

Eastern Lehigh Valley Softball



2018 Official Playing Rules

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 SECOND & THIRD GRADE ADVANCED LEVEL RULES

General Rules

1. Game times
 - a. Weekday game time is 6:00 PM. Saturday game times begin at 11:00 AM. Exceptions are permitted and will be indicated on the schedules.
2. Length of game and minimum playing time of player.
 - a. Each player must play at least three (3) innings in a five (5) inning game or two (2) innings in a four inning game. No player shall sit consecutive innings defensively. It is highly recommended that half a player's defensive innings are in the infield. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.
 - b. A league warning will result upon the first offense of not playing all players.
 - c. Five (5) innings. When 1:45 has elapsed and the visiting team is batting the game is over and the final result is referred to the last completed inning. If the home team is batting they will complete their at bat. Additional innings may be played if time permits and the coaches agree to continue.
 - d. Teams MUST be ready to start the next inning 90 seconds after the end of the proceeding inning.
3. Complete games
 - a. In the event of bad weather or darkness, a game will be considered complete after two and one half (2½) innings if the home team is winning and three (3) innings if the visiting team is winning.
4. Dimensions
 - a. Length of bases shall be fifty-five (55) feet.
 - b. Pitching rubber shall be located thirty (30) feet from the back point of home plate
5. Equipment
 - a. Balls
 1. The home team shall supply one new ball and one backup ball. An eleven (11) inch ASA Approved Optic Yellow ball shall be used for play.
 - b. Bats
 1. All bats must be 2004 ASA or BESR certified softball bats.
 - c. Helmets
 1. Batters and base runners must wear protective helmets with attached facemasks and chin straps
 - d. Pitching Facemasks
 1. All teams are required to have one pitching face mask available.
 - e. First Aid Kits
 1. All Coaches are required to have a first-aid kit available at all practices and games. A pair of rubber gloves must be available at all games.
 - f. Use of the double first base is required
 - g. Hit sticks may not be used during games.
 - h. Metal cleats may not be worn.
6. Rosters.
 - a. Minimum size
 1. Minimum of 12 unless exception is approved by league board.
 - b. Minimum players needed for game is eight (8), at which the team will be assessed an automatic out in the ninth (9th) batting position. No automatic out will be charged provided there are nine (9) players in the line-up. If there are less than eight (8) players, the offending team will FORFEIT the game to the opposing team. The opposing team may furnish the needed eighth

(8th) player. No forfeit shall be declared in this instance. The opposing team shall supply the additional needed player(s) if possible.

c. Bringing up of Players

1..A player must be brought up from one age level below (2/3 Instructional Level or Tee Ball) If a team knows they will have only eight (8) players or less for a regular scheduled game.

2. A player may be brought up as the ninth (9) or tenth (10) player. If brought up as the tenth (10) player, all ten (10) must play.

a. Any player who is brought up is NOT eligible to pitch.

b. No player is eligible to be brought up if her regular team has a game scheduled at the same time.

d. Game rainouts, cancellations & make ups

1. All rainouts and cancellations must be replayed by the first Sunday following the date of the cancellation. In the event of two rainouts/cancellations in the same week, the second game must be made up by the second Sunday following the date of the second cancellation.

2. Failure to follow this rule will results in the offending team being charged with a forfeit or being fined \$25.00 at the league's discretion, or both for repeat offenders. The league will have the option to reschedule the game.

e. Scorekeeping

1. Scores will be kept by both teams. The winning team is responsible for submitting the scores to the statistician.

2 Failure to send the information to the statistician within twenty-four (24) hours will result in a five dollar (\$5.00) fine, payable at the next league meeting.

f. Infield fly rule

1. Infield fly rule does NOT apply.

g. Protest Fee

1. A fee of \$25.00 must accompany a written protest within 24 hours of the completion of the game being protested. The protest must be filed with the umpire in compliance with the 'protest rules". The fee will be returned if the protest is upheld. The league administrator must be notified of any protest within twenty-four (24) hours.

h. Player Qualification

1. This level is designed for girls who have played one year of 2/3 level or two years of a combination of K/1 and 2/3 level. Girls who have played 2 years of K/1 who possess outstanding skills are also eligible to play in this level. Fall Ball may be used as a criteria for the experience requirement.

Pitching

1. A player will play the pitcher position, and will pitch until the batter has 4 balls (a walk) or strikes out, then the coach shall pitch to the batter to complete the at bat. The pitcher will then pitch to the next batter..
 - a. A pitcher shall be removed from the mound when she hits three (3) batters in the given game. Pitched balls hitting the ground prior to hitting a batter will not be considered a hit batter for the purpose of removing the pitcher. This rule applies to all innings pitched in a game, including any extra innings. A batter hit directly by a thrown ball shall be awarded first base. A batter hit by a thrown ball that touches the ground first shall be awarded a ball or first base at the umpire's discretion.
 - b. A pitcher may pitch a maximum of three (3) innings per game. Should a game go into extra innings she may pitch unlimited innings. There are no per week limitations. There is only one reentry per game.
 - c. No walks will be allowed, either the batter puts the ball in play or strikes out
 - d. The pitcher will be allowed a maximum of **five (5)** warm up pitches on first appearance and **three (3)** warm up pitches each additional inning per pitcher.
2. Any new pitcher, regardless of when she enters the game, will be allowed a maximum of five (5) warm-up pitches and then three after.
3. Any regularly rostered player is eligible to pitch (Girl's being called up to fill in cannot pitch)

Batting

1. A running batting order that includes all players present shall be used.
2. A player arriving late shall be added to the end of the batting order.
3. An inning shall end when three (3) outs have been or a maximum of five (5) runs have scored.
4. The pitcher will pitch until the batter has 4 balls (a walk) or strikes out after which the coach will step in and complete the at bat. There shall be no walks allowed.
5. Bunts are permitted with a maximum of one attempt per inning. A given player can only attempt one bunt per game. **Once a batter has shown a bunt, she may not withdraw their bat and swing at the ball.** The batter shall be declared out should this occur.
6. In the event a team has eight (8) players at the start of a game, they will be charged with an automatic out at the end of the batting order. A player arriving late shall take the place of the automatic out and shall be able to enter the game immediately.
7. If a team can field nine (9) players, there will be no automatic out.
8. In the event a player leaves the game early due to illness or injury, no automatic out is applied. Should the ninth (9th) player leave the game for any other reason other than injury or illness, that team will be charged with an automatic out in the player's batting position. Should a player leave a game due to injury, she may return at any time and will be put back into her original position in the batting order.
9. The strike zone shall be from the chin to the bottom of the knees and shall include the white and black portions of the plate.

Baserunning

1. Play is stopped when the ball is under the control in the infield by the infielder, or when an out is made. A 2/3's line shall be placed vertically eighteen (18) feet four (4) inches before home plate, third base and second base. The line shall be two (2) feet long and two (2) inches wide. This will allow the umpire to better determine where the runners shall be placed.
 - a. If a runner is two-thirds (2/3's) of the way to the next base when the ball comes under control of an infielder the runner may proceed to the base.
 1. If a play is made on the runner and she is put out she is out.
 2. If no play is made or a play is made and the runner is safe she is entitled to the base.
 3. All proceeding runners are allowed to proceed to the base they were attempting to achieve as well.
 4. If the play results in an overthrow the ball is dead and no advancement may take place.
 5. The ball is dead once a play has been made on the runner. No additional advancements are to take place.
 - b. If a runner is NOT two-thirds of the way toward the next base she must return to the proceeding base. All trailing runners will return to their proceeding bases as well.
 1. If a play is made on the runner and she is put out she is out.
 2. If a play is made on the runner and she is safe she must return to the proceeding base. All other runners will return to their proceeding bases as well.
 3. If no play is made on the runner she is to be returned to the proceeding base. All other runners must return to their proceeding bases.
 4. The ball is dead once a play has been made on the runner. No additional advancements are to be made.
 5. If a play on the runner results in an overthrow the ball is dead. No additional advancement may take place. The runners are to be returned to their proceeding bases.
 6. Runners attempting to advance on a play are subject to the 2/3's rule.
2. Stealing is not allowed. All runners may take a lead when the ball crosses the plate.
3. Sliding is encouraged, but the runner will not be called out if she does not slide.
4. All runners may advance one base at their own risk on an overthrow at first base. No advancement may take place on any other overthrow.

5. There will be no advancement on a dropped third strike.
6. No pick off plays will be permitted.
7. Courtesy runner **MUST** be used when the catcher is on base and there is one or more outs. The courtesy runner will be the last person to make an out.

Defense/Fielding

1. A maximum of ten (10) players may play the field at one time. The outfielders must be positioned a minimum of 1 step into the grass in the outfield. Use judgement when there are larger infields.
2. Outfielders cannot cover a base at any time for a putout.
3. Play ceases when the ball is in control of an infielder (See Baserunning)
4. Players are to be rotated in their playing positions. All players must play a minimum of one (1) inning at an infield position within the first four (4) innings of each game.
5. At the start of each pitch and until the pitcher releases the ball, each infielder shall be in their assigned playing position, which cannot be more than 5 feet in front of the base bag. Failure to comply will result in a warning, and then the offensive team will have a choice of the results of the play or the pitch being declared a ball.
Exception: Infielders may leave their assigned position when a batter has committed to bunt
6. There will be no pick off attempts.
7. An adult (coach/parent) shall be positioned behind the catcher to retrieve passed balls.
8. Fielders are not permitted to stand in the baseline at the start of each pitch. This rule applies only when runners are on base, or going to the affected bases.
9. There will be no infield fly rule.
10. There shall be no infield warm up prior to the start of an inning.
11. Catchers must be ready to start the next inning **one minute** after the proceeding inning has ended. The bench coach has the responsibility to ensure that she is ready. **EXCEPTION:** The catcher is the last batter of the inning.

Umpires

Need to find umpires for this level. Organizations should be able to find enough coaches or players to assign their own umpires. The umpire must be over 16 years old.

Game Conduct

1. Cheering
 - a. Players from the offensive team will be allowed to cheer for the batter and the batter only, until the pitcher steps on the mound and addresses the plate. At this point the offensive team must cease cheering. This rule shall apply to the offensive team's coaches and fans. After one warning has been given, the batter will be assessed a strike.
2. Coach and Player Conduct
 - a. Any coach or player ejected from a game is automatically suspended from their next game. The ejected person will not be allowed to participate, coach or attend the game. Assistant coaches will be permitted to coach the other team's players if it is done in a positive manner, they may not address or engage opposing coaches or the umpire. Arguing or discussing any rule or call with the umpire will result in a warning. A second offense shall result in a suspension of no less than two games. The warning will be carried forward for the balance of the season. **ONLY THE HEAD COACH MAY APPROACH THE UMPIRE(S).**
 - b. Adult coaches **WILL NOT** intimidate or apply a psychological advantage over the umpires. Should this occur and be reported the coach may be suspended.
3. Parents on the Field
 - a. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.

4. Persons behind the Backstop

- b. No one will be permitted behind the backstop. One warning will be issued by the umpire. On the second offense, the offending team will be assessed an out.

THINGS TO KEEP IN MIND

- Make the game important to the girls. They will respond in kind.
- Have the girls arrive a minimum amount of time before the game. Have them take warm-ups to prepare themselves for the game. If you make the preparation important the game will be even more important.
- Concentrate on teaching the fundamentals, particularly throwing and catching the ball. It's imperative that these two skills be learned. A girl can't progress in learning the other skills until they can throw properly and catch the ball.
- Keep up the level of enthusiasm. Cheer your opponent as well as your own team. Get the adrenalin flowing. Girls who leave with enthusiasm will return with enthusiasm.
- Positive reinforcement is the key. Have a lot of patience. If they learn that it's fun from you, it'll be fun. Remember, the girls must have fun.
- Every girl needs to think that's she's important and that she belongs (so do we). Every girl needs a "win", good throw, good catch, good hit, etc.. Cheer her accomplishments and have her teammates do so as well.
- Be cognizant of the tone and volume of your voice. You don't want to scare some of the girls. Be aware of their reactions when you speak to them.
- Make it fun. If it's not fun they won't be back. Don't take things too seriously and remember they will feed off of your attitude. Be well organized, keep things moving.
- Make up your line up and batting order before the game. You can always adjust if someone doesn't show up. Have the girl's sit in batting order so they are ready to go.
- Have numerous coaches to assist. This will keep the girls motivated and ready to go. You can break down into numerous stations. If you are having a great practice you can go longer.
- Make sure your girl's hustle on and off the field between innings and at practice going out to their positions.

INSTRUCTIONS

- **Play all the games.**
- Cancel as few games as possible. Remember, once you've given the schedule to your parents they make their arrangements around the games. If you move too many games it's not fair to the parents.
- **Check with your coordinator** to make sure the **field is available** on your scheduled home dates. The other age levels have started and it's possible games have been moved on the field you are using.
- In the event of rain call the opposing coach a minimum of 1 ½ hours prior to scheduled game time in order to cancel the game. Reschedule the game as soon as possible.
- The schedule and directory will be posted on the league's website. The website is elvsoftball.org
- If you have any rule questions please email or call the 2/3 Advanced Statistician.
- **The Home team is to notify Alex or Ken Jordan, your statistician when the game has been played with the scores from both teams. Also, any issues and problems with games or other coaches, Alex or Ken should be notified immediately.**

ajordan2308@gmail.com

jordank@paedtech.com

[Click Here to post your Game results and Pitching Innings](#)

- All contacts with opposing coaches are to be DIRECT VERBAL contacts. DO NOT make any game changes by email or voicemail. Doing so is a recipe for disaster. If you want to email in advance, make sure you get confirmation, if not call the coach and make sure you speak.

IF THEY ALL RETURN NEXT YEAR YOU'VE DONE YOUR JOB VERY, VERY WELL. WE DON'T WANT TO LOSE ANYONE BEFORE THEY'VE HAD THE OPPORTUNITY TO LEARN AND ENJOY THE GREAT GAME OF SOFTBALL!