed) will be rescheduled. Rescheduling games due to lack of players or coaches is not allowed. Everything should be done to complete games on their scheduled date including using substitutes.
33. Managers need to share the batting order with opposing teams and must provide a copy of their lineup should an opposing team request it due to an in-game concern. During playoffs both teams must exchange full line ups prior to game start.
34. **Infield fly** - An infield fly is a fair fly ball (not a line drive or an attempted bunt) that an infielder (or outfielder playing in the infield) can catch with ordinary effort, and the ball is hit before 2 are out, and first and second base or first, second, and third are occupied. On larger dirt diamonds, the infield is defined as 22 feet beyond the bases.
35. **Run Limits** - A team may only score four (4) runs per inning with the following exceptions:
  - a. If the batting team is losing by more than four (4) runs, they may score enough runs to bring them to within one run of the team with the lead.
  - b. There is no continuation of play, once the run max per inning is hit, the inning is over.
  - c. The exception is the "last inning" when unlimited runs are permitted.
36. A 10-run **mercy rule** will be enforced at the end of 5 complete innings (after the half inning if the home team is ahead). If the home team gains a 10th run during the bottom of an inning after 5 complete innings, then the game will be stopped at this point. Upon implementation of the mercy rule, games can continue in practice mode without the umpire at the discretion of the managers.
37. Tie game rule. If weather and game time limit rules permit, a complete game which ends in a tie shall go to international tie breaker rules. The last player out shall start the inning on second. Each batter starts with a 1-1 count. 3 outs played as normal, and unlimited runs.
38. Three (3) outfielders must begin at the start of any pitch on the outfield grass (even at Melas Park). Under no circumstances can an outfielder cover 2<sup>nd</sup> base for a force.

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39. Scorekeepers from both teams must be identified and must consult with each other to verify the score often during the game.
40. Managers are required to report final scores electronically on the league schedule website.

### **BASE RUNNING**

41. Contact / Sliding / Defensive Interference:
  - a. Contact/Sliding/Defensive interference are inherently "judgment" calls by the umpire so the only discussion with the umpire is rules interpretation.
  - b. When the defensive player has the ball, it is the responsibility of the runner to avoid contact that affects safety. Specifically, if the runner does not slide, they need to not run into the defensive player. The runners are strongly suggested to slide. In the event contact is made during the act of sliding, the umpire is requested to be more lenient in their interpretation of this rule. If contact is made without a slide, the umpire should determine if it was incidental with an attempt to avoid contact or if the runner simply ran into the defensive player without an attempt at avoidance. The runner should be called out for contact made without effort to avoid it.
  - c. When the defensive player does not have the ball, they have an obligation to leave the baseline and access to the bases clear. In the event contact occurs and the defensive player does not have the ball, this is considered defensive obstruction, and the runner should be considered safe at the base to which they are running. The catcher cannot impede the base runner attempting to score when she does not have the ball.
  - d. The strictest interpretation of these rules should be on plays at the plate where the pitcher is covering a passed ball with a runner trying to steal from third base. The pitcher should be setting up for the catcher's throw on the first base side of the plate to receive the throw. The runner should be sliding into home plate to ensure no dangerous collisions occur.
42. **Stealing bases** is permitted for all bases including home but only after the ball leaves the pitcher's hand. The runner is called out if she leaves the base before the ball is pitched.
  - a. Stealing shall not be permitted by the leading team once they are ahead by 10 or more runs.
43. Leadoffs are not permitted.
44. Runners must have at least one foot in contact with the base they occupy until the pitched ball leaves the pitcher's hand. If a runner leaves earlier than this, the umpire will first warn the manager and if a second infraction occurs by the same team, play is stopped and the runner is out.

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45. If a **courtesy runner** is requested to the umpire, then the player that made the last out will run. If that person is not available, then the person making the previous out will run. Courtesy runners are only permitted for a player who is catcher or pitcher in the coming inning, or a player with an injury.
46. **Dropped Third Strike** - If the third strike is not caught on the fly (before the ball touches the ground), the batter can try to advance to first base with one of these conditions: 1) no runner occupies first base at the time of the pitch with less than 2 outs or 2) there are 2 outs. Otherwise, the batter will be called out.
- For balls that are thrown to first from the first base side - the defensive player is to set up on the safety base. For balls on the third base side, the defensive player should set up on the white field base. First base side is imagining the first base line going back to the back stop as the point of separation. Violation of this should first result in a warning before penalty against the fielder/runner. Decisions on this are at the discretion of the umpire.
  - With regard to collision in this situation, the runner should go to the base not occupied by the defender whether or not they are on the correct base. If this effort is made, the runner should not be called out for incidental contact. Decisions on this are at the discretion of the umpire.
47. **Look Back Rule:** The lookback rule is enforced for all aspects of the game, refer to IHSA rules, unless a batter is walked. A batter that is walked (four balls) may only advance to 1<sup>st</sup> base.

### **PITCHING**

48. Pitchers will be able to pitch a **maximum of 3 innings** per game. One pitch constitutes an inning for pitchers (not any other position). A pitcher may be taken out of a game and returned as long as the total number of innings pitched is less than 3. If this is exceeded and is not detected until sometime after the first pitch to a batter, then the pitcher must be removed immediately from pitching and the playing field for that inning and substituted by someone in a defensive position on the field. The defensive team will play the field for that inning with 1 less position player. All pitches already pitched by the offending pitcher and resulting plays will count as valid pitches and valid plays.
- In the playoffs when a **game goes to extra innings**, all pitchers are allowed to pitch a fourth inning.
49. Pitchers are allowed to warm up with 5 pitches at the start of the inning. If a pitcher is substituted for during an inning, the new pitcher is allowed 5 warm up pitches before they begin pitching to a batter.

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50. The pitcher will be replaced if she hits 3 batters with a pitch during an inning. She will be replaced for the rest of the game if she hits a fourth batter with a pitch during a later inning of the game.
51. Intentional walks are permitted by the pitcher or her manager advising the umpire that the batter will be walked. The batter should immediately take first base.
52. **Mound Visits:** The pitcher must be removed from pitching anytime she is visited for the second time by someone from the bench during an inning. It is recommended to keep trips to the pitcher at sixty seconds or less. An injury to the pitcher timeout (approved by the umpire) would not count toward this total.

*The IHSA has an entire section devoted to pitching. This serves as a high-level summary. Pitchers must start their motion with their pivot foot on the pitchers' plate. A step back prior to separation of hands is not necessary but permitted, as is rocking or crouching. They can take one step forward in the process of using a windmill motion to deliver the pitch. If the pitcher pushes off and leaves the ground in their motion, the ball must be pitched (ball has left the pitcher's fingers) prior to the pivot foot replanting on the ground. Crow Hopping is illegal. Illegal pitches are called by the umpire and are a delayed dead ball. The offensive team can take the result of the pitch or a ball to the batter's count. It is up to the manager to instruct and monitor his/her pitchers in the proper method of pitching.*

### HITTING

53. Any legal, 12" official softball bat can be used for games or practice. Legal bats must bear either the ASA 2002 or 2004 or the USA Softball All Games Certification Marks. Additionally, the bats should not have been tampered with and not be listed on the USA Softball's Non-Approved Bats with Certification Marks list at [www.usasoftball.com](http://www.usasoftball.com). Wooden bats may be used and do not need to have an official seal on them as long as the barrel is less than 2 ¼ inches in diameter. The bat must be for softball, not baseball.
54. If a batter is injured during batting and cannot continue, then the next batter will assume the existing count without an out being declared.
55. Batters need to make an attempt to avoid being hit by a pitch (including rolling balls or balls which have already bounced off the ground). Bases awarded are up to the discretion of the umpire.
56. Batters throwing a bat the first time in a game will be issued a warning. If the same batter throws a bat again in the game, the batter will be called out. The umpire also has discretion to call a batter out at any time a bat is thrown if it is deemed an issue for gameplay (such as if a thrown bat affects the ongoing play).

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57. A fake bunt is an illegal act and results in an immediate out and a dead ball. If a player squares to bunt they can pull their bat back to try to take a ball or they can attempt to make contact by bunting the ball. Any attempt to chop or change the bunt to a swing is considered an illegal act for purposes of this rule.

Reminder for any item not mentioned above, follow IHSA rules.

Example for field set up below

