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ELV Softball

Eastern Lehigh Valley Softball League

2019 TEE BALL PLAYING RULES - PK/K 4-6 years old

→ General Rules

- 1) **Game Times** - 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. A running batting order consisting of all the players is mandatory
 - C. 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.
 - D. A league warning will result upon the first offense of not playing all players.
- 3) **Dimensions** - Length of bases shall be fifty (50) feet. Pitching rubber shall be located thirty (30) feet from the back point of home plate.
- 4) **Complete Games** - In the event of bad weather or darkness, a game will be considered complete at the discretion of the coaches
- 5) **Equipment**

- A. The home team shall supply one new ball and one backup ball for each game.
 - I. A nine (9) inch optic Incredi-Ball shall be used for play.
- B. Bats
 - I. All bats are acceptable
- C. Helmets
 - I. Batters and base runners must wear protective helmets with attached facemasks and chin straps.
- D. Pitching Facemasks shall be **required** for all pitchers. All organizations are responsible for providing at least one pitching facemask per team.
- E. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available. Individual first aid kits are not required if your organization has a general first aid kit on location. 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
- G. Hit sticks may not be used during games.
- H. Metal cleats may not be worn.

6) Rosters

- A. Minimum size - seven (7) player minimum unless exception is approved by league board. Maximum size is ten (10) unless exception is approved by league board.
- B. Pre K/Kindergarten or 4-6 years old

7) Game Procedures

- A. Game rainouts, cancellations and make ups
 - I. 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.
- B. Scorekeeping
 - I. The Home team is responsible for submitting when the game has been played statistician google form.

→ **Batting**

- A. A running batting order that includes all players shall be used.
- B. A player arriving late shall be added to the end of the original batting order.
- C. 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.
- D. The batting "Tee" will be used per the coach's 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.**

→ **Pitching**

- A. 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.
- B. There will be no walks allowed

→ **Base Running**

- A. 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.
- B. 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.**
- C. Stealing is not allowed. All runners must remain on the base until the ball is hit.
- D. There will be no advances on overthrows.

→ **Defense/Fielding**

- A. 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
- B. An adult must play the position of catcher.
- C. Outfielders cannot cover a base at any time for a putout.**
- D. 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.
- E. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.

→ **Game Conduct**

- A. Coaches & 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 players in any negative manner. Arguing a rule is unacceptable. You can discuss a rule or call with the opposing coaches in a friendly professional manner.
- B. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.

→ **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 lineup 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.
- 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.
- **The Home team is to notify your statistician when the game has been played. Also, any issues and problems with games or other coaches.**

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

IF THE MAJORITY OF PLAYERS RETURN NEXT SEASON, YOU'VE DONE YOUR JOB VERY, VERY WELL. WE DON'T WANT TO LOSE A PLAYER, BEFORE THEY'VE HAD THE OPPORTUNITY TO LEARN AND ENJOY THIS GREAT GAME OF SOFTBALL!



ELV Softball

Eastern Lehigh Valley Softball League

2019 COACH PITCH PLAYING RULES (1st & 2nd Grades Instructional)

→ General Rules

- 1) **Eligibility** – All First & Second year girl's who reside in your town/township. If you don't have enough for a Tee Ball team kindergarten girls can play at this level.
- 2) **Game Times** - 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 players.**
 - A. Five (5) innings or one hour and thirty (1:45) minutes. No inning shall start after 1:45. If time permits you may play a sixth inning. If the visiting team is batting at 1:45 the game is over. If the home team is batting they will complete their at bat.
 - B. A running batting order consisting of all the players is mandatory
 - C. Each player must play at least three (3) innings in a five (5) inning game or two (2) innings in a four inning game in the field.
 - D. 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.
 - E. A league warning will result upon the first offense of not playing all players.

- 4) **Dimensions** - Length of bases shall be fifty-five (55) feet. Pitching rubber shall be located thirty (30) feet from the back point of home plate.
- 5) **Complete Games** - 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.

6) Equipment

- A. The home team shall supply one new ball and one backup ball for each game.
 - I. An eleven (11) inch optic Incredi-Ball shall be used for play. We strongly encourage the Wilson Soft Compression ball.
- B. Bats
 - I. All bats must be 2004 ASA or BESR certified softball bats.
- C. Helmets
 - I. Batters and base runners must wear protective helmets with attached facemasks and chin straps.
- D. Pitching Facemasks shall be **required** for all pitchers. All organizations are responsible for providing at least one pitching facemask per team.
- E. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available. Individual first aid kits are not required if your organization has a general first aid kit on location. 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
- G. Hit sticks may not be used during games.
- H. Metal cleats may not be worn.

7) Rosters and Bringing Up Players

- A. Minimum size - nine (9) player minimum unless exception is approved by league board. Maximum size is ten (12) unless exception is approved by league board.
- B. Bringing up of players
 - I. A player must be brought up from one age level below (Tball) if a team knows they will not have enough players for a regular scheduled game.
 - II. 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.
 - III. No player is eligible to be brought up if her regular team has a game scheduled at the same time.

8) Game Procedures

- A. Game rainouts, cancellations and make ups
 - I. 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.
 - II. 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.

B. Scorekeeping

- I. The Home team is responsible for submitting when the game has been played to the statistician google form.
- II. No scores will be kept

→ **Batting**

- A. A running batting order that includes all players shall be used.
- B. A player arriving late shall be added to the end of the original batting order.
- C. An inning shall end when three (3) outs have been made or a maximum of nine (9) batters have batted. When the ninth (9th) batter comes to bat the team will notify the other coach.
- D. A batter will be given a maximum of 3 strikes.**
- E. Bunting is not permitted.

→ **Pitching**

- A. 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.
- B. The coach shall pitch the entire game. 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.**

→ **Base Running**

- A. 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".** (Don't stress putting the lines out, just don't get in any arguments over base running.)
 - I. If a runner is two-thirds (2/3rds) of the way to the next base when the ball comes under control of an infielder the runner may proceed to the base.
 - a) If a play is made on the runner and she is put out she is out.
 - b) If no play is made or a play is made and the runner is safe she is entitled to the base.
 - c) All preceding runners are allowed to proceed to the base they were attempting to achieve as well
 - II. 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.
 - a) If a play is made on the runner and she is put out she is out.
 - b) 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.
 - c) 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.
- B. 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.**

- C. Stealing is not allowed. All runners must remain in the base until the ball is hit.
- D. There will be no advances on overthrows.

→ **Defense/Fielding**

- A. 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
- B. An adult must play the position of catcher.
- C. Outfielders cannot cover a base at any time for a putout.**
- D. 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.
- E. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.
- F. 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.
- G. 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.
- H. There will be no pick off attempts.
- I. There is no Infield fly rule
- J. Two defensive coaches may be on the field but must be located behind the infielders.

→ **Game Conduct**

- A. Coaches & 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 players in any negative manner. Arguing a rule is unacceptable. You can discuss a rule or call with the opposing coaches in a friendly professional manner.
- B. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.

→ **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 lineup 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.
- 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.
- **The Home team is to notify your statistician when the game has been played. Also, any issues and problems with games or other coaches.**

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

IF THE MAJORITY OF PLAYERS RETURN NEXT SEASON, YOU'VE DONE YOUR JOB VERY, VERY WELL. WE DON'T WANT TO LOSE A PLAYER, BEFORE THEY'VE HAD THE OPPORTUNITY TO LEARN AND ENJOY THIS GREAT GAME OF SOFTBALL!



ELV Softball

Eastern Lehigh Valley Softball League

2019 3rd & 4th PLAYING RULES

→ General Rules

- 1) **Game Times** - 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 14th, no inning may start after 7:45, unless fields have lights, then the game can continue until set forth below. The five (5) run rule shall not apply starting with the fifth (5th) inning, or any inning thereafter, where three (3) outs are required prior to May 14th. Starting with your May 15th games the **6th inning will now be considered the last inning.** The 5th inning will have a five (5) run limit. Also, the games move to a 2:00 time limit. If darkness comes into play umpires should use their own discretion for safety reasons.
 - I. Six (6) innings or a new inning may not begin after two hours (2:00) for regular season games.
 - B. If a game is tied when the time limit is met, the game will continue with the inning being the sixth (6th) and sixth (6th) inning rules will apply. Game must be played until a winner is declared. Games can only be called for weather or darkness.
 - II. In the event that a game is defined as a continuation game suspended due to weather a new two (2) hour time limit is observed.
 - C. A running batting order consisting of all the players is mandatory
 - D. Each player must play at three (3) Innings in the field in each game of five (5) or six (6)

innings or a minimum of two (2) innings in any game of four (4) innings or less that is shortened due to darkness, weather or mercy rule. 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 own discretion for safety issues or if a player only wants to play the outfield.

E. A league warning will result upon the first offense of not playing all players.

3) Complete Games

A. Four (4) innings, or three and a half (3½) innings if the home team is leading.

B. Mercy Rule:

- I. In the event that the home team is ahead by twelve (12) runs after three and a half innings (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. The Home team gets it last at bat.

4) **Dimensions** - Length of bases shall be fifty-five (55) feet. Pitching rubber shall be located thirty-five (35) feet from the back point of home plate.

5) Equipment

A. The home team shall supply one new ball and one backup ball for each game.

- I. An eleven (11) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.

B. Bats

- I. All bats must be 2004 ASA or BESR certified softball bats.

C. Helmets

- I. Batters and base runners must wear protective helmets with attached facemasks and chin straps.

D. Pitching Facemasks shall be **required** for all pitchers. All organizations are responsible for providing at least one pitching facemask per team.

E. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available. Individual first aid kits are not required if your organization has a general first aid kit on location. 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

G. Hit sticks may not be used during games.

H. Metal cleats may not be worn.

6) Rosters

A. Minimum of twelve (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). The Forfeiting team is responsible for paying the umpire.

C. Bringing up of players

- I. 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.
- II. 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
- III. Any player who is brought up is **NOT** eligible to pitch.
- IV. No player is eligible to be brought up if her regular team has a game scheduled at the same time.

7) Game Procedures

A. Game rainouts, cancellations and make ups

- I. 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.
- II. 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.
- III. 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.
- IV. 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.

B. Scorekeeping

- I. Scores will be kept by both teams
- II. 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.
- III. 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.
- IV. 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.

→ Game Protest

- A. 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.

→ Batting

- A. A running batting order that includes all players shall be used.
- B. 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.
- C. An inning shall end when three (3) outs have been made or a maximum of five (5) runs have scored.
- D. 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 until May 14th, or any inning thereafter, where three (3) outs are required. **Starting with May 15th games the 6th inning will be considered the last inning.** The game also moves to a two (2) hour time limit.
- E. 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.
- F. If a team can field nine (9) players, there will be no automatic out.
- G. 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.
- H. The strike zone shall be from the shoulders to the knees and shall include the white and black portions of the plate.
- I. 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.
- J. 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.
- K. No advancement may take place on a dropped third strike.

→ **Pitching**

- A. A pitcher may pitch a maximum of four (4) innings per game, no more than two (2) consecutive innings shall be pitched. There are no per week pitching limitations.
- B. 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.
- C. A pitcher may re-enter the game one time provided her maximum of four (4) innings have not been met.
- D. One pitch in an inning shall be counted as a complete inning pitched.
- E. 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 pitched in a game, including any extra innings.
- F. 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.
- G. 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”.
 - H. PIAA pitching rules will be used and enforced.
 - I. Pitcher must be removed after two trips to the mound per inning from either a coach or player(s).
 - II. A maximum of three trips, from either a coach or player(s), are allowed per game.
 - I. 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.
 - J. The strike zone shall be the shoulder to the top of the knees including the white and black portions of the plate.

→ **Base Running**

- A. Play concludes when the ball is in possession of the pitcher in the circle.
- B. Overthrows
 - 1) Infielder/Outfield throws to a bag but overthrows the bag
 - a) Players can advance **one** base on all overthrows made to **any** base at the runners own risk unless the ball goes out of play. If the ball goes out of play the runner is awarded the next base as per PIAA rules.
 - b) No advancement may take place on a return throw from the catcher or infielder to the pitcher once they have firm possession and control of the ball.
 - c) No advancement may take place on an overthrow on a stolen base.
 - 2) 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.
 - 3) 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.**
 - 4) 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
 - The defensive team may only retire the batter/runner using the white base when the throw is on or inside the baseline. In the event that 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.
- 5) Courtesy runners **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 out.
 - 6) Each team will be allowed ten (10) 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 under 10 steal attempts previously those are lost. Extra innings start fresh with each team getting two steal attempts per every inning played after the 6th inning.
 - 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
 - 7) 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.
 - 8) 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.
 - 9) Double steals are permitted and will count as two (2) steals.
 - In the case a team has nine (9) 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.
 - 10) 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 second (2nd) base.

11) Pickoff plays – can be made, but with consequences. The runner has to go back

to the base when a pick off throw is attempted. If the ball is caught or touched the runner cannot proceed to the next base. If the ball sails untouched the runner can advance one base at her own risk. **Each runner that moves up a base will count towards the steals.**

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).

There is no advancement on overthrows.

01. 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
02. 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. After this the play will be called dead and the runner called out.
03. If a game is tied at six (6) innings, each team will receive two (2) additional steals for each inning starting with the seventh (7th) inning. All steals left from the first six (6) innings will be lost.

→ **Defense/Fielding**

- A. There will be ten (10) defensive players. 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.
 - 1) Exception: Infielders may leave their assigned position when a batter has committed to bunt.
- E. 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.
- F. Catchers must make an effort to accurately throw the ball back to the pitcher. Rolling the ball will not be allowed.
- G. 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.
- H. 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.
- I. Infield fly rule **DOES NOT** apply

→ **Game Conduct**

A. Cheering

- I. 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.

B. Coach and Player Conduct

- I. 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.
- II. 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).**

C. Parents on the Field

- I. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.

D. Persons behind the Backstop

- I. 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.

→ **Post Season**

- A. 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.

B. Team eligibility

- I. The designated number of teams from each division or conference will be eligible for the playoffs (see below)
- II. 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.
- III. 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.

01. Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.

- IV. After the first round of playoffs have been completed, the seeding of the

remaining teams will be established as follows:

01. Season record
02. Head-to-Head competition
03. Divisional Playoff winning percentage
04. Runs allowed
05. Coin Toss

C. Player Eligibility

- I. 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.

→ **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 lineup and batting order before the game. You can always adjust if someone doesn't show up. Have the girls 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
- **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 5th/6th Grade Statistician.
- 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.
- **The Winning team is to notify 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.**

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

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



ELV Softball

Eastern Lehigh Valley Softball League

2019 5th & 6th PLAYING RULES

→ General Rules

- 1) **Game Times** - 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 14th, no inning may start after 7:45, unless fields have lights, then the game can continue until set forth below. The 5 run rule shall not apply starting with the sixth (6th) inning, or any inning thereafter, where three (3) outs are required prior to May 14th. Starting with your May 15th games the **7th inning will now be considered the last inning**. The 6th inning will have a 5 run limit. Also the games move to a 2:15 time limit. Of course if darkness comes into play umpires should use their own discretion for safety reasons.
 - B. Game is seven (7) innings long.
 - C. A running batting order consisting of all the players is mandatory
 - D. 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.
 - E. A league warning will result upon the first offense of not playing all players.
 - F. No inning shall start after two hours and 15 minutes (2:15) have been played.

3) Complete Games

- A. Five (5) innings, or four and a half (4½) innings if the home team is leading.
- B. Mercy Rule:
 - I. 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 - Length of bases shall be sixty (60) feet. Pitching rubber shall be located forty (40) feet from the back point of home plate.

5) Equipment

- A. The home team shall supply one new ball and one backup ball for each game.
 - I. A twelve (12) inch ASA .47 approved optic yellow softball shall be used for play. Red-stitching is mandatory.
- B. Bats
 - I. All bats must be 2004 ASA or BESR certified softball bats.
- C. Helmets
 - I. Batters and base runners must wear protective helmets with attached facemasks and chin straps.
- D. Pitching Facemasks shall be **required** for all pitchers. All organizations are responsible for providing at least one pitching facemask per team.
- E. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available. Individual first aid kits are not required if your organization has a general first aid kit on location. 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
- G. Hit sticks may not be used during games.
- H. Metal cleats may not be worn.

6) Rosters

- A. Minimum of twelve (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). The Forfeiting team is responsible for paying the umpire.
- C. Bringing up of players
 - I. 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.
 - II. 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
 - III. Any player who is brought up is **NOT** eligible to pitch.
 - IV. No player is eligible to be brought up if her regular team has a game scheduled at the same time.

7) **Game Procedures**

- A. Game rainouts, cancellations and make ups
 - I. 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.
 - II. 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.
 - III. 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.
 - IV. 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.
- B. Scorekeeping
 - I. Scores will be kept by both teams
 - II. 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.
 - III. 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.
 - IV. 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.

→ **Game Protest**

- A. 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.

→ **Batting**

- A. A running batting order that includes all players shall be used.
- B. 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.
- C. An inning shall end when three (3) outs have been made or a maximum of five (5) runs have scored.

- D. The five (5) run rule shall not apply starting with the sixth (6th) inning, or any inning thereafter, where three (3) outs are required prior to May 14th. Starting with your May 15th games the **7th inning will now be considered the last inning**. The 6th inning will have a five (5) run limit. Also the games move to a 2:15 time limit. Of course if darkness comes into play umpires should use their own discretion for safety reasons.
- E. 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.
- F. If a team can field nine (9) players, there will be no automatic out.
- G. 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.
- H. The strike zone shall be from the shoulders to the knees and shall include the white and black portions of the plate.
- I. 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.
- J. Slap Hitting is permitted as long as the player doesn't fake bunt.
- K. 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.
- L. Advancement may take place on a dropped third strike.

→ **Pitching**

- A. A pitcher may pitch a maximum of four (4) innings per game. There are no per week pitching limitations.
- B. 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.
- C. A pitcher may re-enter the game one time provided her maximum of four (4) innings have not been met.
- D. One pitch in an inning shall be counted as a complete inning pitched.
- E. 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.
- F. 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.
- G. PIAA pitching rules will be used and enforced.
 - I. Pitcher must be removed after two trips to the mound per inning from either a coach or player(s).
 - II. A maximum of three trips, from either a coach or player(s), are allowed per game.

- H. 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.
- I. The strike zone shall be the shoulder to the top of the knees including the white and black portions of the plate.

→ **Base Running**

- A. 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.
- B. 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.**
 - I. 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 an overthrow. A ball that does not leave the circle is NOT considered an overthrow.
 - II. Pitcher must receive the ball back from the catcher within the circle, or else the ball is considered live. **The batter-runner cannot be frozen at first base on a base-on-balls by merely returning the ball to the pitcher in the circle.** The batter-runner after reaching first base may continue on, without stopping, in an attempt to reach second base. Said runner may stop in the baseline after rounding first base. At this point, the umpire should begin a three-second count on the runner. If the runner again begins movement to advance or retreat before the count reaches "three" and does not stop again, this is a legal action and should not be penalized. **However, if the runner stops a second time, without an attempt by the defense, that runner is out immediately.**
- C. [Look Back Rule Clarification](#)
- D. 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.
 - I. 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.
- E. 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.
 - I. 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.
- F. Sliding is strongly encouraged.
- G. 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.

H. Stealing

- I. 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.

01. **A steal is defined as any advancement on a non-batted ball.**

02. 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.

03. 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 base and 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 base can advance no further than third base. However, while her initial move was not to steal second base while the catcher is putting the ball in play, her advancement to second base will count as a steal. Her advancement to third base will not be counted as a steal.

04. 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

05. 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.

06. 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.

- I. 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.

01. 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.

- J. The ball will become live if the return throw to the pitcher from the catcher leaves the circle.
- K. 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**

- A. There will be nine (9) defensive players
- B. The outfielders must be positioned a minimum of twenty (20) feet behind the baseline prior of the start of the play.
- C. 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.
- D. Catchers must make an effort to accurately throw the ball back to the pitcher. Rolling the ball will not be allowed.
- E. 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.
- F. 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.
- G. 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.
- H. Infield fly rule **DOES** apply

→ **Game Conduct**

- A. Cheering
 - I. 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.
- B. Coach and Player Conduct
 - I. 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.
 - II. 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).**

- C. Parents on the Field
 - I. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.
- D. Persons behind the Backstop
 - I. 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.

→ **Post Season**

- A. 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.
- B. Team eligibility
 - I. The designated number of teams from each division or conference will be eligible for the playoffs (see below)
 - II. 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.
 - III. 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.
 - 01. Example: One team finishes the season with an 8-8 record and a second team has an 8-7 record.
 - IV. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - 01. Season record
 - 02. Head-to-Head competition
 - 03. Divisional Playoff winning percentage
 - 04. Runs allowed
 - 05. Coin Toss
- C. Player Eligibility
 - I. 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.

→ **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 lineup 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
- **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 5th/6th Grade Statistician.
- 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.
- **The Winning team is to notify 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.**

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

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



ELV Softball

Eastern Lehigh Valley Softball League

2019 7th – 9th JUNIOR RULES

→ General Rules

- 1) **Game Times** - All game times and days will be chosen by the home team coach - There are no set days/times that teams will play. Normally games are played Monday – Thursdays.
- 2) **Length of game and minimum playing time of players.**
 - A. Seven (7) innings
 - a. A running batting order consisting of all the players is mandatory
 - b. Each player must play at least three (3) innings in the field in a seven (7) inning games or a minimum of two (2) innings in any game of less than 7 innings that is shortened due to darkness, weather or a 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**
 - A. In the event of bad weather or darkness, a game shall be considered complete after five (5) innings, or four & a half innings (4-1/2) if the home team is leading.

- B. In the event that the home team is ahead by ten (10) runs after four & a half innings (4-1/2) innings, or the visiting team is ahead by ten (10) runs after the five (5) innings.

5) Equipment

- A. The home team shall supply one new ball and one backup ball for each game.
 - I. A twelve (12) inch ASA .47 approved optic yellow softball shall be used for play.
Red stitching is mandatory
- B. Bats
 - I. All bats must be 2004 ASA or BESR certified softball bats.
- C. Helmets
 - I. 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 - Eleven (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. All coaches will receive copies of each team's league roster. Names of any player added to the league roster will be furnished to all the coaches by the league statistician.
- D. Bringing up of players
 - I. Fifth/Sixth Grade players may be brought up to this level 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/night.
 - II. Fifth/Sixth 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.
 - III. Fifth/Sixth 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.

7) Game Procedures

- A. Game rainouts, cancellations and make ups
 - I. 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. Lineup must be exchanged prior to the game
3. 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 - Scores will be kept by both teams.

- I. Each team will hand in a line-up to the opposing team that will consist of last name, first initial, number. All players playing up shall be identified with an asterisk (*)
- II. The winning team is responsible for submitting the scores to the statistician google form. Players playing up shall be submitted for each game as well.
- III. 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.

8) **Game Protests** - 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**

- A. A running batting order that includes all players shall be used.
- B. 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. The automatic out can be waived by the opposing team. The umpire needs to be notified. Any player arriving late shall be added to the end of the batting order. If players arriving after the lineups 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.
- C. If a team can field nine (9) players, there will be no automatic out.
- D. In the event the ninth (9th) batter leaves the game for an injury or illness, that team will be charged with an automatic out, however that player may re-enter the game at any time thereafter.
- E. The strike zone shall be from the letters to the middle of the knees and shall include the white and black portions of the plate.

→ **Pitching**

- A. Pitching rules will be from the PIAA rule book
- B. All organizations and coaches should use good judgement and not pitch girls that are too young and risk chance of injury. It is better to move or forfeit the game rather than risk and injury.

→ **Base Running** - All PIAA rules apply

→ **Defense/Fielding** - All PIAA rules apply

→ **Game 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 umpires. Arguing or discussing a rule or call with the opposing coaches or the umpire will result in an ejection of that coach.
- C. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.
- D. Persons behind the Backstop
 - I. 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.

→ **Post Season**

- A. 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.
- B. Team Eligibility - We will discuss and vote on with the coaches at the last meeting. Normally all the teams make it depending on number of participants during the year and amount of forfeits. A single elimination tournament is held either during the week or on one weekend.
 - I. After the first round of playoffs have been completed, the seeding of the remaining teams will be established as follows:
 - 1. Season Record
 - 2. Head-to-Head Competition
 - 3. Runs Allowed
 - 4. Coin Toss
- C. Player Eligibility - A player must play in at least one-half (1/2) of the regular season games.



ELV Softball

Eastern Lehigh Valley Softball League

2019 SENIOR'S RULES

→ **General Rules**

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- 2) **Length of game and minimum playing time of players.**
 - A. Seven (7) innings
 - a. A running batting order consisting of all the players is mandatory
 - b. Each player must play at least three (3) innings in the field in a seven (7) inning games or a minimum of two (2) innings in any game of less than 7 innings that is shortened due to darkness, weather or a 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.
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- 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
 - I. Any legally rostered 7th - 9th grade player can play unlimited games - she must play at her primary level first.
 - II. All coaches will receive copies of each team's league roster. Names of any player added to the league roster will be furnished to all coaches by the league statistician

7) Game Procedures

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 - I. 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.
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- C. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.
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