

CHAPEL HILL PARKS AND RECREATION DEPARTMENT

YOUTH SOFTBALL LEAGUE RULES

ALL YOUTH LEAGUES

GENERAL INFORMATION

- Practice and game balls, bats, catcher's equipment, field supervisors, and game umpire will be provided by the Department.
- All equipment must be returned to the Department at 200 Plant Road immediately after the season has ended.
- No steel spikes are permitted.
- For safety, jewelry should not be worn in practices or games. Taped earrings will be permitted.
- All games against Chapel Hill League teams will be played at Cedar Falls, Hargraves or Ephesus.
- League standings will be posted on our website, at www.chapelhillparks.org.

GENERAL CONDUCT

- Players and coaches will not be allowed to cheer against anyone or make noise that is intended to distract any player. This means:
 - Cheer only for your own team
 - Do not attempt to distract the batter
 - Cheer for someone, not against anyone
- No coach or player will encourage another player or fan to violate rule #1.
- Coaches will be responsible for the conduct of their team.
- Coaches may be asked to assist the Field Supervisor in quieting an unruly or impolite fan.
- No coach shall badger or abuse any player during any game or practice; nor shall any coach harass any umpire.

GAME SCHEDULE CHANGE

- In case of inclement weather, status of weekly games will be announced on the **Athletic Hotline at 685-8277**. Status of weekend games will be available by calling the Hotline.
- The team coach is responsible for informing all team members of league information, and for contacting them with schedule changes, etc. The Chapel Hill Parks and Recreation Department will **post changes on the Athletic Hotline** or may contact all coaches with such information through e-mail.

ELIGIBILITY

- Girls 9-10 Cannot be 11 before Dec. 31, 2015
- Girls 11-12 Cannot be 13 before Dec. 31, 2015

COMPLAINT RULE

Time will not be allowed to question a judgement call by an umpire. Questions related to rule interpretations shall be dealt with swiftly. If no clear understanding can be developed within 60 seconds, then all parties involved shall note the circumstances and bring it to the attention of the Athletic Staff the following morning.



LEAGUE RULES AND REGULATIONS

- All league rules not covered in this document will be governed by rules of Little League Baseball.
- Only coaches and team members are allowed on the team bench during the game. The two assigned coaches and two volunteer adults (two base coaches and two adults to sit on the bench during games) are the maximum number of adults allowed in the dugout.
- At least 5 minutes before the scheduled game time each coach shall supply the scorer with the name and number of each player who is present at the ballfield at that time. All latecomers will be listed at the bottom of the line-up.
- There will be no grace period allowed for the start of a game. **GAME TIME LISTED ON**
- **THE SCHEDULE IS FORFEIT TIME IF NOT ENOUGH PLAYERS ARE PRESENT TO PLAY.** At least 8 players per team must be present on the field and ready to play to begin a game.
- In the event of a forfeit, the Department staff (field supervisor) will remain at the field and work the game. The staff will work a scrimmage game for one hour from the original game start time as long as there are no problems. The game can be stopped at any point if things get out of hand.
- Every catcher is required to wear a catcher's mask, chest protector and shin guards. Catchers' equipment is included in team equipment bags.
- Every batter and runner must wear protective batting helmets. If the player is used as a base coach, they must wear a batting helmet.
- All team rosters will be final after the mid-point of the season is reached.
- The Department will **not** provide trophies at the end of the season. Coaches can purchase awards for their team if they choose, but it is not required and the Department will not pay for it.

THE GAME

- A game is 6 innings in length.
 - The field supervisor's watch is the official time. The field supervisor will inform both teams if there is not enough time to complete 6 innings prior to the start of the last inning. The last inning cannot be announced until 15 minutes before the time limit expires. If the game is called because of the time limit, it is considered a completed game.
 - A game shall be considered an official game after 3 and ½ innings of play if the home team is ahead, or after 4 innings if the home team is behind.
- **5 Run per Inning Rule:** If a team scores 5 runs in an inning, teams automatically change sides. **EXCEPTION:** In the last inning of the game and in extra innings, the number of runs per inning is not limited. **There is not a ten run rule.**
- **A game may be suspended if:**
 - The umpire determines that it is **too dark** to complete the game in the case of inoperable lights or an unlighted field.
 - **Inclement weather** threatens the safety of participants.

In the event of lightening and heavy rain, teams and staff shall leave the field and seek shelter. If the weather clears within a 15-minute time period, the game will be resumed.

NOTE: A suspended game may not be considered officially complete. It could be continued at a later date, **if scheduling permits**. At the time of suspension, the scorer will record the game situation. The Athletic Staff will notify coaches to let them know if the game will be rescheduled, started over, or if it is already a completed game. (A game shall be considered an official game after 3 and ½ innings of play if the home team is ahead, or after 4 innings if the home team is behind.)

- A run shall not be scored if the third out of the inning is a result of:
 - The batter being put out before legally touching first base.
 - The base runner being forced out due to the batter becoming a base runner.
- Offensive coaches may call time-out only once per inning.
- Coaches must substitute a runner for the catcher when there are two (2) outs.
- There is unlimited substitution. Once a player comes out of the game, he or she may return to the game at a later time in another position. Please be aware of the mandatory playing rule.

MANDATORY PLAYING RULE

Each team will list all players present. Every player must play at least 2 innings in the field and have at least 1 bat in a 4 to 6 inning game. The batting order shall consist of the entire team for the entire game. His/her position in the batting order and his/her time in the field do not have to correlate.

GIRLS 9-10 LEAGUES

LENGTH OF GAME

All games will be on a time limit of one hour and fifteen minutes (1:15). No new innings will begin after this time limit is reached. EXCEPTION: All ties will be broken. Games where all 6 innings have been completed before the (1:15) time limit expires, is considered a completed game.

STEALING

- Stealing is permitted in this league, except when the coach is pitching on a 3 ball count. Base runners must be in contact with the base until the ball crosses the home plate (Penalty: Base runner is out). EXCEPTION: Stealing is **not** allowed when the coach is pitching with a 3-ball count.
- Stealing Home:** The base runner shall not be allowed to steal home on either the pitcher or the catcher. EXCEPTION: Base runners may score on a passed ball, a wild pitch, any overthrown ball by the catcher back to any fielder (including the pitcher), or any throw by the catcher making an attempt to put out a runner on either 1st, 2nd, 3rd or home.

BUNTING

Bunting is allowed.

INFIELD FLY RULES

Infield fly rule applies.

PLAYER POSITIONS

- Nine (9) players shall be used on defense (1 catcher, 1 pitcher, 4 infielders, 3 outfielders). A game may start with eight (8) players.
- All players must play in their designated position. The first, second, third basemen and shortstop cannot be forward of the pitcher. All outfielders must be positioned in the grass, not the infield dirt. The pitcher must take a position in the rear of the pitching circle, on the left or right side of the coach. **We encourage coaches to allow players to play different positions on the field.**
- Each team will provide its own catcher.

PLAYER POSITIONS

- Each **batter will face an opposing team's pitcher** during each time at bat. Pitching is done with an 11-inch softball. **Exception: When a batter accumulates a 4-ball count, a coach of the offensive team will assume the pitching role.**
- The **offensive team's coach** will have the opportunity to pitch a **specific number of pitches** (determined by the count at the time that the **4-ball count** was reached) to that batter.

Count	4 Ball	0 Strike	3 Pitches
	4 Ball	1 Strike	2 Pitches
	4 Ball	2 Strike	1 Pitch

- An **uncaught foul ball will count** toward the pitching total and handled as normal uncaught limits (except with one pitch left in the limit). **Uncaught foul balls with a one-pitch limit** are in accordance with NFHS rules
- The offensive coach must deliver the pitch in a normal pitching delivery from the pitching rubber.
- Once the batter develops a 4-ball count**, the offensive coach must assume a pitching position promptly. Time should not be taken to give directions to the batter or any base runner.
- The defensive youth pitcher must position themselves within 5 feet of the pitching rubber, but no closer to home plate than the pitching rubber.

- The offensive coach pitching should not intentionally interfere with any batted or thrown ball.
- No walks allowed (intentional or not)

Dead Ball on intentional interference; Batter, no advancement by runners

No Pitch on unintentional interference; no advancement by runners

- Defensive coaches may talk to their pitchers once per inning. The second time-out will result in a pitching change. Offensive coaches may call a time-out once per inning.
- No player will be required to pitch if she and/or her parents do not want her to pitch.
- The pitching rubber shall be set 40 feet from the back tip of home plate. If there is difficulty in getting the ball over the plate from this distance, pitchers will be allowed to pitch at a minimum of 38 feet from home plate.
- All pitching will be done underhanded. The strike zone covers the area of the plate between the tops of the batter's knees to the armpits.
- The strike zone covers the area of the plate between the tops of the batter's knees to the chest.
- Pitchers may use 3-5 warm-up pitchers between innings if needed.
- If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning. A player may pitch a maximum of 6 innings in a calendar week, Sunday through Saturday.
- For make-up games, pitchers are eligible to pitch if the following conditions are met:
 - They were eligible to pitch on the day the game was originally scheduled
 - They meet all rest requirements for the current week
- If a player pitches in a make-up game, she does have to observe the normal rest requirements before pitching again.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required number of days rest in the days leading up to the completion of the suspended game.
- Once removed from the mound, a pitcher may return to the line-up but may not return to the mound.
- Batters shall be waved to first base in the case of intentional walks.
- Players may not go to the first base on a dropped or passed ball on the third strike. The batter is out.

DEAD BALL RULES

- Base runners cannot advance on a dead ball unless forced to do so by reason of the batter having reached 1st base as entitled, or unless they are awarded a base or bases.
- Overthrow – When the ball is in play and is overthrown (beyond the boundary lines). All runners will be awarded **ONE** base, and the award will be governed by the position of the runners when the ball leaves the fielders hand. If the two runners are between the same base, the awards are based on the lead runner.

GIRLS 11-12 LEAGUE

LENGTH OF GAME

All games will be on a time limit of one hour and thirty minutes (1:30). No new innings will begin after this time limit is reached.

EXCEPTION: All ties will be broken. Games where all 6 innings have been completed before the (1:30) time limit expires, is considered a complete game.

STEALING

- Stealing is permitted in this league. Base runners must be in contact with the base until the ball crosses the home plate (Penalty: Base runner is out).

- **Stealing Home:** The base runner shall not be allowed to steal home on either the pitcher or the catcher. EXCEPTION: Base runners may score on a passed ball, a wild pitch, any overthrown ball by the catcher back to any fielder (including the pitcher), or any throw by the catcher making an attempt to put out a runner on either 1st, 2nd, 3rd or home.

BUNTING

Bunting is allowed.

INFIELD FLY RULES

Infield fly rule applies.

FOUL BALL, FOUL TIP, & DEAD BALLS

Unless noted as an exception in the league rules, see NFHS Softball rules for foul ball, foul tip, and dead ball rules.

PLAYER POSITIONS

- Nine (9) players shall be used on defense. A game may start with (8) players. All players must play in their designated position. The First, Second, Third Basemen, and Shortstop cannot be forward of the pitcher. All outfielders must be positioned in the grass, not the infield dirt. We encourage coaches to allow players to play different positions on the field.

PITCHING RULES

- Pitching will be done with a 12 inch softball.
- Defensive coaches may talk to their pitchers once per inning. The second time-out will result in a pitching change. Offensive coaches may call a time-out once per inning.
- No player will be required to pitch if he and/or his parents do not want him to pitch.
- The pitching rubber shall be set 40 feet from the back tip of home plate.
- The strike zone covers the area of the plate between the tops of the batter's knees to the chest.
- Pitchers may use 3-5 warm-up pitchers between innings if needed.
- If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning. A player may pitch a maximum of 6 innings in a calendar week.
- For make-up games, pitchers are eligible to pitch if the following conditions are met:
 - They were eligible to pitch on the day the game was originally scheduled
 - They meet all rest requirements for the current week

If a player pitches in a make-up game, she does have to observe the normal rest requirements before pitching again.

- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required number of days rest in the days leading up to the completion of the suspended game.
- Once removed from the mound, a pitcher may return to the line-up but may not return to the mound.
- Batters shall be waved to first base in the case of intentional walks.
- Players may not go to the first base on a dropped or passed ball on the third strike. The batter is out.

OVERTHROW RULE

Overthrow – When the ball is in play and is overthrown (beyond the boundary lines). All runners will be awarded TWO bases, and the award will be governed by the position of the runners when the ball leaves the fielders hand. If the two runners are between the same bases, the awards are based on the lead runner.

DISCIPLINARY PROCEEDINGS

CHAPEL HILL PARKS AND RECREATION DEPARTMENT ATHLETIC RULES OF CONDUCT

The following RULES OF CONDUCT are sportsmanship guidelines utilized to maintain a positive and safe atmosphere during recreational athletics sponsored by the Chapel Hill Parks and Recreation Department. These rules will be applied to all sports/athletics programs, youth and adult. Each participant/team will be provided this information and it is the responsibility of each team manager/coach to inform his/her team members. Ignorance of these rules will not be considered an acceptable excuse for violations.

The Gym Supervisor is the first line representative of the Parks and Recreation Department at each site. The Gym Supervisor is responsible for implementing Chapel Hill Parks and Recreation Department policies/guidelines. No spectator, player or coach may overrule any decision made by the supervisor within the guidelines set by the Parks and Recreation Department. The Gym Supervisor has the authority to maintain order in the bleachers, on the bench and on the court.

The RULES OF CONDUCT will be in effect before, during and after each game/match/practice beginning with departmental sponsored preseason practices and continuing through the conclusion of league/tournament play. All athletic special events will be governed by these rules. These guidelines will apply to all events conducted by the department regardless of whether these events are on city owned property or rental facilities.

RULES OF CONDUCT

1. All participants must abide by the official's decision.
2. All participants must refrain from all objectionable demonstrations of dissent at an official's decision (i.e. kicking or throwing a ball, bat, or equipment, speaking loudly to an official, making gestures toward an official, etc.).
3. During the course of a game/match, only one captain or one coach per team will be allowed to discuss decisions reached by an official with the officials.
4. All participants must refrain from using unnecessary roughness against the body and person of an opposing player during the course of play of the game.
5. All participants must refrain from using profane, obscene, or vulgar language.
6. Taunting, mocking, and/or harassment of participants or officials will not be allowed.

PENALTIES FOR ITEMS 1-6

The participant will be ejected from the game/match/practice and may be suspended from the next game (regular season or tournament) played by his/her team. A warning will not have to precede the ejection. Upon investigation of the violation, the Recreation Superintendent may take more severe steps if the violator's actions endanger the safety of participants or officials.

7. Verbal abuse of the officials or participants will not be allowed.
8. Profane, obscene, or vulgar language used maliciously toward another participant or official will not be allowed. (for further reference see The Chapel Hill Code, Sect. 12-3 - p.).

PENALTIES FOR ITEMS 7-8

The participant will be ejected from the game/match/practice and suspended from the next three regular season game/matches or the next tournament game/matches played by his/her team. Should the violation occur less than three regular season game/matches remaining, the suspension will be applied to those remaining games/matches plus the first tournament game/match played by his/her team.

9. Participants must refrain from pushing, shoving, striking, laying a hand on, or threatening to do any of these actions to another participant or official.
10. The drinking or possession of alcoholic beverages will not be allowed at Parks and Recreation Department events or property. (For further reference see The Chapel Hill Code, Sect. 12-3 m).
11. Participants are not allowed to attend any Parks and Recreation Department event or property while intoxicated.
12. Participants must refrain from any form of physical attack as an aggressor upon another participant or official.

13. Firearms, knives, or other weapons are not allowed at Parks and Recreation Department events or property. (For further reference see The Chapel Hill Code, Sect. 12-3-1).

PENALTIES FOR ITEMS 9-13

The participant will be ejected from the game/match and suspended for the remainder of the season or, if circumstances warrant, be suspended from further competitive programs offered by the Parks and Recreation Department. For violations of the above mentioned city ordinances and laws, legal authorities will be contacted.

APPLICATION OF THE RULES OF CONDUCT

Upon receipt of a written report describing a violation, the department program staff or designee will investigate the report and will in turn apply the appropriate penalty in compliance with the RULES OF CONDUCT.

The violator will be mailed a letter or receive a telephone call describing the violation and appropriate penalty. Additional copies of this letter will be issued to the team coach/manager, league supervisor, officials, etc. as needed. A parent/guardian will be mailed this letter for youth violators.

Penalties will begin immediately following the issuance of the letter or telephone call.

If the individual receiving the penalty wishes to appeal the ruling. He/she may do so by submitting a written request to the Recreation Superintendent stating the reason for appeal. An appeal must be received by the Recreation Superintendent within 48 hours.

Formal appeal meetings involving the participant and Parks and Recreation Staff will only be conducted for seasonal or longer suspensions at the discretion of the Recreation Superintendent.

If the individual receiving a ruling from the formal appeal meeting wishes to pursue another appeal he/she may do so by submitting a final appeal to the Director of Parks and Recreation within 24 hours of the previous ruling.

