**REGISTRATION/TEAM FORMATION/SCHEDULES**

1. There is a maximum of 13 players on the roster for each team unless otherwise indicated.
2. No player will be eligible to play unless she is fully registered, is in the Park District computer system, has paid the league fee and has been placed on a team roster by the Park District.
3. The Park District coordinates all roster additions after the designated league sign up deadline.
4. The Park District shall arrange all schedules and assign all umpires where necessary.
5. Game schedules are available at [www.quickscores.com/gpd](http://www.quickscores.com/gpd)

**EQUIPMENT/OTHER**

1. All players across all grade levels must provide their own mitts and batting gloves. It is highly recommended that all players also provide their own bats and batting helmets to avoid sharing equipment. The park district will provide equipment to coaches to use for the season.

**GAME TIMES/CURFEWS/FORFEITS**

1. All games will be held at Roosevelt Park.
2. Weekday games will be in the evenings and Saturday games will be scheduled in the morning or afternoon.
3. No full inning will begin if there are 10 minutes or less left before the start of the next game or after 1.5 hours of game play if there is no scheduled game to follow on that same field. Umpires will warn both coaches prior to the start of the last inning that it is the last inning.
4. Game time is forfeit time, however there will be a 10-minute grace period for the first game of the day. Once the umpire declares the game a forfeit, the game cannot be played. At this time coaches are allowed to play a practice game but cannot use the services of an official league umpire.
5. Umpires will not wait longer than the 10-minute grace period even if the players are assumed to be on their way, pulling into the parking lot, etc. Player(s) must be visible to the umpire in order for the game to begin. If late player is on the home team and not ready to play the field, or has not yet arrived, teams will switch home and away and late player must be last in the order.
6. The visiting team may start with less than the minimum number of players if it is believed that a player is soon to arrive. However, once three outs are recorded or the vising team has batted around and the late arriving player has not yet arrived, the game is immediately declared a forfeit.
7. Once an inning has started it must be finished.
8. Any time a game starts late due to a park district issue (late umpire, field not ready, game running late, etc.) the time will be made up so all games play the correct time allotment. Time will not be made up for non-park district related delays.

**GENERAL GAME RULES**

1. All games will be six innings (unless time limit invoked).
2. Gloves are required for all leagues
3. NO metal spikes allowed.
4. Baseball or softball bats are allowed. ALL bats must have a gripped or taped handle.
5. Batting helmets and bats will be provided to each team, however all girls are highly encouraged to have their own labeled helmet and bat.
6. Base paths will be approximately 55 feet.
7. Players must wear their team uniform to participate. EXCEPTION: If you have called up a player from another team, they do not need to wear your particular team’s jersey.
8. One half inning will consist of three (3) outs or six (6) runs per inning.
	1. Innings 1-3
		1. Each team may score a maximum of six (6) runs per inning.
	2. Starting with the fourth (4th) inning:
		1. If a team is winning or the game is tied, the team can score a maximum of six (6) runs per inning.
		2. If a team is losing, the team can score 6 runs or enough to take a 1 run lead; whichever is greater.
9. SLAUGHTER RULE:
	1. If after three and one half (3.5) innings, the home team is ahead by 12 or more runs, or achieves a 12-run lead during the inning, the game is over. If the visiting team is ahead by 12 or more runs after the completion of the fourth (4th) inning, the game is over. After the fourth (4th) inning, when a team has completed its turn at bat in that inning and is 12 or more runs behind, the game is over.
10. TIE GAME:
	1. Any game ending in a tie will play extra innings until one team becomes the winner. If the time limit rule is invoked and the inning has ended in a tie, the game will official end as a tie.
11. OFFICIAL GAME:
	1. Will be considered four (4) innings (3.5 if the home team is winning). If time allows a full game will be considered six (6) innings. Any game called after this point (rain or time limit) will be considered a completed game, with the team leading at the end of the last complete inning, the winner.
	2. If the game is tied, it will be declared a tie as the final score.
	3. Any game that plays 45 minutes, but not a full three and a half (3.5) or four (4) inning game, will still be considered a completed game. Any game called before three and a half (3.5) or four (4) innings due to rain, and has not played at least 45 minutes, will be suspended and continued from the exact point of interruption.
12. RAINOUT GAMES:
	1. May be rescheduled Monday-Friday as well as Saturdays and Sundays with a possibility of double headers on any of those days.
13. RAINOUT APP will be used for rainout notifications. Rainout information will be posted here, <https://glenviewparks.org/weather-cancellations/>.
	1. Download the FREE “Rainout Line” app for iPhone or Android.
		1. Once you have downloaded the app., search for “Glenview Park District” — click the star to the right.
		2. On the next screen, click the stars next to the events/programs/facilities you want to be notified about.
	2. EMAIL & TEXT ALERTS
		1. Subscribe to email and/or text alerts by clicking on the link located under the blue and gold Rainout logo below and on the left side of this page.
		2. Manage your text and/or email subscriptions by selecting the activity and facility categories, and establishing the length of time you want to receive notifications.
	3. WEBSITE
		1. View the status of all available activity and facility categories at the bottom of this page at any time by clicking on the Rainout Line button on the homepage of this website.
	4. HOTLINE PHONE NUMBER
		1. Call the Glenview Park District Rainout Line at 847-724-3337 and enter the extension number for automated updates to any program listed below.

**Home team keeps game ball for future practices.**

**TOURNAMENT RULES**

1. All post-season games will be a full six (6) innings unless the slaughter rule comes into effect. If the game goes to extra innings the inning will start with the last batted out of the previous inning as a runner on 2nd base.
2. Teams cannot call substitutes\*.

\*Depending on roster size, this will be revisited after the season starts and teams are finalized.

1. Slaughter rule is in effect for tournament play.

**PLAYING RULES**

All softball games will be played in accordance with the Amateur Softball Association of America with the exception of any rules changes specifically stated in these rules or on the team schedule as pertaining to local situations.

PITCHING

1. This league will use modified fast pitch or “sling shot”.
	1. The ball may be delivered at any speed, but windmill delivery is prohibited.
	2. The back swing of the arm cannot go above the shoulder (parallel to the ground).
	3. There should be no high arc on the release of the pitch.
2. A full pitch will be:
	1. Two (2) feet must begin on the rubber
	2. One step off the mound in a forward direction (permitted).
	3. One foot must be in contact with the rubber when the pitch is released.
	4. A pitcher may not start behind the rubber, step on the rubber and step forward over the rubber in a continuous motion.
3. No hesitations or fakes allowed.
	1. Umpire will call a ball on any fake or hesitation.
4. Pitcher may move up at umpire’s discretion if the pitcher is struggling to throw strikes or each the plate with a pitch.
5. Players can pitch a maximum of two (2) innings per game.
	1. Innings do not need to be consecutive. One (1) pitch made in an inning equals an inning pitched.
6. In the interest of safety, if the pitcher is “wild” the umpire has the right to require the pitcher be replaced. If the pitcher is replaced, she may have up to 5 practice throws before throwing to the batter.
7. Pitcher masks are provided and are required to be worn at the 3rd-8th grade levels.

**TRAVEL PITCHER RULE**

1. No one (1) Titan or Travel softball player may pitch more than one (1) inning.
2. No combination of Titan or Travel softball players on any one team may pitch more than 2 innings.

**RUNNER AND BATTER-RUNNER**

1. A player who throws their bat will receive one warning. If she throws it again, she will be out.
2. Play will come to an end when the umpire determines the play is dead. Ball does not have to be thrown to the pitcher.
3. A fielder is not allowed to be blocking a base without the ball.
	1. If this occurs and the runner is tagged out trying to go around the fielder, interference will be called and the runner declared safe.
4. At no time is the runner allowed to barrel into a fielder with or without the ball.
	1. If this occurs the runner will be called out.
	2. If the umpire believes this to be an intentional act the runner may be removed from the game.
5. If the fielder has the ball and is blocking the plate or base, the runner must either retreat, slide, try to go around or give herself up.
6. Bunting is not permitted in any league.
	1. If batter bunts, the batter will be called out.
	2. Batters taking an exaggerated slow swing to simulate the effect of a bunt will also be called out.
7. Base stealing is not permitted in any league.

**SEE LEAGUE SPECIFIC RULES REGARDING LEADOFFS, PICKSOFFS AND OVERTHROWS.**

**SUBSTITUTIONS**

1. To keep team’s static, there will be no substitutions, call ups or using opposing player to round out teams. Teams can play with 6 to avoid forfeit.

**PLAYING TIME**

1. All players must play in the field.
2. No player may sit out two (2) consecutive innings, unless due to injury, in which case umpire and opposing coach must be notified before the player sits out the second consecutive inning.
3. No player is allowed to play the same position or more than two (2) innings per game.
4. For the integrity of the program, all girls will play and equal amount of playing time on defense.
5. No player should play their second (2nd) inning in the outfield until everyone has played at least one (1) inning in the outfield.
6. No player should sit out for a second (2nd) inning unless all players have sat out at least one (1) inning.
7. No player should sit out a third (3rd) inning unless all players have sat out at least two (2) innings.
8. Umpires are not responsible for monitoring player’s playing time.
	1. If playing time is questioned, the umpire will take an “umpire’s timeout” and will discuss the issue with BOTH coaches.
	2. The umpire will ultimately make the decision, which is final.

**LINEUP/SCOREBOOKS**

1. Each team coach will keep track of their team’s runs scored throughout each game.
2. After each inning, teams are to confer with the umpire to confirm scores are being recorded.
3. At the conclusion of each game the field supervisor and umpire will convene to report scores and send to Recreation Supervisor to record.

**RULES OF CONDUCT**

*The key to a successful program is in the hands of the coach and, in turn, his/her players. Good leadership will result in a good program.*

*The primary goal is to have fun, teach good sportsmanship, basic skills and teamwork.*

*All rules of conduct will also apply to spectators. Coaches must try to keep parents under control if necessary or requested by the umpire.*

1. Each coach will be held responsible for the conduct of his/her team players and is responsible to see that all rules are observed.
2. The coach must maintain complete control of his/herself and his/her team members at all times; this includes before, during and after a game and any other time involved with the softball program
3. The Park District reserves the right to suspend or terminate a coach and/or participants from the league if the player or coach violates any of the Glenview Park District’s Code of Conduct policies.
4. Any player found to be ineligible will result in the coach being suspended for the remainder of the season with the possibility of suspension for the following season.
5. Official’s decisions are final and will be respected; officials are not to be interfered with at any time.
	1. Unsportsmanlike conduct, disrespect, vulgarity or profanity will not be tolerated at any time, and may result in the ejection of the offending party.
	2. If required by the umpire or supervisor ejected players, coaches or spectators must leave the park immediately.
	3. Any coach or player ejected from a game for any reason will automatically be suspended for the next game played.
	4. Additional game suspension may be given at the discretion of the Recreation Supervisor.
	5. An individual with two (2) ejections in a season may be suspended from the league.
6. Organized bench control should be maintained at all times:
	1. All players should be sitting on the bench during games to prevent injuries

**UMPIRES**

The umpire will have the authority to:

1. Call a runner out for leading off too soon.
2. Call time for suspension of play.
3. Eject or disqualify a player, coach, spectator, manager or other team member from the game for violation of rules or flagrant misconduct.
4. Call all illegal pitches.
5. Forfeit any game for just cause.
6. There will be no appeal on any decision of any umpire involving judgement calls.
7. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules.
8. If the coach of either team seeks reversal of decision based solely on a point of rules, the umpire will review the questioned rule and render a final decision before taking any action.

**ONLY THE COACH WILL HAVE THE RIGHT TO QUESTION THE UMPIRE AND HIS/HER DECISIONS.**

**VIOLATIONS AND PENALITIES**

Players, coaches or team spectators will not make disparaging or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct.

Coaches should be stationed near first base, third based and/or one in the dugout.

Each coach on the field must remain in the coach’s box.

A game will be forfeited in the event team or team’s spectators or coach fail to respect the official’s authority or decisions; one warning will be given prior to such action.

If at any time a player is suspended for any length of time, refunds (either full or pro-rated) will not be issued.

**ALCOHOL**

Alcohol and smoking are NOTE allowed at Park District facilities or parks.

Any player, coach or spectator suspected of being under the influence of alcohol or drugs during a game, practice or any other event associated with the Glenview Park District Youth Softball League will be removed from the facility or park immediately, with possible disciplinary action to follow.

If alcohol if found at parks during games:

The coach(es) of the team will be suspended for a minimum of one (1) game and a parent will need to step in and coach.

If a second (2nd) incident occurs, the entire team will be suspended for that game plus one (1) game with a forfeit being recorded in the standings and the coach(es) will be suspended for the remainder of the season.

If a third (3rd) incident occurs, the season will be terminated for the entire team.

**GRADE/LEAGUE SPECIFIC RULES**

**3rd & 4th GRADE LEAGUE**

1. This league will play 11 players on the field, which includes a fourth outfielder, a short center fielder and a “catcher position”. The umpire will be the catcher. A player should still be assigned to the catcher position, but stand off to the side and become an active playmaker once the ball is in play.
2. 11-inch Incrediball Softouch softball will be used.
3. Infield fly rule will be in effect in this league.
	1. The ball will be declared dead and no advancement will be allowed. Infield fly rule is in effect when there are runners on 1st and 2nd OR 1st, 2nd and 3rd and less than two outs.
	2. INFIELD FLY RULE IS THE JUDGEMENT OF THE UMPIRE. THE INFIELD FLY MUST BE DECLARED BY THE UMPIRE. COACHES AND PLAYERS SHOULD NOT ASSUME THE RULE IS IN EFFECT UNLESS THE UMPIRE CALLS IT.
4. Pitching distance will be 35 feet from rubber to home plate.
5. On defense one coach will be permitted to stand behind the infield.
6. Each coach will pitch to their own team in all games of the season.
	1. **If the batter has two (2) strikes they will receive one warning on a called strike only before being called out for strike three.**
7. A hit batsman will be counted as a ball in the count.
8. The batter will not be entitled to first base.
9. No walks, intentional walks or steals allowed in this league.
10. **LEADOFFS** are not allowed in this league.
	1. The runner cannot leave the based until the ball is hit.
11. A runner may be called out for leaving the base too soon after given one warning during the inning.
12. Runner cannot be picked off.
13. **OVERTHROWS**
	1. On overthrows to 1st base that stay in play, runners may not advance.
	2. Batter-runner must stay at first base.
	3. All other runners may only advance the one base they were originally going to.
	4. If runners try to advance more than the one base, umpire will call time out and runners must return to the base they are entitled to.

**5th – 8th GRADE LEAGUE**

1. This league will play 10 players on the field, which includes either a fourth outfielder or additional infielder (aka short center fielder) and a “catcher position”. The umpire will be the catcher. A player should still be assigned to the catcher position, but stand off to the side and become an active playmaker once the ball is in play.
2. 12-inch restricted flight ball will be used.
3. Infield fly rule will be in effect in this league.
	1. The ball will be declared dead and no advancement will be allowed. Infield fly rule is in effect when there are runners on 1st and 2nd OR 1st, 2nd and 3rd and less than two outs.
	2. INFIELD FLY RULE IS THE JUDGEMENT OF THE UMPIRE. THE INFIELD FLY MUST BE DECLARED BY THE UMPIRE. COACHES AND PLAYERS SHOULD NOT ASSUME THE RULE IS IN EFFECT UNLESS THE UMPIRE CALLS IT.
4. Pitching distance will be 35 feet from rubber to home plate.
5. Coaches will NOT be permitted to stand on the field when playing defense.
6. Girls will pitch in all games starting with game #1.
7. Instead of a walk, the coach of the batting team will pitch to the batter until the girls makes fair contact with the ball or she strikes out.
	1. **If the batter has two strikes when the coach begins pitching, they will receive one warning on a called strike only before being called out for strike three.**
8. A hit baseman will not be entitled to first base unless the pitch was ball four, otherwise it is counted as a ball in the count.
9. **LEADOFFS** will be allowed after the pitcher releases the ball.
	1. A lead off is defined as side-stepping with body facing home plate, two steps from the base.
	2. Runner CANNOT run on the pitch.
	3. The runner may be picked off by the catcher only, but cannot advance to the next base on an overthrow. (When girls resume playing the catcher position)
	4. EXCEPTION – Runners can run on the pitch if there are two outs, a full count on the batter and a force out situation for that runner.
	5. A runner may be called out for leaving the base too soon after given one warning during the inning.
10. No walks, intentional walks or steals in this league.
11. **OVERTHROWS**
	1. On overthrows to 1st base that stay in play, runners may not advance.
	2. Batter-runner must stay at first base.
	3. All other runners may only advance the one base they were original going to.
	4. If runners try to advance more than the one base, umpire will call time out and runners must return to the base to which they are entitled.
12. 8th GRADE BATTER RULE
	1. When an 8th grader is up to bat, the defending team’s coach has the option to change player positions for that at-bat.
	2. After the 8th grader is finished with her at-bat, players must return back to their original position in the field.
	3. THIS IS FOR ALL POSITIONS EXCEPT CATCHER.
13. 5th GRADE BATTER RULE
	1. When a 5th grader is up to bat and an 8th grader is pitching, the hitting team’s coach has the option to request a 5-7th grader pitch to the batter.
	2. This request must be granted and the defending team’s coach may choose who to insert as pitcher.
	3. In this situation, it will not count as an inning pitched for that pitcher.
14. 8th GRADE PITCHING RULE
	1. 8th graders may only pitch one inning per game.
	2. An inning will consist of three (3) outs which may carry over from one inning into the next consecutive inning and cannot be split up among multiple non-consecutive innings.
	3. Once an 8th grade pitcher is removed from pitching, even if she had not recorded three (3) outs, she may not be reinserted as a pitcher.

**INFIELD FLY**

A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs.

1. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule.
2. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infield regardless who makes the play.
3. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: “Infield fly.”
4. In Glenview Park District Softball, the runners will not be allowed to advance and the ball will be declared dead. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

**The infield fly is a judgement by the umpire that the ball could be caught with ordinary effort by a player who was stationed in the infield at the time of the pitch.**

For the “one in a million” infield fly where the ball lands foul but bounces fair the following is the correct ruling:

1. If a fly ball lands untouched on foul ground before first or third base and bounces untouched into fair territory, it is an infield fly because it is now a fair ball and the batter is out.
2. If the fly ball first lands untouched in fair territory before first or third and bounces untouched into foul territory, it is a foul ball.

**STRIKE ZONE**

1. According to the American Softball Association Official Rule book, the strike zone in fast pitch is defined as:
	1. When a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter’s arm pits and top of the knees.
	2. Each umpire’s strike zone will vary.