



ELK GROVE VILLAGE GIRLS SOFTBALL

Instructional Division

Program Objective

The objective of this league is to provide ALL players with the opportunities to learn and develop the fundamentals skills of playing the game of softball.

It is the manager and coaches responsibility to assist ALL players in developing a better understanding of the rules and strategies of the game with emphasis on good sportsmanship, self-discipline, team play and having fun.

Basis For Rules

The rules of this program are based on Elk Grove Village Girls Softball Community Rules.

Rules Committee

These rules have been drafted and approved by the Elk Grove Girls Softball Board of Directors.

Rule 1. The Game

Section 1.1 Regulation Game

A regulation game day shall consist of ½ hour practice followed by a game lasting no more than 4 innings or 1 ½ hour.

Section 1.2 Cancelled Game

Only the Member at Large may cancel a game before it starts. The Member at Large and both teams' Manager will reschedule cancelled and suspended games. A board member or both managers in agreement, may call a game due to severe weather or unsafe conditions. This may include rain, hail, excessive wind, the first signs of lightning, tornado sirens, darkness, or any other cause that may place the players in peril. Games cancelled by managers may not be able to be rescheduled. This will be the sole discretion of the Member At Large.

Section 1.3 Complete Game

A game called after 2 complete innings is considered a complete game.

Section 1.4 No Scoring

This division does not post scores or records. All game statistics should be used for evaluation purposes only. There are no losing teams; everyone WINS at the instructional division.

Section 1.5 Managers And Coaches On The Field

Up to 2 coaches or managers may place themselves in the field when their team is in the defensive posture. They must place themselves beyond the baselines and at the edge of the grass when the ball is live, as not to be in the infield.

Section 1.6 Coaches in The Field Interference

When a coach who has placed themselves in the field is struck with a batted ball, the ball becomes dead and all runners are awarded their next base. When a thrown ball strikes a coach, the ball is NOT dead and play continues.

Rule 2. Conduct

Section 2.1 Un-sportsman Like Conduct

Managers, coaches, players or spectators may not make any disparaging or insulting remarks or engage in excessive or abusive chanting. This will be considered un-sportsmanlike conduct and will result in a warning and disciplinary action by the Board of Directors.

Section 2.2 Manager's Responsibility For Conduct

Each manager is responsible for the conduct of his or her parents, players, spectators and coaches. If an offense occurs the manager will receive a warning and time out will be called so that the manager may speak to the offender(s). Any manager who repeatedly fails to control their parents, coaches, players or spectators, will be subject to suspension or removal by the Board of Directors.

Section 2.3 Alcohol, Drugs And Smoking

ALCOHOL OR ILLEGAL DRUGS ARE NOT ALLOWED ON OR NEAR THE FIELD!

Any managers, coaches or players suspected of being under the influence of alcohol or illegal drugs during practices or games, will be removed from the program immediately. There is NO SMOKING allowed on the field or in the dug out by managers, coaches or players. A warning will be issued to the manager for anyone on their team smoking in these areas. The Board of Directors strongly urges all managers and coaches not to smoke at any time during the course of a game or practice. The umpire has the right to remove anyone from behind the backstop area whose smoke is entering the field of play

Rule 3. Umpires

Section 3.1 Umpire

There are NO umpires in the Instructional Division

Rule 4. Players

Section 4.1 Required Players

A team must field no more than 9 and no less than 5 defensive players. A team with less than 5 players at any point must borrow players. The borrowed players will always be the last two outs from the previous inning. In the event they are due to bat they will be switched with the player who made the last out.

Section 4.2 Injured Or Sick Player - Prior To Game Time

A manager may keep a player out of a game for injury or illness but must report it to the manager of the opposing team before the game begins.

Section 4.3 Player Leaving During Game, Sickness, Injury, or Other

A player who has been pulled during the game due to sickness or injury may be returned to the defensive position at any time. The player must wait for her next scheduled at bat, in order to bat. In the case of a girl leaving for personal reasons the manager must notify opposing manager and the girl is just dropped from the line up. NO PENALTY WILL BE ASSESSED.

Section 4.4 Player Injury

Play will cease on the field when there is an injury. Managers and coaches will determine the placement of runners.

Section 4.5 Blood Rule

Any player actively bleeding must leave the field of play for medical attention (cleaning and bandaging of the wound) and then may return. If the injured player is a base runner the courtesy runner rule will apply.

Section 4.6 Courtesy Runners

When an injury or illness occurs to a player at bat, or to any of the base runners, which would prohibit a player from running, a courtesy runner may be substituted. The courtesy runner must be the player making the last out. If no outs have been made in the game, the player at the bottom of the batting order will run. After two outs a courtesy runner must be used for the catcher.

Rule 5. Playing Field

Section 5.1 Setting Up The Field

It is the responsibility of the home team to set up and dismantle the field. This includes setting the bases at the appropriate distance, painting of the pitcher's circle in the Instructional and Ponytail divisions.

Section 5.2 Base Distances The base distances is 50 Feet

Section 5.3 Fielder Warm-Ups The defensive field coach may warm up the players before the start of the inning.

Rule 6. Pitching

Section 6.1 Pitching Distances

The pitching distances is 32 Feet

Section 6.2 Adult Pitching

An adult volunteer, 18 years or older, will pitch to their own team.

Section 6.3 Maximum 6 Pitches

When an adult is pitching there will be NO WALKS. A maximum of 6 pitches, per batter is allowed. If after the 6th pitch, the batter hasn't successfully hit the ball fair, a batting tee will be set up for the batter to hit from. If after 3 swings the player has not hit the ball, a coach will assist the batter in hitting the ball off the tee.

Section 6.4 Defensive Pitching Position

When an adult is pitching, one of the 9 defensive players must take a position next to or behind the adult pitcher within the 8-foot radius around the pitching plate.

Section 6.5 Adult Pitcher Interference

If the batted ball comes in contact with the adult pitcher, the ball is dead and the batter is awarded first base. All other runners will advance only one base from the start of the play.

Section 6.6 Hit Batters

No bases will be awarded if an adult pitcher hits the batter.

Rule 7. Batting

Section 7.1 Batting

The first inning each team will bat all players each inning. The last 3 innings you will play to 3 outs or until everyone on the team has batted.

Section 7.2 Hit By A Pitched Ball

No bases will be awarded if an adult pitcher hits the batter.

Section 7.3 Throwing The Bat

The players need to be taught not to throw the bat, no action will be taken against the offensive team.

Section 7.4 Missed Turn At Bat

If a restroom trip causes a player to miss their turn at bat, they will not bat until their next scheduled at bat. No penalty will be assessed.

Section 7.5 Batters Arriving Late

Players' arriving late, after the game has started, whether the player is on the home or visiting team will be added to the bottom of the batting order. A player whose team is in the field and has less than a full defense may enter prior to the end of the inning.

Section 7.6 Batting Out Of Order

When a batter is discovered batting out of order no penalty will be assessed.

Section 7.7 Infield Fly Rule

There is no Infield Fly Rule.

Section 7.8 Bunting

Bunting is not allowed.

Rule 8. Base Running

Section 8.1 Base Stealing

Stealing is not allowed.

Section 8.2 1st Base Rule

During the 1st inning if a player does not run down to 1st base and the play is made they must return to the bench. (This is not an out as there are not outs in the first inning) This rule is to encourage the understanding of base running skills.

Section 8.3 The Baseline

Base runners may not run more than 3 feet from the baseline while trying to avoid being tagged by a fielder with the ball. If in the managers/coaches judgment the runner has exceeded the 3 feet, the runner is out.

Section 8.4 Sliding Sliding is not permitted.

Section 8.5 Base Runner Interference

When a base runner interferes with a fielder attempting to field the ball, or interferes with a thrown ball, the base runner is out, the ball is dead, and all runners return to the last base touched at the time of impact.

Section 8.6 Fielder Obstruction

When a fielder not in position of fielding or receiving a thrown ball, obstructs a base runner, the base runner will be awarded the base she would have reached had the obstruction not occurred. If the catcher obstructs the batter she will be awarded 1st base.

Section 8.7 Overthrown Ball

The overthrow of a ball from the fielder to out of bounds results in the awarding of the base the runner(s) was (were) going to. The award will be governed by the position of the runner at the time of the release of the ball by the throwing fielder.

Section 8.8 Base Runner Hit By A Batted Ball

When a base runner is struck with a fair-batted ball in fair territory while off base, and before the ball passes an infielder, excluding the pitcher, the base runner is out, the ball is dead and no runners may advance and the batter is awarded 1st base. If a fair-batted ball strikes a base runner while on the base, the base runner is not out, the ball is live and runners may advance at their own risk. If the base runner is struck after it passes an infielder, the runner is not out, the ball is live and the runners may advance at their own risk.

Section 8.9 Conclusion Of Play Play is concluded after the first attempt at a defensive play. Runners may only advance one base on a ball hit in the infield ball and a maximum of two bases on an outfield hit.

Rule 9. Catchers

Section 9.1 Catcher's Position

A catcher must occupy the catcher's box until the pitched ball has been hit or reached the catcher's box. The umpire may suggest to a manager that the catcher could be too close to the batter.

Section 9.2 Catcher's Equipment

The catcher must wear the mask, chest protector, helmet and shin guards provided by the league at all times behind the plate. No one, other than a manager or coach, will be allowed to warm up a pitcher between innings without proper equipment on.

Rule 10. Equipment

Section 10.1 Team Uniforms

Players must wear their current year's uniforms to be eligible to play in a game. The uniform consists of the current year jersey and the pants displaying the Elk Grove Girls Softball logo. If a girl chooses to wear shorts they must have the Elk Grove logo on them. Any girl not wearing the complete uniform will not be allowed to play in the game. NO EXCEPTIONS! Cloth hats are optional. Jersey numbers must be visible while a player is at bat. Player's jerseys must be completely tucked in when at bat. Manager will be given a team warning for the 1st offense. A 2nd occurrence in the same game will result in an out after the first pitch is thrown. Defensive players may wear outer clothing with agreement from the opposing manager. No alterations of the uniforms will be allowed with the exception of either a team name or player name, or nick name on the back of the jersey only. No alterations to the pants or shorts will be accepted. A player found to have altered the uniform would not be eligible to play in the game. Any challenge to a uniform must be made prior to the completion of the first at bat for the player.

Section 10.2 Shoes

Gym shoes or all-purpose shoes with rubber or plastic cleats are acceptable. NO METAL OR POINTED PLASTIC SPIKES.

Section 10.3 Safety Helmets

The batter and all base runners must wear the safety helmets securely on their heads with chin straps. The helmets must remain on the players at all times when they are on the bases and shall not be removed until the player crosses home plate. If a helmet falls off a player while batting or running the occurrence with any batter, the batter will be called out and the ball will remain live.

Section 10.4 Bats All bats with grips are acceptable.

Section 10.5 Gloves All players on the field must wear a glove.