

Eastern Lehigh Valley Softball



2018 Official Playing Rules

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 KINDERGARTEN & 1ST GRADE 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 players
 - a. Four (4) innings or one hour and thirty (1:30) minutes. No inning shall start after 1:30. If time permits you may play a fifth inning. If the visiting team is batting at 1:30 the game is over. If the home team is batting they will complete the at bat.
 - b. No player shall sit consecutive innings defensively. It is highly recommended that half of 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.
 - c. A league warning will result upon the first offense of not playing all players.
3. Complete games
 - a. In the event of bad weather or darkness, a game will be considered complete at the discretion of the coaches
4. Dimensions
 - a. Length of bases shall be fifty (50) 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 for each game.
 - a. A nine (9) inch optic Incredi-Ball shall be used for play.
 - b. Bats
 1. All bats are acceptable.
 - c. Helmets
 1. Batters and base runners must wear protective helmets with attached facemasks and chin straps.
 - d. Pitching Facemasks
 1. Pitching facemasks shall be required. 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. Individual first aid kits are not required if your organization has a general first aid kit on location.
 2. During games the home organization is required to have a first aid kit on location at the playing fields.
 - f. Use of the double first base is required at K & 1 level.
 - g. Hit sticks may not be used during games.
 - h. Metals cleats may not be worn.
6. Rosters.
 - a. Minimum size
 1. Minimum of 7, maximum of 10, unless an exception is approved by league board.
7. Game rainouts, cancellations & make ups

- a. All games must be made up within 7 days of cancellation.
8. Scorekeeping
- a. No score will be kept. There will be no winners or losers

Pitching

1. A player may play the pitching position, but is NOT allowed to pitch the ball to the batter and is required to wear a facemask.
2. There will be no walks allowed.

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 original batting order.
3. An inning ends when everyone in the batting order for the team has batted. If three (3) outs are obtained, the bases are cleared and batting continues until the end of the batting order.
4. The batting "T" will be used per the coaches discretion for the entire game during the first half of the season. The coaches will pitch to the batter the entire game during the second half of the season. During the coach pitch part of the season, a batter will be given a maximum of four (4) to six (6) pitches, after which time, a tee must be used in order to complete the at bat. Coaches will discuss before the game on how many pitches each batter will get. **THIS RULE WILL BE STRICTLY ENFORCED.**
 - a. Batters may not be in the batter's box until the ball is on the tee or the pitcher is on the mound.

Base Running

1. On a batted ball, one (1) base may be achieved on an infield hit and two (2) bases if the batted ball goes into the outfield. This rule applies to existing base runners as well. A play may be made on any batter/runner.
2. The bases are to be cleared once three (3) outs have been made. A runner shall leave the base when called out. There will be no plays at the plate.
3. Stealing is not allowed. All runners must remain in the base until the ball is hit.
4. There will be no advances on overthrows.

Defense/Fielding

1. A maximum of nine (9) players may play the field at one time. The positions are the following: Pitcher, First Base, Second Base, Shortstop, Third Base, and four (4) outfielders. The outfielders must be positioned a minimum 1 step into the grass in the outfield.
2. An adult must play the position of catcher.
3. Outfielders cannot cover a base at any time for a putout.
4. Players are to be rotated in their positions. No Player may play more than a maximum of three (3) innings at shortstop, first base, or pitching positions combined. All players must play a minimum of two (2) innings at an infield position within the first four (4) innings of each game. No player shall sit consecutive innings defensively. It is highly recommended that half of a player's defensive innings are in the infield.
5. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.

THINGS TO KEEP IN MIND

- Make the game important to the girls. They will respond in kind.
- Have the girls arrive a minimum of 30 minutes 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. Hitting will come later when the coach pitches at mid-season.
- 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. Remember, they know absolutely nothing about the game. 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.
- Play little games with them. Challenge them to see if they can make 3 outs before the other team has batted all of their batters. When accomplished, challenge them to do it a second time.
- Remove the batter from first base if she is made out. Some girls will be upset and cry because they think they've failed or done wrong. Use some psychology here and explain that they had a good hit, it's just that the fielder made a very good play.
- 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. One Hour practices are plenty enough time, as long as you have help. 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.** It's a very short schedule of only 10 OR 11 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 K/1 Statistician.
- **The Home team is to notify Rich Sheffer, your statistician when the game has been played. Also, any issues and problems with games or other coaches, Rich is to be notified immediately.** coachsheffer@gmail.com

[Click Here to Report that your game has been played](#)

- 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!

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 COACH PITCH LEVEL RULES

(Second and Third grades Instructional)

General Rules

1. Eligibility
 - a. First Graders who have played one year of K/1 and second and third graders playing their first or second year who can hit a pitched ball thrown by the coach but are not ready to play at a more advanced level. If a hitting Tee is required the player should play at this level.
2. 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.
3. 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.
 - b. Five (5) innings or no new inning may start after 1:45 minutes, with a minimum of four (4) innings being played. If the visiting team is batting at 1:45 the game ends and reverts to the last completed inning. If the home team is batting they will complete their at bat. No player shall sit consecutive innings defensively. It is highly recommended that half of 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.
 - c. A league warning will result upon the first offense of not playing all players.
4. Complete games
 - a. In the event of bad weather or darkness, a game will be considered complete after three (3) full innings. If the teams want to come out and finish the game we encourage it.
5. 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
6. Equipment
 - a. Balls
 1. The home team shall supply one new ball and one backup ball for each game.
 - a. An eleven (11) inch optic yellow Incredi-Ball or Wilson Soft Compression 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. Pitching facemasks shall be required. 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. Metals cleats may not be worn.

7. Rosters.

- a. Minimum size
 1. Minimum of 9 unless exception is approved by league board.
 - b. Minimum players needed for game is seven (7), at which the team will be assessed an automatic out in the eighth (8th) batting position. No automatic out will be charged provided there are eight (8) players in the line-up. If there are less than seven (7) players, the opposing team may furnish the needed seventh (7th) or (8th) players. No forfeit shall be declared in this instance. This should be done if at all possible. We don't want any forfeits, we want the games played.
 - c. A catcher may be used during the season as long as there is a coach/parent behind them to throw balls back to the pitcher.
- d. Bringing up of players.
 1. A player must be brought up from one age level below (K/1) 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 an equal number of innings..
 3. Any player who is brought up is NOT eligible to pitch.
 4. No player is eligible to be brought up if her regular team has a game scheduled at the same time.
- e. 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 result 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 because we don't want any forfeits, all games should be played.
 3. The home team is responsible for submitting that the game has been played to the statistician. No scores will be kept.
 4. 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.

Pitching.

- a. The coach shall pitch the entire game for the first six games of the season. A player **may** play the pitcher position. Coaches will pitch to their own players. No walks will be allowed, either the batter puts the ball in play or strikes out. **A batter will be given a maximum of 3 strikes.**
- b. Starting with game seven (7) two innings per pitcher per game can be pitched by a player. The player will pitch a maximum of 4 balls (a walk) per batter, then the coach shall resume pitching to the batter. The coach shall pick up the count where the pitcher left off. No walks will be allowed, either the batter puts the ball in play or strikes out. **It is NOT mandatory that a player must pitch.** Teams will use their own

discretion on whether a coach pitches or a player pitches. One team may use a player pitching and the other may use a coach to pitch. Coaches will pitch to their own players.

- c. Any new pitcher, regardless of when she enters the game will be allowed a maximum of five (5) warm-up pitches and a maximum of three warm-up pitches prior to the start of the second inning she pitches.
- d. All eligible pitchers must currently be in 2nd or 3rd grade. Any player held back from fourth grade is NOT eligible to 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 made or a maximum of nine (9) batters have batted. When the 9th batter comes to bat the team will notify the other coach.
4. The pitcher will be given four (4) balls (a walk) after which the coach will step in and complete the at bat. There shall be no walks allowed. 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.
5. 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.
6. A player that is struck by a pitched ball will have the option of being awarded first base or completing their at bat. A hit pitch will be considered if the batter is directly hit by the pitch or a ball bounces once and hits the batter.

Base Running

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 18'-4" before home plate, third base and second base. The line shall be no longer than 2 feet and no wider than 2".**
 - 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 made 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 preceding runners are allowed to proceed to the base they were attempting to achieve as well.
 - b. If a runner is NOT two-thirds of the way toward the next base she must return to the preceding base. All trailing runners will return to their preceding bases as well.
 1. If a play is made on the runner and she is made out she is out.
 2. If a play is made on the runner and she is safe she must return to the preceding base. All other runners will return to their preceding bases as well.
 3. If no play is made on the runner she is to be returned to the preceding base. All other runners must return to their preceding bases.

2. Stealing is not allowed. All runners must remain on the base until the ball is hit.
3. Sliding is encouraged, but the runner will not be called out if she does not slide.
4. There will be no advancement on overthrows.
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 are two 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. An adult may catch, that will be optional. **Force plays will be allowed at the plate.** There will be **no tag** plays allowed at the plate. If a player catches an adult must stand behind her and in order to retrieve missed balls. The adult shall throw the balls directly back to the pitcher. An adult shall ensure that the catcher is ready to take the field immediately upon completion of the team's at bat.
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 Base running)
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 result of the play or the pitch being declared a ball.
 - a. 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 as the catcher.** They shall call balls and strikes and throw balls back the pitcher.
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. Two defensive coaches may be on the field but must be located behind the infielders.

THINGS TO KEEP IN MIND

- Make the game important to the girls. They will respond in kind.
- Have the girls arrive a minimum of 30 minutes 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. Remember, they know absolutely nothing about the game. 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.
- Play little games with them. Challenge them to see if they can make 3 outs before the other team has batted all of their batters. When accomplished, challenge them to do it a second time.
- 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.** It's a very short schedule.
- 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 Instructional Statistician.
- **The Home team is to notify Ray Zellner, your statistician when the game has been played. Also, any issues and problems with games or other coaches, Ray is to be notified immediately.** r.zellner@verizon.net

[Click Here to Post that your Game has been Played](#)

- 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!

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. All 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!

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 FOURTH & FIFTH GRADE 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. Prior to May 15th, no inning may start after 7:45, unless fields have lights, then the game can continue until the set forth below.
 1. Six (6) innings or a new inning may not begin after two hours (2:00) for regular season games.
 - b. If game is tied when time limit is met, the game will continue with the inning being the sixth (6th) inning and the sixth (6th) inning rules will apply. Games must be played until winner is declared. Games can only be called for weather or darkness.
 1. In the event that a game is defined as a continuation game suspended due to weather a new two hour time limit is observed.
 - c. Each player must play at least three (3) innings in the field in each five (5) inning game or a minimum of two (2) innings in any game of less than five (5) innings that is shortened due to darkness or weather. 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.
 - d. A league warning will result upon the first offense of not playing all players.
3. Complete Games
 - a. In the event of bad weather or darkness, a game will be considered complete after:
 1. Four (4) innings, or three and one half (3½) if the innings if the home team is leading.
 - b. Mercy Rule:
 1. In the event that the home team is ahead by twelve (12) runs after 3 and a half (3½) innings, or the visiting team is ahead by twelve (12) runs after the fourth (4th) inning, or at the completion of any inning thereafter.
4. Dimensions
 - a. Length of bases shall be fifty-five (55) feet.
 - b. Pitching rubber shall be located thirty-five (35) 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 for each game.
 - a. An eleven (11) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.
 - 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. Pitching facemasks shall be required.
- 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. Metals 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.
- c. Bringing up of players. A player(s) must be brought up from one age level below if a team knows they will have only eight (8) players or less for a regular scheduled game.
 - 1. 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.
 - 2. Any player who is brought up is NOT eligible to pitch.
 - 3. No player is eligible to be brought up if her regular team has a game scheduled at the same time.
- d. Game Cancellations, Rainouts and Make-Ups

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.

 - 1. Failure to follow this rule will result 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.
 - 2. If coach moves a game after the umpire have been scheduled, a \$5.00 fine will be assessed to the requesting (offending) organization rather than having the league assume this cost. Any show up fees due the umpire shall be paid by the offending organization as well.
 - 3. Lineups must be exchanged prior to the game and be approved by the umpire. Failure to present your opponent a line up prior to the start of the game MAY result in the game being forfeited. The lineup should have the player number, last name and first name initial.
- e. Scorekeeping
 - 1. Scores will be kept by both teams

2. Each team will hand in line-up to the opposing team that will consist of last name, first initial. All players playing up shall be identified with an asterisk (*). Failure to identify players playing up will be considered illegal players and a forfeit will be declared.
3. The winning team is responsible for submitting the scores and innings pitched by the pitchers on both teams to the statistician. Players playing up shall be submitted for each game as well.
4. 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. 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.

Pitching

1. A pitcher may pitch a maximum of three (3) innings per game. There are no per week pitching limitations.
2. In the event of a tie game and extra innings are played, a pitcher may pitch more than the maximum of three (3) innings per game and these extra innings are "free" innings.
3. One pitch in an inning shall be counted as a complete inning pitched.
4. A pitcher may re-enter the game only one time during the regulation game or extra innings.
5. PIAA pitching rules will be used and enforced. Illegal pitching styles shall be corrected with no penalty being assessed to the pitcher.
6. Pitcher must be removed after two trips to the mound per inning from either a coach(es) or player(s).
7. A maximum of three trips, from either a coach(es) or player(s), are allowed per game.
8. 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.
9. A pitched ball that is thrown out of play from the mound while in the act of pitching to the batter shall be considered a "ball".
10. The pitcher will be allowed a maximum of **five (5)** warm-up pitches prior to the start of their first appearance and **three (3)** each inning after the first appearance.
11. A pitcher **MUST** be removed after walking four (4) consecutive batters in an inning. A hit batter counts as a walk.
12. The strike zone shall be from the shoulder to the knees including the black and white portions of home plate.
13. All eligible pitchers must be 10 or older by August 31, 2017.

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. If players arriving after the line-ups have been exchanged, and the other team is not made aware of the addition, the batter is declared out the first time that batting position comes up.
3. A five run rule will be used. An inning shall end when three (3) outs have been made or a maximum of five (5) runs have scored. The Five run rule doesn't apply in the fifth (5th) and sixth (6th) innings, or any inning thereafter, where three (3) outs are required.
4. 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.
5. If a team can field nine (9) players, there will be no automatic out.
6. 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. The strike zone shall be from the shoulder to the knees and shall include the white and black portions of the plate.
7. Bunts are permitted with a player allowed unlimited attempted bunts per game. **Once a batter has shown a bunt she may not withdraw the bat and swing at the ball.** The batter shall be declared out should this occur.
8. If a batter is struck by a pitch, see pitching section for the rules.
9. One (1) warning per game shall be given to each team for throwing the bat. The batter shall be declared out on the second offense.
10. No advancement may take place on a dropped third strike.

Base Running

1. Play concludes when a play has been made/attempted at a base or the ball is in possession of the pitcher in the circle.
2. Overthrows
 - a. Infielder throws to a bag but overthrows the bag
 1. An overthrow at first base all runners may advance one base at their own risk.
 2. In the event of a force play the runners may advance one base at their own risk. In the event of a non-force play the runners may not advance on an overthrow.
 3. No advancement may take place on a return throw from the catcher or infielder to the pitcher.
5. A base runner MAY NOT leave the base until a pitched ball passes the plate. Runners must return to the base immediately when the ball is returned to the pitcher. If the base runner leaves the base early the umpire shall issue a warning. There will be three (3) warnings issued per team per game. After the third (3rd) warning, the umpire shall declare the runner out.
6. A collision rule shall be in effect. A deliberate collision shall result in that player being ejected from the game. **A collision is defined as a violent coming together of two bodies. Running into the catcher's arm while she is attempting to make a tag or the brushing of the catcher by a runner is incidental contact. NOT A COLLISION.**
7. An Obstruction Rule shall be in effect
 - a. A fielder may not block the base unless she is in the possession of the ball. A runner must slide or give herself up if the fielder is blocking the base while in the possession of the ball. If fielder is blocking the base while not in possession of the ball and any contact, incidental or

- otherwise occurs, an obstruction shall be declared and the runner shall be awarded the base.
- b. **Plays at the plate** - In the event of a play at the plate the catcher **MUST** be positioned **IN FRONT** of the plate when not in possession of the ball and **MUST** allow the runner complete access to the plate. If the throw takes the catcher into the path of the base runner and a collision or incidental contact occurs the runner will be awarded the plate. ***The fielder has the right on a batted ball, the runner on a thrown ball.*** Possession is defined as the fielder actually holding the ball in her hands or glove A thrown ball on the way to the plate that has not yet been fielded IS NOT possession.
 - c. This does not apply to a force play at the plate. In this instance the catcher may place one foot on the plate but must allow the runner access to the plate.
Plays at second or third base – The fielder **MAY NOT** stand with her foot on the base while awaiting a throw or making a tag. She **MUST** allow direct access to the base. The proper positioning on a tag play is for the fielder to straddle the base, catch the ball and put her glove down in front of the base.
 - d. PIAA RULE for Double First Base
 1. The defensive team may only retire the batter/runner using the white base when the throw is on or inside the base line. In the event the throw is outside of fair territory the fielder may use the orange base.
 - e..Sliding is strongly encouraged when the runner is in the act of attempting to achieve a base or when the fielder is in possession of the ball before she gets to the base.
8. Courtesy runner **MUST** be used when the catcher is on base and there are one or more outs. A courtesy runner may be used for the pitcher when there are two outs. The courtesy runner will be the last person to make an out.
9. Stealing
- a. Each team will be allowed eight (8) attempts stealing per game (This includes all bases including home.) Advancement on a pitched ball will be considered a steal.
 - 1.The scorekeeper/coach shall declare when a given team is out of steals. One warning will be given for an attempted steal after the limit has been obtained by returning the offender to her prior base. Additional attempts will be considered an out
 - b. A **steal is defined** as any advancement on a pitched ball. This advancement must take place when the ball crosses the plate and must be a direct and expedient (running) attempt to achieve the next base. Walking, moving slowly or shuffling toward the next base is not defined as expedient. If the runner does not proceed expediently (running) toward the next base she must return to her previous base.
 - c. No delayed steals are allowed. A runner may not advance when the catcher throws the ball back to the pitcher for the purpose of resuming play. If the offensive team tries a delayed steal, the runner will be declared out.
 - d. Double steals are permitted and will count as two (2) steals.
 1. In the case a team has seven (7) steals with runners on bases other than third base where the team attempts to steal home and the trailing runner(s) follows, the play stands with the runner attempting to steal home, however the runners will need to be returned to their original base without penalty. No advancement may take place by any runner when the catcher is attempting to throw a runner out who is attempting to steal. No advancement on the overthrow.
 - e. If a runner is thrown out at home plate and the trailing runner has not proceeded directly to third (3rd) base, she must return to the second (2nd) base.
10. No Pickoff Plays

Defense/Fielding

- a. Ten (10) defensive players are allowed on the field. They are the pitcher, catcher, four infielders and four outfielders.
- b. The outfielders must be positioned a minimum of fifteen (15) feet behind the baseline prior of the start of the play.
- c. Outfielders cannot cover or run to a base for the purpose of making a putout.
- d. 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 results of the play or the pitch begin declared a ball.
 - i. Exception: Infielders may leave their assigned position when a batter has committed to bunt.
- e. 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.
- f. Catcher's interference will be enforced. The offensive team will have the option to choose between the result of the play or award of first (1st) base. An umpire may move the catcher at his/her discretion for safety reasons.
- g. Catchers must make an effort to accurately throw the ball back to the pitcher. Rolling the ball will not be allowed.
- h. There will be no infield or outfield warm-up between innings.
- i. The pitcher will be allowed a maximum of three (3) warm-up pitches prior to the start of each inning.
- j. Any new pitcher, regardless of when she enters the game, will be allowed a maximum of five (5) warm-up pitches.
- k. There will be NO infield fly rule.

Post Season

1. All playoff games must be played in their entirety. Any game that isn't completed will be completed the following night. In the event there is a game scheduled the following night, the incomplete game will take precedence and shall be completed prior to the start of the regularly scheduled playoff game.
2. Team eligibility
 - a. 4/5 and 6/7 Levels
 1. The top three, four or five teams from each division will be eligible for the playoffs (see below)
 2. In the event a balanced schedule has been played and a fifth (5th) place team in one division has a better record than the fourth (4th) team in the other division, a play-in game between them will be held with the winner qualifying for the playoffs as the fourth (4th) seed.
 3. In the event of an unbalanced schedule, a one-half (1/2) game differential in the final standings caused by one team having an additional regularly scheduled game, shall be considered a tie for the standings position in question.
Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.
 4. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - a. Season Record
 - b. Head-to-Head Competition
 - c. Divisional Playoff Winning Percentage
 - d. Runs Allowed
 - e. Coin Toss

Game Conduct

1. Cheering - 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 shall 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.
 - b. 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 the opposing coaches or 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).**
3. Parents on the Field
 - a. All levels
 - 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
 - a. All levels
 - a. 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

- 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. 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.
- 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.**
- 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 4/5 Statistician.
- **The Winning team is to notify Bill Ryker, your statistician when the game has been played with the scores from both teams and pitching information. Also, any issues and problems with games or other coaches, Bill should be notified immediately.**

ryker44@verizon.net

[Click here to Post your Game Results and Pitching Innings](#)

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!

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 SIXTH & SEVENTH GRADE 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 players
 - a. Prior to May 15th, no inning may start after 7:45, unless fields have lights, then the game can continue until the set forth below.
 - b. Game is Seven (7) innings.
 - c. Each player must play at three (3) Innings in the field in each game of six (6) or seven (7) innings or a minimum of two (2) innings in any game of five (5) innings or less is shortened due to darkness, weather or mercy rule. No player shall sit consecutive innings defensively.
 - d. No inning shall start after two hours and 15 minutes (2:15) have been played.
 - e. A league warning will result upon the first offense of not playing all players properly.
3. Complete games
 - a. Five (5) innings, or four and a half (4½) innings if the home team is leading.
 - b. Mercy Rule:
 1. In the event that the home team is ahead by ten (10) runs after four and a half innings (4½) innings, or the visiting team is ahead by ten (10) runs after the fifth (5th) inning, or at the completion of any inning thereafter.
4. Dimensions
 - a. Length of bases shall be sixty (60) feet.
 - b. Pitching rubber shall be located forty (40) 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 for each game.
 - a. A twelve (12) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.
 - 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 Face masks and chin straps
 - d. Pitching Facemasks
 1. Pitching facemasks shall be required.
 - 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. Metals 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 has the option of supplying a player (s).

c. Bringing up of players

1. A player must be brought up from the one age level below 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. Players who have been brought up may not play any more innings than the regularly rostered players.
3. Any player who is brought up is NOT eligible to pitch.
4. 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 result 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.
3. Lineups must be exchanged prior to the game and be approved by the umpire. Lineups must include the last name and first initial and uniform number as well as position of the starting players.
4. If coach moves a game after the umpire has been scheduled, a \$5.00 fine will be assessed to the requesting (offending) organization rather than having the league assume this cost. Any show up fees due the umpire shall be paid by the offending organization as well.

e. Scorekeeping

1. Scores will be kept by both teams
2. Each team will hand in line-up to the opposing team that will consist of last name, first initial, number and position. All players playing up shall be identified with an asterisk (*). Failure to identify players playing up will be considered illegal players and a forfeit will be declared. Failure to submit a line up may result in the game being forfeited and the offending coach being suspended.
3. The winning team is responsible for submitting the scores to the statistician. The last names of the pitchers from both teams and innings pitched also need to be submitted to the statistician. Players playing up shall be submitted for each game as well. Failure to identify the players playing up will be considered illegal players and a forfeit will be declared.
4. 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 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.

Pitching

1. A pitcher may pitch a maximum of four (4) innings per game. There are no per week pitching limitations.
2. In the event of a tie game and extra innings are played, a pitcher may pitch more than the maximum of four (4) innings per game and these extra innings are "free" innings. A pitcher may NOT enter a game for the third (3rd) time in extra innings.
3. A pitcher may re-enter the game one time provided her maximum of four (4) innings have not been met.
4. One pitch in an inning shall be counted as a complete inning pitched.
5. A pitcher shall be removed from the mound when she hits three (3) batters in a 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 pitches in a game, including any extra innings.
6. If a batter is struck by a pitch, directly or indirectly (hit ground first), the batter shall be awarded first base. The batter must make every effort to get out of the way of the pitch. If this is not done, the pitch will be considered a ball and a base will not be awarded. This is at the discretion of the umpire.
7. PIAA pitching rules will be used and enforced.
 - a. Pitcher must be removed after two trips to the mound per inning from either a coach or player(s).
 - b. A maximum of three trips, from either a coach or player(s), are allowed per game.
8. The pitcher will be allowed a maximum of **five (5)** warm-up pitches prior to the start of their first appearance and **three (3)** each inning after the first appearance.
9. The strike zone shall be the shoulder to the top of the knees including the white and black portions of the plate.

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. If players arriving after the line-ups have been exchanged, and the other team is not made aware of the changes prior to the first pitch being thrown, the team will take an out when that batting position comes up the first time.
3. An inning shall end when three (3) outs have been or a maximum of five (5) runs have scored.
4. The 5 run rule shall not apply starting with the sixth (6th) inning, or any inning thereafter, where three (3) outs are required.
5. 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.
6. If a team can field nine (9) players, there will be no automatic out.
7. 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.
8. The strike zone shall be from the shoulders to the knees and shall include the white and black portions of the plate.
 9. Unlimited bunting will be permitted. Fake bunt and swing will be prohibited and the batter shall be declared out and the runners are to be returned to their original bases.
 10. One (1) warning per game shall be given to each team for throwing the bat. The batter shall be declared out on the second offense.
 11. Advancement may take place on a dropped third strike.

Base Running

1. A base runner may leave the base when the ball is released by the pitcher. The runner must immediately return to the base when the pitcher is in possession of the ball while standing in the circle. If the base runner leaves the base early the umpire shall issue a warning. The second (2nd) occurrence will result in the runner being called out.
2. Delayed steals will not be permitted. If the offensive team tries a delayed steal, the runner will be called out. **Delayed steal is defined as when the ball is being returned from the catcher or infielder to the pitcher.**
 - a. Example: If the catcher makes a poor throw to the pitcher, the runners may advance. This rule applies to an overthrow from any position on the field. A ball that is caught, bobbled, or dropped by the pitcher or any fielder is NOT considered and overthrow. A ball that does not leave the circle is NOT considered and overthrow.
 - b. Pitcher must receive the ball back from the catcher within the circle, or else the ball is considered live.
3. A play is not considered "dead" when the ball is in secure possession of an infielder. She has to either make a play at a base or return the ball to the pitcher in the circle. Once the pitcher has the ball in the circle, the runner must return to her original base.
 - a. Example: If a runner is one (1) step from second (2nd) base when the pitcher gains possession of the ball in the circle, the runner is entitled to 2nd base. If the runner is one step past second (2nd) base, she has the option to proceed to third (3rd) base, and the defense has the option to make a play on her. If the runner stops or hesitates after touching 2nd base, she must return to 2nd base.
4. A collision rule shall be in effect. A deliberate collision shall result in that player being ejected from the game. A fielder may not block the base unless she is in the possession of the ball. A runner must slide or give herself up if the fielder is blocking the base while in the possession of the ball.
 - a. If fielder is blocking the base while not in possession of the ball and any contact, incidental or otherwise occurs, an obstruction shall be declared and the runner shall be awarded the base.
5. Sliding is strongly encouraged.
6. Courtesy runner MUST be used when the catcher is on base and may be used for the pitcher and there are two outs. The courtesy runner will be the last person to make an out.
- 7.. Stealing
 - a. Each team will be allowed fourteen (14) attempts stealing, including home plate, per game from any base. Double steals will be counted as two (2) steals. In the event of extra innings each team will be given two steal attempts per each extra inning. NOTE: If you only used 10 steal attempts previously those are lost. Extra innings start fresh with each team getting two steal attempts per every inning played after the 7th inning.
 1. **A steal is defined as any advancement on a non-batted ball.**

2. No delayed steals will be allowed. A runner may not advance when the catcher throws the ball back to the pitcher for the purpose of resuming play. If the offensive team tries a delayed steal, the runner will be declared out.
3. All runners may advance one base when the catcher is attempting to throw a runner out who is attempting to steal. The ball is considered live where the baserunner may advance one additional base at their own risk if the throw is misplayed. This additional advancement does not count against the steal totals.

CLARIFICATIONS:

Runner on 1st and 2nd where both runners attempt to steal the next base on a pitched ball. This counts as a double steal (2). The catcher then attempts to throw the runner advancing to third where the ball sails into left field. The runner originally on second can advance to home at her own risk and the original runner on first can advance to third at her own risk with no additional steals counted. Runner on 1st and 2nd where the runner on second attempts to steal 3rd base on a pitched ball. The runner on 1st initially only takes her lead and watches the play develop. The catcher then attempts to throw out the runner advancing to third where the ball sails into left field. The runner originally on second can advance to home at her own risk with no additional steals being charged. The runner on first can advance no further than third base. However, while her initial move was not to steal second while the catcher is putting the ball in play, her advance to second base will count as a steal. Her advancement to third base will not be counted as a steal.

4. If a runner is thrown out at third (3rd) base and the trailing runner has not proceeded directly to second (2nd) base, she must return to the first (1st) base
 5. The scorekeeper/coach shall declare when a given team is out of steals. NO warning will be given for an attempted steal after the limit has been obtained as the play will be called dead and the runner called out.
 6. If a game is tied at 7 innings, each team will receive two (2) additional steals for each inning starting with inning 8. All steals left from the first 7 innings will be forfeited.
7. Pick-off plays will be permitted at all bases. The ball is live on a pickoff throw and the ball must be returned to the pitcher in the circle to stop play. There is no limit on the number of bases a runner can advance. Runner continues to advance at her own risk.
 - a. Any advancement on a pick-off play is NOT considered an attempted steal and will not count towards the number of maximum steals allowed per game.
 8. The ball will become live if the return throw to the pitcher from the catcher leaves the circle.
 9. When the catcher attempts to throw out a runner on a dropped third strike the ball becomes live until it is returned to the pitcher. Any runner not forced to move will be considered a stolen base. If a runner illegally advancing to first base on a dropped third strike confuses the catcher and draws a throw the umpire may declare the lead base runner out on an interference.

Defense/Fielding

1. There will be nine (9) defensive players
2. The outfielders must be positioned a minimum of twenty (20) feet behind the baseline prior of the start of the play.
3. Catcher's interference will be enforced. The offensive team will have the option to choose between the result of the play or award of first (1st) base. An umpire may move the catcher at his/her discretion for safety reasons.
4. Catchers must make an effort to accurately throw the ball back to the pitcher. Rolling the ball will not be allowed.
5. The pitcher will be allowed a maximum of **five (5)** warm-up pitches prior to the start of their first appearance and **three (3)** each inning after the first appearance.
6. 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.
7. Infielders are not restricted to starting position within the diamond, and may play up to deter the bunt. It is recommended that infielders wear masks if routinely playing up in bunting/non-bunting situations.

Post Season

1. All playoff games must be played in their entirety. Any game that isn't completed will be completed the following night. In the event there is a game scheduled the following night, the incomplete game will take precedence and shall be completed prior to the start of the regularly scheduled playoff game.
2. Team eligibility
 - a. 4th. and 5th. Grade and 6th. and 7th. Grade Levels
 1. The designated number of teams from each division or conference will be eligible for the playoffs (see below)
 2. In the event a balanced schedule has been played and a fifth (5th) place team in one division has a better record than the fourth (4th) team in the other division, a play-in game between them will be held with the winner qualifying for the playoffs as the fourth (4th) seed. This would apply to fourth (4th) and third (3rd) place in the event three teams qualify from each division.
 3. In the event of an unbalanced schedule, a one- half (1/2) game differential in the final standings caused by one team having an additional regularly scheduled game, shall be considered a tie for the standings position in question.
 - a. Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.
 4. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - a. Season Record
 - b. Head-to-Head Competition
 - c. Divisional Playoff Winning Percentage
 - d. Runs Allowed
 - e. Coin Toss
3. Player Eligibility
 - a. A player must play in at least one half (1/2) of the regular season games. In the event of injury the player will be given credit for a game played provided she attend her team's game and signs the scorebook.

Game Conduct

1. Cheering

1. 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 offending team's head coach will be ejected.

2. Coach and Player Conduct

1. 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.
2. 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 the opposing team's coaches or the umpire(s). 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 (2) games. The warning will be carried forward for the balance of the season. **ONLY THE HEAD COACH MAY APPROACH THE UMPIRE(S).**

3. Parents on the Field

1. 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

1. 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

- 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. 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.
- 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.**
- 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 6/7 Statistician.
- **The Winning team is to notify Ann Weaver, your statistician when the game has been played with the scores from both teams and pitching information. Also, any issues and problems with games or other coaches, Ann should be notified immediately.**

weavera@ptd.net

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

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!

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 EIGHTH & NINTH GRADE 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 players.
 1. Seven (7) innings.
 - a. A running batting order is mandatory.
 - b. Each player must play at least three (3) innings in the field in a seven (7) inning game or a minimum of two (2) innings in any game of less than 7 innings that is shortened due to darkness, weather or mercy rule. **No player shall sit for consecutive innings.**
3. Dimensions - The pitching rubber shall be forty-three (43) feet from the back of the plate and the bases will be set at sixty (60) feet.
4. Complete Games
 1. In the event of bad weather or darkness, a game shall be considered complete after five (5) innings, or four and one half innings if the home team is leading.
 2. In the event that the home team is ahead by ten (10) runs after four and one half innings, or the visiting team is ahead by ten (10) runs after the five (5) innings.
5. Equipment
 - a. Balls
 1. The home team shall supply one new ball and one backup ball for each game.
 - a. A twelve (12) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.
 - 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 shall be optional but **highly recommended** for all pitchers
 - e. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available.
 - f. Hit sticks may not be used during games.
 - g. Metal cleats may not be worn.

6. Rosters.

- a. Minimum size
 1. 11 player minimum 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.
- c. Bringing up of players.
 1. Sixth/Seventh Grade players may be brought up to the on a ninth (9th) and tenth (10th) player per game basis. All players who have been brought up may not play any more innings than the regularly rostered players. The player must play at her primary level if they have a game the same day.
 2. Sixth/Seventh Grade players pitching will be restricted to three (3) appearances per current season. These appearances shall be permitted only in the event of sickness, injury, or vacation. Additional appearances will be permitted by league approval only.

Sixth/Seventh Grade players playing at this level will be restricted to five (5) appearances per current season. Additional appearances will be permitted by league approval only. Should a player make more than five (5) appearances without league approval, all games in which she participated shall be declared a forfeit.

3. All coaches will receive copies of each team's league roster. Names of any player added to the league roster will be will be Furnished to all coaches by the league statistician

7. Game Procedures

- a. 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.
 - i. Failure to follow this rule will result 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.
 - ii. Lineup must be exchanged prior to the game and be approved by the umpire.
 - iii. If a coach moves a game after the umpires have been scheduled, a \$5.00 fine will be assessed to the requesting (offending) organization rather than having the league assume this cost. Any show up fees due the umpires shall be paid by the offending organization as well.

b. Scorekeeping

1. Scores will be kept by both teams.

- a. Each team will hand in a line-up to the opposing team that will consist of last name, first initial, number. The line-up shall also include position. All players playing up shall be identified with an asterisk (*). Failure to identify players playing up will be considered illegal players and a forfeit will be declared.
 1. The winning team is responsible for submitting the scores to the statistician. Players playing up shall be submitted for each game as well.
 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.

b. Protest Fee

1. A fee of \$25.00 must accompany a written protest within 24 hours of the the umpire in compliance with the "protest rules". The fee will be \$25.00 and will be returned if the protest is upheld. The league administrator must be notified of any protest.

Batting

1. A running batting order that includes all players shall be used.
2. In the event a team has eight players at the start of a game they will be charged with an automatic out in the ninth (9th) batting position. Any player arriving late shall be added to the end of the batting order. If players arriving after the line-ups have been exchanged and the other team is not made aware of the changes prior to the first pitch being thrown, they will take an out when the batting position comes up the first time.
3. If a team can field nine (9) players, there will be no automatic out.
4. In the event the ninth (9th) batter leaves the game for the injury or illness, that team will be charged with an automatic out, however that player may re-enter the game at any time.
5. The strike zone shall be from the top of the shoulders to the middle of the knees and shall include the white and black portions of the plate.

Pitching

1. Pitching rules from PIAA are acceptable
2. All eligible pitchers must be 14 years of age on July 31, 2017

Base Running

1. All PIAA Rules apply

Defense/Fielding

1. All PIAA rules apply

Post Season

1. All playoff games must be played in their entirety. Any game that isn't completed will be completed the following night. In the event there is a game scheduled the following night, the incomplete game will take precedence and shall be completed prior to the start of the regularly scheduled playoff game.
2. Team eligibility
 - a. The top four or five teams from each division will be eligible for the playoffs (see below). In the event a balanced schedule has been played and a fifth (5th) place team in one division has a better record than the fourth (4th) team in the other division, a play-in game between them will be held with the winner qualifying for the playoffs as the fourth (4th) seed. This rule applies to divisions of six (6) or more teams.
 - b. In the event of an unbalanced schedule, a one-half (1/2) game differential in the final standings caused by one team having an additional regularly scheduled game, shall be considered a tie for the standings position in question.
Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.
 - c. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - a. Season Record
 - b. Head-to-Head Competition
 - c. Divisional Playoff Winning Percentage
 - d. Runs Allowed
 - e. Coin Toss
3. Player Eligibility
 - a. A player must play in at least one-half (1/2) of the regular season games.

Game Conduct

1. 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.
2. Assistant coaches will be permitted to coach the other teams players if it is done in a positive manner. They may not address or engage the opposing coaches or umpires. Arguing or discussing a rule or call with the opposing coaches or the umpire will result in an ejection of that coach.
3. 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
 - a. 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.

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 SENIOR'S RULES

General Rules

3. 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.
4. Length of game and minimum playing time of players.
 2. Seven (7) innings.
 - a. A running batting order is mandatory.
 - b. Each player must play at least three (3) innings in the field in a seven (7) inning game or a minimum of two (2) innings in any game of less than 7 innings that is shortened due to darkness, weather or mercy rule. **No player shall sit for consecutive innings.**
3. Dimensions - The pitching rubber shall be forty-three (43) feet from the back of the plate and the bases will be set at sixty (60) feet.
8. Complete Games
 1. In the event of bad weather or darkness, a game shall be considered complete after five (5) innings, or four and one half innings if the home team is leading.
 2. In the event that the home team is ahead by ten (10) runs after four and one half innings, or the visiting team is ahead by ten (10) runs after the five (5) innings.
9. Equipment
 - a. Balls
 1. The home team shall supply one new ball and one backup ball for each game.
 - a. A twelve (12) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.
 - 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 shall be optional but **highly recommended** for all pitchers
 - e. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available.
 - f. Hit sticks may not be used during games.
 - g. Metal cleats may not be worn.

10. Rosters.

- d. Minimum size
 - 1. 11 player minimum unless exception is approved by league board.
- e. 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.
- f. Bringing up of players.
 - 1. Any legally rostered 8th/9th grade player can play unlimited games – she must play at her primary level first.
 - 2. All coaches will receive copies of each team's league roster. Names of any player added to the league roster will be will be Furnished to all coaches by the league statistician

11. Game Procedures

- c. 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.
 - i. Failure to follow this rule will result 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.
 - ii. Lineup must be exchanged prior to the game and be approved by the umpire.
 - iii. If a coach moves a game after the umpires have been scheduled, a \$5.00 fine will be assessed to the requesting (offending) organization rather than having the league assume this cost. Any show up fees due the umpires shall be paid by the offending organization as well.
- d. Scorekeeping
 - 1. Scores will be kept by both teams.
 - c. Each team will hand in a line-up to the opposing team that will consist of last name, first initial, number. The line-up shall also include position. All players playing up shall be identified with an asterisk (*). Failure to identify players playing up will be considered illegal players and a forfeit will be declared.
 - 1. The winning team is responsible for submitting the scores to the statistician. Players playing up shall be submitted for each game as well.
 - 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.

d. Protest Fee

1. A fee of \$25.00 must accompany a written protest within 24 hours of the the umpire in compliance with the "protest rules". The fee will be \$25.00 and will be returned if the protest is upheld. The league administrator must be notified of any protest.

Batting

6. A running batting order that includes all players shall be used.
7. In the event a team has eight players at the start of a game they will be charged with an automatic out in the ninth (9th) batting position. Any player arriving late shall be added to the end of the batting order. If players arriving after the line-ups have been exchanged and the other team is not made aware of the changes prior to the first pitch being thrown, they will take an out when the batting position comes up the first time.
8. If a team can field nine (9) players, there will be no automatic out.
9. In the event the ninth (9th) batter leaves the game for the injury or illness, that team will be charged with an automatic out, however that player may re-enter the game at any time.
10. The strike zone shall be from the top of the shoulders to the middle of the knees and shall include the white and black portions of the plate.

Pitching

3. Pitching rules from PIAA are acceptable
4. All eligible pitchers must be 14 years of age on July 31, 2017

Base Running

1. All PIAA Rules apply

Defense/Fielding

1. All PIAA rules apply

Post Season

1. All playoff games must be played in their entirety. Any game that isn't completed will be completed the following night. In the event there is a game scheduled the following night, the incomplete game will take precedence and shall be completed prior to the start of the regularly scheduled playoff game.
2. Team eligibility
 - a. The top four or five teams from each division will be eligible for the playoffs (see below). In the event a balanced schedule has been played and a fifth (5th) place team in one division has a better record than the fourth (4th) team in the other division, a play-in game between them will be held with the winner qualifying for the playoffs as the fourth (4th) seed. This rule applies to divisions of six (6) or more teams.
 - b. In the event of an unbalanced schedule, a one-half (1/2) game differential in the final standings caused by one team having an additional regularly scheduled game, shall be considered a tie for the standings position in question.
Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.
 - c. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - c. Season Record
 - d. Runs Allowed
 - d. Head-to-Head Competition
 - e. Coin Toss
 - c. Divisional Playoff Winning Percentage
3. Player Eligibility
 - a. A player must play in at least one-half (1/2) of the regular season games.

Game Conduct

5. 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.
6. Assistant coaches will be permitted to coach the other teams players if it is done in a positive manner. They may not address or engage the opposing coaches or umpires. Arguing or discussing a rule or call with the opposing coaches or the umpire will result in an ejection of that coach.
7. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.
8. Persons behind the Backstop
 - a. 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.