

## MAHOMET PARKS & RECREATION

### T-BALL AGE 4

**As with all Village of Mahomet Parks & Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Healthy activities and the learning of basic baseball skills are also included in these goals.**

1. Prior to each game, coaches will have a designated amount of practice time (30 minutes maximum) to work on hitting, catching, throwing and base running skills. Good sportsmanship is often taken for granted, but must often be taught and stressed at this level, as well. Our objective is to learn the game and have fun doing it.
2. Everyone bats throughout the game.
3. Each batter and runner is permitted one base except for the last batter of the inning. A runner cannot advance on an overthrow. The last batter of the inning is permitted to run until the catcher (or any player) has the ball at home plate. To prevent the same player running the bases as the last batter of the inning, coaches are encouraged to rotate the batting order each inning.
4. A minimum of two innings will be played unless conditions prevent further play.
5. No score will be kept.
6. All batters will hit from a batting tee. The tee should be adjusted to such a height that the batter will be able to take a level swings.
7. There are no strikeouts. Batters swing until they hit a fair ball. When a fair ball is hit, it must travel 15 feet which is shown by an arc drawn from foul line to foul line. A batted ball which does not travel 15 feet is considered a foul ball.
8. There is no bunting.
9. Base stealing is not permitted.
10. Because all players hit in an inning, outs are not kept.
11. Each team will be supplied with bats, balls, a tee and one set of practice bases. Please advise Mahomet Recreation if additional equipment and/or supplies are needed.  
(other side)

12. Each team is requested to clean its players' area after the game.

13. No tobacco and/or alcohol products of any kind are permitted at any Recreation Department facility and activity.

14. Weather/Cancellations

- Any cancellations will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-7246 by 4:30 PM weekdays and by 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions that occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.

## MAHOMET PARKS & RECREATION

### T-BALL AGE 5

**As with all Village of Mahomet Parks and Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Healthy activities and the learning of basic baseball skills are also included in these goals.**

1. Prior to each game, coaches will have a designated amount of practice time (30 minutes maximum) to work on hitting, catching, throwing and base running skills. Good sportsmanship is often taken for granted, but must often be taught and stressed at this level, as well. Our objective is to learn the game AND have fun doing it.
2. Everyone bats throughout the game.
3. Each batter and runner is permitted one base, except for the last batter of the inning. A runner cannot advance on an overthrow. The last batter of the inning is permitted to run until the catcher (or any defensive player) has the ball at home plate. To prevent the same player running the bases as the last batter of the inning, coaches are encouraged to rotate the batting order each inning.
4. A maximum of two innings will be played unless conditions prevent further play.
5. No score will be kept.
6. All batters will hit from a batting tee. The tee should be adjusted to such a height that the batter will be able to take a level swing.
7. Later in the season, if a player is capable and desires to receive pitches rather than hitting from the tee, he/she will be permitted to attempt this. The final decision will rest with the coach. Coaches should agree on a reasonable number of attempts that may be thrown before the tee is replaced for a batter's use. Players should not be rushed to batting pitched balls. Next year's level of play is Coach-Pitch.
8. There are no strikeouts. Batters swing until they hit a fair ball. When a fair ball is hit, it must travel 15 feet, which is shown by an arc drawn from foul line to foul line. A batted ball which does not travel 15 feet is considered a foul ball.
9. There is no bunting

(other side)

10. Base stealing is not permitted.

11. Because all players hit in an inning, outs are not kept.

12. Each team will be supplied with bats, balls, a tee and one set of practice bases. Please advise Mahomet Recreation if additional equipment and/or supplies are needed.

13. Each team is requested to clean its player's area after the game.

14. No tobacco and/or alcohol products of any kind are permitted at any Recreation Department facility and activity.

15. Weather/Cancellations

- Any cancellations will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-7246 by 4:30 PM weekdays and by 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions that occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.

# MAHOMET PARKS & RECREATION

## COACH-PITCH

### KINDERGARTEN

**As with all Village of Mahomet Parks & Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Additional goals for this league are to teach skills, basic game rules and gain a basic understanding of baseball.**

1. Prior to each game, coaches will have a designated amount of practice time (30 minutes maximum) to work on hitting, catching, throwing and base running skills. Since teams play two evenings per week, this will enable your players to work on fundamentals prior to each game.
2. Everyone bats throughout the game.
3. Each batter and runner is permitted one base, except for the last batter of the inning. A runner cannot advance on an overthrow. The last batter of the inning is permitted to run until the catcher (or any defensive player) has the ball at home plate. To prevent the same player running the bases as the last batter of the inning, coaches are encouraged to rotate the batting order each inning.
4. A minimum of two innings shall be played unless conditions prevent further play.
5. No score will be kept.
6. All batters and base runners shall wear a helmet.
7. There are no strikeouts. Batters swing until they hit a fair ball. When a fair ball is hit, it must travel 15 feet, which is marked by an arc drawn from foul line to foul line. A batted ball which does not travel 15 feet is considered a foul ball. If the game is being played on a field with a dirt infield (13 Acres or Bridle Leash), this arc will not be present. A fair ball does not need to travel 15 feet in order to be considered a fair ball.
8. This is a coach-pitch league and batters should attempt to hit the ball in this manner. Coaches should agree on a reasonable number of swings before a tee is placed for the batter's use. Realistically, not all players will be prepared to hit a pitched ball at the beginning of the season and coaches should be aware of how to keep the player's self esteem at a high level for any of those using the batting tee.
9. Because all players bat each inning, runs and outs are not kept.

(other side)

10. There is no bunting.
11. Base stealing is not permitted.
12. Each team will be supplied with helmets, bats, balls, and a tee.. Please advise Mahomet Recreation if additional equipment and/or supplies are needed.
13. Each team is requested to clear its player's area after the game.
14. Coaches, please remember to coach and teach your players to play by the spirit of the rules and NOT the letter of the law. If a coach bends the rules to his/her advantage (even if the rules are not broken) they are sending the wrong message; that winning is more important than how the kids play.
15. No tobacco or alcohol products of any kind are permitted at any Recreation Department facility and activity.
16. Weather/Cancellations
  - Any cancellations will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-7246 by 4:30 PM weekdays and by 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
  - Any cancellations due to weather conditions which occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.

# MAHOMET PARKS & RECREATION

## GRADES 1 & 2

As with all Village of Mahomet Parks & Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Additional objectives for this league are to teach skills, game rules and gain a better understanding of the game of baseball.

### I. FIELD

- The game is played on a field with 60 foot bases. The pitcher's plate is 44 feet from the apex of home plate. Since this is a coach-pitch league, coaches will start at a distance closer to the batter and gradually work back to the permanent pitcher's plate.
- A double first base (safe-base) is used. Regulations pertaining to this base are included under the section "THE GAME".

### II. EQUIPMENT

- Mahomet Parks and Recreation Department (MPR) will provide equipment which meets safety standards for the participants. A player may use his/her personal equipment as long as it meets the safety requirement.
- All helmets, batting and catcher's, must have the NOCSAE safety emblem on the helmet. The catcher's helmet must also have the protective throat guard properly affixed.
- All bats must be Little League approved.
- All participants are expected to wear a protective cup.
- No jewelry is permitted.

### III. UMPIRE(S)

- Since this is a coach-pitch league, the coaches shall umpire the game.
- The coach who is pitching shall umpire for the batter and call all plays at home plate.
- The coach(es) who are in the field shall call all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base.

### IV. PLAYER ELIGIBILITY

- All participants must be properly registered in the baseball program sponsored by the Mahomet Parks and Recreation Department (MPR).
- Each participant must play on the team he/she is assigned by MPR.

### V. TEAMS

- Team rosters are established by MPR. No changes are permitted without the exclusive permission of the Department.
- Players must wear the MPR shirt and hat issued them for every game.

### VI. THE GAME

- Each game shall begin at 6:00 PM. A new inning may not begin after 7:15 PM and must terminate by 7:30 PM. A game may finish at an earlier time if agreed upon by both coaches.
- Each inning shall consist of 3 outs (strikeouts do not count) or one time through the batting order, whichever occurs first.
- All players shall be in the batting order but may not necessarily bat each inning.
- The batting order should be rotated each game.

- Official score will NOT be kept.
- A maximum of 11 players may play defense at one time. If a team is able to field the maximum number of players, the positions are as follows:
  1. A maximum of 7 players are permitted to play the infield, including the pitcher and catcher. The remaining 4 players shall position themselves in the outfield.
  2. All infielders shall be on the dirt and (catcher excluded) in fair territory at the time of the pitch and all outfielders shall be in fair territory on the grass (exception: the large field –East Field- at Bridle Leash Park).
- If there are fewer than 11 players at a game, the coach may position the players in any manner he/she prefers, but a “pitcher” and catcher are required. A maximum of 5 additional infielders may be used, but that number may be reduced in order to have enough players to cover the outfield, but no more than 4 players in the outfield.
- If there are more than 11 players at a game, the extra player(s) is/are in the batting order and will be placed in the field defensively after the first inning. With each new inning the team coach must rotate the extra player(s) in the field and a new player should sit on the bench for the next defensive inning. In this manner, no defensive player should sit on the bench more than one inning.
- A player may not play the same defensive position more than 2 innings in a game. Coaches are asked to enforce this rule.
- Coaches of the team playing defense are permitted in the outfield when their team is in the field.
- The coach/pitcher shall pitch to his/her players when they are batting.
- One player shall play “pitcher” by positioning himself/herself to one side and behind the coach/pitcher. That player shall assume the fielding duties of a standard pitcher.
- Each batter shall get 7 good pitches (strikes) to hit the ball. If the batter hits a foul ball on the 7<sup>th</sup> pitch, he/she shall get an additional pitch to hit, and so on.
- There are no walks in this league.
- If a batter is hit by a pitched ball, he/she is not awarded first base, but remains batting.
- Bunting is NOT permitted in this league.
- The batting team shall supply one volunteer to stand behind the catcher to retrieve any balls which get past the catcher. The volunteer should retrieve the ball and give it to the catcher to throw back to the pitcher. This will assist in speeding up the game.
- **BASERUNNING**
  1. One base shall be awarded on an overthrow into foul territory, if the runner can safely reach the next base. On an overthrow in fair territory, the runner must stop at the next base to which he/she is advancing, if that base can be reached safely.
  2. Base runners may not steal a base.
  3. Sliding is permitted and is at the discretion of the coach. No head first slides are allowed unless the runner is returning back to a base.
  4. All infielders must stand out of the base path and tag the runner without blocking the base or home plate. This especially pertains to the catcher.
- **PITCHING RULES**
  1. Since this league is a coach-pitch league, each team’s coach shall pitch to his/her own players in an effort to let each player hit.
  2. The coach/pitcher shall pitch in an overhand manner and should use discretion on the distance he/she stands from the batter. As the



season progresses, the pitcher should move back, especially for the older children in preparation for the future Minor League (Grades 3 &4) competition next year.

- The double first base (safe-base) shall be used in all league play. The rationale for this implementation is safety first and that it is mandatory for all IESA baseball games. The rules pertaining to the safe-base shall be as follows:
  1. When a play is being made on the batter-runner at first base, he/she shall use the orange portion and the fielder shall use the white portion of the base.
  2. If there is a force play by an infielder on the batter/runner who touches only the white portion and contacts the fielder about to catch a thrown ball while on the white base, interference is called. The ball is dead, the batter-runner is out and all other runners are returned to the base last occupied at the time of the interference.
  3. If there is no play at first base on a batted ball, the batter-runner may touch either base. If contact is made with the infielder at first base, it is ruled obstruction by the umpire and any awarding of base(s) is at the discretion of the umpire.
  4. Coaches are asked to work with their young players regarding the use of the safe-base, since we are using these regulations throughout future leagues in our baseball program.

## **VII. RUN RULES**

- Official score is NOT kept. Coaches are asked to discourage players from keeping score. This is a developmental and instructional league.

## **VIII. SCHEDULING**

- A league schedule shall be established by MPR. Team schedules are set by computer and all game assignments are final.
- Any cancellations due to weather will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-6025 by 4:30 PM weekdays and 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions which occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before 7:15 PM, it shall be considered official if each team batted at least one time.
- Teams are required to play make-up games as they are rescheduled.

## **IX. SPORTSMANSHIP/CONDUCT**

- Sportsmanship is an important aspect of all recreation department athletic activities. A sporting behavior is expected from all players, coaches, umpires and spectators. Unacceptable actions on the part of anyone at a game will not be tolerated.
- There shall be no agitation toward the opposing team from any players or coaches at any time. Teams should encourage their own players, but refrain from distracting opponents. One of the primary goals is to promote good sportsmanship and behavior. The "Batter, Batter", "Swing Batter" and "No Pitcher" are examples of unacceptable behavior. Coaches are asked to monitor this practice and make sportsmanship a top priority. Let's keep all chatter positive in nature!

- In keeping with a sporting attitude, coaches should coach and teach kids to play by the spirit of the rules and NOT by the letter of the law. If a coach bends a rule to his/her advantage (even if the rule is not broken), the wrong message is being sent--that winning is more important than how the athletes play.
- Each team is expected to clean its dugout area following the game.
- No tobacco or alcohol products of any kind are permitted at any Recreation Department facility and/or activity.

# MAHOMET PARKS & RECREATION

## SOFTBALL

### GRADES 1 & 2

As with all Village of Mahomet Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Additional goals for this league are to teach skills, game rules and gain a better understanding of the game of softball. With this in mind, the following rules have been adopted for the 1<sup>st</sup> and 2<sup>nd</sup> grade Softball League.

#### I. FIELD

- The game is played on a field with 60 foot bases. The pitcher's plate is 37 feet from the apex of home plate. Since this is a coach-pitch league, coaches will start at a distance closer to the batter and gradually work back to the permanent pitcher's plate as the season progresses.
- A double first base (safe-base) is used. Regulations pertaining to this base are included under the section "THE GAME".

#### II. EQUIPMENT

- Mahomet Parks and Recreation Department (MPR) will provide equipment which meets safety standards for the participants. A player may use her personal equipment as long as it meets the safety requirements.
- All batting helmets must have the NOCSAE safety emblem on the helmet.
- A coach should contact MPR in the event a participant desires to play the catcher's position in the "official" manner. Regulation equipment is needed in this situation. Otherwise, the "catcher" should use the issued gear.
- All bats must be Little League Softball or ASA approved and shall not exceed 32" in length.
- No jewelry is permitted. Pony tail holders may be used in a girl's hair.

#### III. UMPIRE(S)

- Since this is a coach-pitch league, the coaches shall umpire the game.
- The coach who is pitching shall umpire for the batter and call all plays at home plate.
- The coach(es) who are in the field shall call all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base.

#### IV. PLAYER ELIGIBILITY

- All participants must be properly registered in the softball program sponsored by the Mahomet Parks and Recreation Department (MPR)
- Each participant must play on the team she is assigned by MPR.

#### V. TEAMS

- Team rosters are established by MPR. No changes are permitted without the exclusive permission of the Department.
- Players must wear the MPR shirt and visor issued them for every game.

#### VI. THE GAME

- Each game shall consist of 4 innings or one hour of play, with no new inning starting after one hour. At the end of one hour 15 minutes, all play shall cease, whether or not the inning is completed. In the event darkness may prevent the second game being completed, coaches of the first game should halt their game after one hour. Please assist us with this potential problem to allow all players to participate.

- Each inning shall consist of 3 outs by the defensive team (strike outs do not count) or one time through the batting order, whichever occurs first.
- Everyone bats in the batting order, but not necessarily in the same inning.
- This is a coach-pitch league. Coaches shall pitch to their players.
- Batters and runners must wear a helmet.
- Each batter shall get 7 good pitches (strikes) to hit the ball. If the batter hits a foul ball on the 7<sup>th</sup> pitch, she shall get an additional pitch to hit.
- There are no walks in this league.
- If a batter is hit by a pitched ball, she is not awarded first base, but remains batting.
- Bunting is NOT permitted
- The infield fly rule shall NOT apply in this league.
- The batting team shall supply one volunteer to stand behind the catcher to retrieve any balls which get past the catcher. The volunteer should retrieve the ball and give it to the catcher to throw back to the pitcher. This will help speed up the game.
- **BASERUNNING**
  1. On an overthrow, the runner shall be awarded the base to which she is running plus the next base, if she can safely make it.
  2. A base runner may leave the base once the ball is hit by the batter.
  3. Base runners may not steal a base.
  4. Sliding is permitted and is at the discretion of the coach. No head first slides are permitted unless the runner is returning back to a base.
  5. All infielders must stand out of the base path and tag the runner without blocking the base or home plate. This especially pertains to the catcher.
  6. If the fielder is throwing the ball to the pitcher, a runner may not advance to the next base unless she has crossed the halfway line. The halfway line is an imaginary (or possibly marked) line that designates the half way point between the bases.
  7. If a batter or runner is put out, she is OUT, and must return to the dugout.
- **PITCHING RULES**
  1. Since this is a coach/pitch league, each team's coach shall pitch to his/her own players in an effort to let each player hit.
  2. A coach/pitcher shall deliver the ball in an underhand manner from a distance and at a speed in which they can be hit by the batter.
  3. As the season progresses, the coach/pitcher should move back, especially for the older children in preparation for the Softball, Grades 3-5 program next year.
- A maximum of 11 players may play defense at one time. If a team can field the maximum number of players, the positions are as follows:
  - I. One player is placed to the side of the coach/pitcher and assumes the defensive position of the pitcher.
  - II. The catcher will position herself behind the batter, wherever she feels comfortable. The catcher is required to wear at least a mask and chest protector, no matter where she is located.
  - III. There shall be, at most, 5 additional infielders who shall position themselves in fair territory on the infield dirt.
  - IV. There shall be, at most, 4 outfielders who shall position themselves on the outfield grass (exception: the large field – East Field- at Bridle Leash)..
- If there are fewer than 11 players at a game, the coach may position the players in any manner he/she prefers, but a "pitcher" and catcher are required. A maximum of 5

additional infielders may be used, but that number may be reduced in order to have enough players to cover the outfield, but no more than 4 players in the outfield.

- If there are more than 11 players present, the extra player(s) is/are in the batting order and will be placed in the field defensively after the first inning. With each new inning the team coach must rotate the extra player(s) in the field and a new player should sit on the bench for the next defensive inning. In this manner, no defensive player should sit on the bench more than one inning.
- A player may not play the same defensive position more than 2 innings in a game.
- The double first base (safe-base) shall be used in all league play. This base is standard in softball and the rules for this shall be as follows:
  1. When a play is being made on the batter-runner at first base, she shall use the orange portion and the fielder shall use the white portion of the base
  2. If there is a force play by an infielder on the batter-runner who touches only the white portion and contacts the fielder about to catch a thrown ball while on the white base, interference is called. The ball is dead, the batter-runner is out and all other runners are returned to the base last occupied at the time of the interference.
  3. If there is no play at first base on a batted ball, the batter-runner may touch either base. If contact is made with the infielder at first base, it is ruled obstruction by the umpire and any awarding of base(s) is at the discretion of the umpire.
  4. Coaches are asked to work with their young players regarding the use of the safe-base, since we are using these regulations throughout future leagues in our softball program.

## **VII. RUN RULES**

- Official score is NOT kept. Coaches are asked to discourage players from keeping score. This is a developmental and instructional league.

## **VIII. SCHEDULING**

- A league schedule shall be established by MPR. Team schedules are set by computer and all game assignments are final.
- Any cancellations due to weather will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-7246 by 4:30 PM weekdays and 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions which occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before the time limit, it shall be considered official if each team batted one time.
- Teams are required to play make-up games as they are rescheduled.

## **IX. SPORTSMANSHIP/CONDUCT**

- Sportsmanship is an important aspect of all recreation department athletic activities. A sporting behavior is expected from all players, coaches, umpires and spectators. Unacceptable actions on the part of anyone at a game will not be tolerated.
- There shall be no agitation toward the opposing team from any players or coaches at any time. Teams should encourage their own players, but refrain from distracting opponents. One of the primary goals is to promote good sportsmanship and behavior. The "Batter, Batter", "swing Batter" and "No Pitcher" are examples of unacceptable behavior. Coaches are asked to monitor this practice and make sportsmanship a top priority. Let's keep all chatter positive in nature!

- In keeping with a sporting attitude, coaches should coach and teach kids to play by the spirit of the rules and NOT necessarily by the letter of the law. If a coach bends a rule to his/her advantage (even if the rule is not broken), the wrong message is being sent—that winning is more important than how the athletes play.
- Each team is expected to clean its dugout area following the game.
- No tobacco or alcohol products of any kind are permitted at any Recreation Department facility and/or activity.

# MAHOMET PARKS AND RECREATION

## GRADES 3 & 4

As with all Village of Mahomet Parks & Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Little League baseball rules shall apply with the following modifications:

### I. FIELD

- The game is played on a field with 60 foot bases and a pitcher's plate 44 feet from the apex of home plate.
- A double first base (safe base) is used. Regulations pertaining to this base are included under the section "**THE GAME**".

### II. EQUIPMENT

- Mahomet Parks and Recreation Department (MPR) shall provide equipment which meets safety standards for the participants. A player may use his/her personal equipment as long as it meets the safety requirements.
- All helmets, batting and catcher, must have the NOCSAE safety emblem on the helmet. The catcher's helmet must also have the protective throat guard properly affixed.
- All bats shall meet the USA Baseball Bat standard (USABat) featuring the USA Baseball's mark as adopted by Little League. Bats shall not be more than 33 inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths ( $15/16$ ) inches in diameter ( $7/8$  inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

- All participants are expected to wear a protective cup.
- At least one game ball shall be provided by MPR. The home team shall provide a second ball of suitable quality for play.
- Jewelry of any type is NOT permitted. This includes bracelets and necklaces, whether rope, rubber or plastic in nature.

### III. UMPIRE(S)

- MPR will supply at least one umpire for each game. When one umpire works a game, that umpire will assume all duties and responsibilities.
- For tournament games, two umpires shall be supplied, if possible.
- The umpire shall have complete jurisdiction in administering the rules of the game.
- The "plate umpire" shall take his/her position behind the catcher to call balls, strikes and outs within his/her jurisdiction when a player is pitching.
- When the pitching machine is in use, the umpire shall operate such and position him/herself in such a location to also make all necessary calls..
- Only coaches are permitted to question a misapplication of the rules. Judgment calls shall not be challenged.

### IV. PLAYER ELIGIBILITY

- All participants must be properly registered in the baseball program sponsored by the Mahomet Parks and Recreation Department (MPR).
- All roster players must be currently enrolled in the 3<sup>rd</sup> or 4<sup>th</sup> grade.
- No trading of players is permitted after the draft is completed.

### V. TEAMS

- There is no minimum as to the number of roster players required for a team to be permitted to play a game. No substitutes from another 3<sup>rd</sup>/4<sup>th</sup> grade team are permitted.

- Players must wear the MPR shirt and hat issued them for every game.
- Only a maximum of 10 players shall play defense at a time.

## VI. THE GAME

- Minor League regular season games shall start at 6:00 PM, with no inning beginning after 7:30 PM, unless a tie exists. At 7:45 PM, all play shall cease for the game and the score shall revert back to the preciously completed inning. If this causes the game to be tied, it shall be recorded as such. If a batter has received at least one pitch when time expires, he/she shall be permitted to complete the at bat.

**EXCEPTION:** If a game cannot start promptly due to the absence of an umpire, unplayable field conditions, or Recreation Department approved change in starting time, playing time shall be one hour and thirty minutes. The game time shall be kept by the umpire or his/her designee.

- Game time is forfeit time.
- Six innings or time limit constitutes a complete game. If inclement weather causes a game to be concluded early, it shall be official after 4 innings (3 ½ innings if the home team is leading). If darkness or the time limit causes conclusion of a game, it shall be considered official, regardless of the inning. The score shall revert back to the end of the last completed inning. If the home team is leading at the time of termination, the game shall be considered complete and official.
- All players shall be in the batting order. If a player arrives late, he/she shall be placed at the end of the batting order.
- Only 10 players shall play defense at a time. Coaches are encouraged to rotate defensive players' positions from game to game or throughout the game.
- The maximum number of infielders is six, including the pitcher and catcher. If a team is short handed, it may play with less than six infielders, but must field a pitcher and catcher, even when the machine is in use.
- All players should play at least 2 complete innings in the field in a game which consists of four (4) innings or more. If a game ends before this can be accomplished, players not playing 2 complete innings on defense should start the next game on defense to assure getting time in the field.
- Free substitution on defense, but the batting order remains constant throughout the game.
- The infield fly rule is **NOT** in effect for this league.
- The "dropped third strike rule" is not in effect in this league. If the catcher drops ( or misplays) a third strike, the batter is OUT, no matter what the situation with baserunners.
- Bunting is a fundamental part of baseball and is permitted at the Minor League level. Coaches are asked to use this skill appropriately.
- **PITCHING RULES**
  1. If a pitcher delivers one pitch, this constitutes an inning pitched.
  2. A pitcher may pitch a maximum of 3 consecutive innings per game.
  3. Once a pitcher is removed from that position, he/she may NOT return to the pitcher position for the remainder of the game, even if he/she has not pitched three innings.
  4. We are not using a pitch count for our pitchers, but coaches are asked to use good judgment on the number of pitches thrown by each pitcher.
  5. Modifications for the Machine Pitch portion of the game are included at the end of this rules packet.



- **BASERUNNING**

1. A runner is permitted a maximum of one additional base on all overthrows of a batted ball, if he/she can safely advance. The one base advance rule is determined as one base from the last base occupied when the throw leaves the fielder's hand.
2. In accordance with Little League Baseball rules, a base runner may not leave the base occupied until the ball passes the batter, or is hit by the batter.. **NOTE:** A base runner violating this rule is not automatically out, but shall be placed or returned to the appropriate base according to the rule. If a runner leaves a base before the ball passes the batter (or is hit) and is put out, the out stands.
3. On an overthrow of a steal attempt, the runner shall get the base he/she is attempting to steal. The other runners may advance one base unless a runner is on third base when said runner steals.
4. A runner on 3<sup>rd</sup> base may attempt to score **only** on a batted ball; **EXCEPTION: If the batter is hit by a pitch or walks with the bases loaded, the runner on third base shall automatically score.**
5. No head first slides into the next base on an advance. An advancing runner who initiates a head first slide shall be declared OUT and all play shall cease at that time. A runner may dive back into the base in which he/she is returning. Base runners must attempt to avoid contact with a defensive player when going to a base.

- The double first base (safe-base) shall be used in all regular season and tournament games. The rationale for this implementation is that it is mandatory in all IESA games. The rules pertaining to the safe-base shall be as follows:
  1. When a play is being made on the batter-runner at first base, he/she shall use the orange portion and the fielder shall use the white portion of the base.
  2. If there is a force play by an infielder on the batter-runner who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white base, interference is called. The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of the interference
  3. If there is no play at first base on a batted ball, the batter-runner may touch either base. If contact is made with the fielder at first base, it is ruled obstruction on the defense. Play continues, but after time out is in effect, the ruling umpire may award any additional base(s) to the obstructed runner at his/her discretion.
  4. If a runner is returning back to first base, he/she must be in contact with the white portion in order to be considered safely on the base.
  5. A batted ball must hit totally in the orange to be foul.
- When an injury occurs on the field during a game, any umpire is empowered to immediately call **TIME OUT**. This becomes a dead ball situation. It shall be the umpire's judgment as to the placement of any base runners.
- The home team shall keep the official scorebook. Both teams should be in contact with each other throughout the game to be certain their books agree. If they do not agree, the home team book shall prevail. The home team is responsible to report the result to the concession stand upon the conclusion of the game.
- Coaches and umpires are encouraged to keep the game moving **HUSTLE** on the part of everyone involved will permit more play during the allotted time of the game. Players should run on and off the field between innings and the next batter should be in the on deck circle and ready to bat when it is his/her turn to do so. Catchers should have all equipment in place and be prepared to warm up their pitcher as quickly as possible. Umpires should strive to permit no more than one minute between half innings. Speeding up the game will increase the enjoyment of the activity for everyone.

## **VII. RUN RULES**

- Each inning shall consist of 3 outs, or 5 runs, whichever comes first. The run rule is waived for the 6<sup>th</sup> (and extra inning) in which a team may score an unlimited number of runs.
- If, at the end of 4 complete innings (3 ½ innings if the home team is ahead) one team is leading by 12 or more runs, the game shall be terminated and recorded as complete.

## **VIII. SCHEDULING**

- A league schedule shall be established by MPR. Team schedules are set by computer and all game assignments are final.
- Any cancelations due to weather will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-7246 by 4:30 PM weekdays and 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancelations due to weather conditions which occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before it becomes official, the game shall be replayed in its entirety.
- Teams are required to play make-up games as they are rescheduled or accept a forfeit.

## **IX. SPORTSMANSHIP/CONDUCT**

- Sportsmanship is an important aspect of all recreation department athletic activities. A sporting behavior is expected from all players, coaches, umpires and spectators. Unacceptable actions on the part of anyone at a game will not be tolerated.
- There shall be no agitation toward the opposing team from any players or coaches at any time. Teams should encourage their own players, but refrain from distracting opponents. One of the primary goals of our programs is to promote good sportsmanship and behavior. The “Batter, Batter”, “Swing Batter” and “No Pitcher” are examples of unacceptable behavior. The home plate umpire has jurisdiction over any questionable behavior regarding sportsmanship. Let’s keep all chatter positive in nature!
- In keeping with a sporting attitude, coaches should coach and teach kids to play by the spirit of the rules and NOT necessarily by the letter of the law. If a coach bends a rule to his/her advantage (even if the rule is not broken), the wrong message is being sent—that winning is more important than how the athletes play.
- Each team is expected to clean its dugout area following the game.
- No tobacco or alcohol products of any kind are permitted at any MPR facility and/or activity.

## **PITCHING MACHINE MODIFICATIONS**

1. The pitching machine shall be used the first 4 innings of the game. This number of innings shall decrease as the season progresses. MPR will be in contact with the coaches throughout to determine the schedule at which the innings shall be decreased. The final decision shall be made by MPR

2. After the final "machine pitch" inning, the remaining innings (or time) shall be contested using a player as the pitcher.
3. The pitching machine shall be operated by the umpire.
4. The pitching machine speed shall be determined by the coaches and approved by the umpire. If the coaches cannot agree, the umpire's ruling shall prevail.
5. Pitching machine distance from home plate shall be set by MPR.
6. No batter shall be awarded a base on balls while the machine is being used.
7. A batter shall receive three good pitches from the machine, three swinging strikes, or any combination of each. A foul ball on the last strike gets an additional pitch, as in regulation baseball.
8. No base stealing while the machine is being used. The catcher must play the position.
9. Bunting is not permitted while the machine is being used.
10. The "Pitcher" must wear a batting helmet and position him/herself behind the pitching rubber when the ball is delivered to the batter.
11. If the pitching machine is hit by a batted ball or by a ball thrown by an infielder attempting to make an initial play on a batted ball, the play shall be designated as a dead ball single. Only runners who are forced to advance shall be awarded one base from their original position. The batter-runner shall be awarded first base.

# MAHOMET PARKS & RECREATION

## SOFTBALL

### GRADES 3-5

As with all Village of Mahomet Recreation programs, our goal is to promote good sportsmanship among participants, coaches and parents and to have fun. Additional goals for this league are to teach skills, game rules and gain a better understanding of the game of softball. A pitching machine will be utilized to enhance the improvement of these skills. Official softball rules shall apply with the following exceptions and amendments:

#### I. FIELD

- The game is played on a field with 60 foot bases and a pitcher's plate 37 feet from the apex of home plate.
- A double first base (safe-base) is used. Regulations pertaining to this base are included under the section **"THE GAME"**.

#### II. EQUIPMENT

- Mahomet Parks and Recreation Department will provide equipment which meets safety standards for the participants. A player may use her personal equipment as long as it meets the safety requirement.
- All helmets, batting and catcher, must have the NOCSAE safety emblem on the helmet. The catcher's helmet must also have the protective throat guard properly affixed.
- All offensive players must wear a batting helmet with facemask while batting, in the on deck circle, running the bases or in the coach's box.
- All bats must be Little League Softball or ASA approved and shall not exceed 32" in length.
- Ball used is an 11" optic yellow softball.
- No jewelry is permitted. Pony tail holders may be used in a girl's hair.
- A pitching machine shall be used. This will speed play and allow more opportunity for the development of various softball skills. Please see **"PITCHING MACHINE EXCEPTIONS"** in the event the machine cannot be safely operated.

#### III. UMPIRE(S)

- MPR will supply at least one umpire for each regular season game (2 for each tournament game).
- The umpire shall operate the pitching machine.
- The umpire shall call strikes and outs. When one umpire is used she/he shall also call all fair balls, foul balls and outs.
- Only the head coach is permitted to question a misapplication of the rules. Judgment calls shall not be challenged.

#### IV. PLAYER ELIGIBILITY

- All participants must be properly registered in the softball program sponsored by the Mahomet Parks and Recreation Department (MPR).  
All roster players must be currently enrolled in the 3<sup>rd</sup>, 4<sup>th</sup> or 5<sup>th</sup> grade. No players from the 1<sup>st</sup> and 2<sup>nd</sup> grade league are permitted to participate in this division.
- Roster players shall be drafted at a preseason coaches' meeting and are permitted to play only on the team in which she is drafted.

## **V. TEAMS**

- There is no minimum as to the number of roster players required for a team to be permitted to play a game. No substitutes from another 3<sup>rd</sup> – 5<sup>th</sup> Grade Softball team are permitted..
- Players must wear the MPR shirt and visor issued them for every game.
- Only a maximum of 10 players shall play defense at a time.
- If a team has less than nine players at a game, a coach (adult) may take the place of the catcher. This adult shall position himself/herself behind the catcher's box, near the backstop to retrieve balls from the pitching machine. This person may NOT make a play on any batted or thrown ball and is NOT to assume any responsibilities as an umpire..

## **VI. THE GAME**

Games which are played as part of a double header shall begin at 5:30PM. No new inning shall begin after 6:30 PM. At 6:45 PM, all play shall end and the final score shall revert back to the score at the last completed inning. The second game is scheduled to begin at 6:50 PM. For the second game, no new inning may begin after 7:50 PM. At 8:05PM, all play shall end and the final score will revert back to the score at the end of the last completed inning. Teams scheduled for the second game should be prepared to play any time after 6:30 PM in the event the first game ends early. In the event darkness may prevent the second game being completed, the umpire may impose a one hour completion. This can include the first and/or second game.

- Using the rule above, it is possible for a game to end in a tie throughout the regular season. During the tournament, a game shall be played to completion. The time limit shall be waived unless darkness or weather causes an early termination.
- Game time is forfeit time.
- Six innings or time limit shall be considered a complete game. In the event weather conditions cause a game to be terminated before 4 complete innings have been played (3 ½ innings if the home team is ahead) the game shall be replayed in its entirety at a later date. If darkness or time limit cause a game to be terminated prior to 4 innings being played, it shall be declared a complete game.
- The offensive team shall bat the entire line-up. All girls on the team will bat, although not necessarily in the same inning.
- Bunting is not permitted in this league.
- **PITCHING MACHINE**
  - I. The umpire shall operate the pitching machine.
  - II. The speed of pitch delivery shall be determined by the coaches and shall remain constant throughout the game.
  - III. A batter shall receive three good pitches from the machine, three swinging strikes, or any combination of each. A foul ball on the last strike gets an additional pitch, as in regulation softball.
  - IV. There are no base on balls in this league.
  - V. If the pitching machine (or protective screen, if used) is hit by a batted ball or by a ball thrown by an infielder attempting to make an initial play on a batted ball, the play shall be designated as a dead ball single. All runners who are forced to advance shall be awarded one base from their original position. The batter-runner shall be awarded first base.
- **BASERUNNING**
  - I. On an overthrow, the runner shall be awarded the base to which she is running plus the next base, if she can safely reach it.

- II. A base runner may leave the base once the ball is hit by the batter.
  - III. Base runners may not steal a base.
  - IV. Sliding is permitted and is at the discretion of the coach. No head first slides are permitted unless the runner is returning back to a base.
- The catcher must wear a protective mask and headgear with a throat protector properly affixed, chest protector and leg guards. In order for the catcher to make a play on a batted ball (fair or foul), she must be positioned completely within the catcher's box when the ball is delivered to the batter. If the catcher is not properly positioned within the box, she may make a play on a thrown ball, but not on any ball hit by the batter. The catcher's box shall be a rectangle located behind and adjacent to the batter's boxes the width of the boxes and a depth of 9 feet behind the boxes. The intent of this rule is to encourage the teaching of catcher's skills, and to discourage the unfair practice of a "catcher" standing near the backstop and being permitted to catch foul balls hit in the vicinity.
  - Defensively, a maximum of 6 players may play in the infield, including the pitcher and catcher, (or Coach/Adult "catcher"). They must be positioned on the dirt at the time of the pitch.. The defensive team must have a pitcher and catcher. A maximum of 4 shall play the outfield and must be positioned on the grass at the time of the pitch. Coaches are encouraged to rotate defensive players' positions from game to game or throughout the game.
  - Each girl should play half the game on defense. In the event of a shortened game due to time constraints or darkness, those players who did not start or did not get their full defensive playing time should start the next game. Coaches are asked to honor this practice.
  - Prior to the machine pitching to a batter, the player designated to play the "pitcher" position must assume a position completely within the pitching circle and adjacent to the machine, no closer to home plate than the pitching plate. The umpire shall instruct the pitcher of her options as to her standing position; however, it should NEVER be closer to home plate than the release point of the ball by the machine. For safety purposes, the pitcher MUST wear a batting helmet at all times.
  - The pitcher may move outside the pitching circle to make a play on a batted or thrown ball, but may NOT cover home plate to make a play which, in the umpire's judgment, should have been the catcher's responsibility.
  - When a ball is thrown back to the pitcher in the circle, all runners must return to their bases, unless the umpire determines the runner(s) would have safely reached the next base.
  - Coaches are not permitted on the playing field while the game is in progress. A coach of the team at bat is permitted in each coaching box.
  - The double first base (safe-base) shall be used in all regular season and tournament games. This base is standard for softball and the rules shall be as follows:
    1. When a play is being made on the batter-runner at first base, she shall use the orange portion and the fielder shall use the white portion of the base.
    2. If there is a force play by an infielder on the batter-runner who touches only the white portion and contacts the fielder about to catch a thrown ball while on the white base, interference is called. The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of the interference.
    3. If there is no play at first base on a batted ball, the batter-runner may touch either-base. If contact is made with the fielder at first base, it is ruled obstruction on the defense. Play continues, but after time out is in effect, the ruling umpire may award any additional base(s) to the obstructed runner at his/her discretion.

4. If a runner is returning back to first base, she must be in contact with the white portion in order to be considered safely on the base.
5. A batted ball must hit totally in the orange to be foul.

## **VI. RUN RULES**

- There is no mercy run rule in this league. Coaches are encouraged to NOT run up the score.

Each half inning shall consist of 3 outs or 5 runs, whichever occurs first through the first five innings. In the 6th (and extra, if needed) innings there is no limit on the number of runs which can be scored by a team.

## **VII. SCHEDULING**

- A league schedule shall be established by MPR. Team schedules are set by computer and all game assignments are final.
- Any cancellations due to weather will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-6025 by 4:30 PM weekdays and 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions which occur after 4:30 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before it becomes official, the game shall be replayed in its entirety.
- Teams are required to play make-up games as they are rescheduled or accept a forfeit.

## **VIII. SPORTSMANSHIP/CONDUCT**

- Sportsmanship is an important aspect of all recreation department athletic activities. A sporting behavior is expected from all players, coaches, umpires and spectators. Unacceptable actions on the part of anyone at a game will not be tolerated.
- There shall be no agitation toward the opposing team from any players or coaches at any time. Teams should encourage their own players, but refrain from distracting opponents. One of the primary goals of our programs is to promote good sportsmanship and behavior. The “Batter, Batter”, “Swing Batter”, and “No Pitcher” are examples of unacceptable behavior regarding sportsmanship. Coaches are asked to monitor this practice and make sportsmanship a top priority. Let’s keep all chatter positive in nature!
- In keeping with a sporting attitude, coaches should coach and teach the kids to play by the spirit of the rules and NOT necessarily by the letter of the law. If a coach bends a rule to his/her advantage (even if the rule is not broken), the wrong message is being sent—that winning is more important than how the athletes play.
- Each team is expected to clean its dugout area following the game.
- No tobacco or alcohol products of any kind are permitted at any MPR facility and/ or activity.

## SANGAMON RIVER LEAGUE RULES

As with all recreation programs, our goal is to promote good sportsmanship among participants, coaches, parents, learn the skills of the game and to have fun. Little League baseball rules shall apply with the following modifications:

### I. FIELD

- The game is played on a field with 60 foot bases and a pitcher's plate 46 feet from the apex of home plate.
- A double first base (safe-base) is used. Regulations pertaining to this base are included under the section "**THE GAME**".

### II. EQUIPMENT

- Teams will be provided equipment which meets safety standards for the participants by the sponsoring community organization. A player may use his/her personal equipment as long as it meets the safety requirement.
- All helmets, batting and catchers, must have the NOCSAE safety emblem on the helmet. The catcher's helmet must also have the protective throat guard properly affixed.

#### BATS:

- All bats must be Little League approved and shall not exceed 33 inches in length with a maximum diameter of 2.25 inches
- OR
- All bats shall meet the USA Baseball Bat standard (USABat) featuring the USA Baseball's mark as adopted by Little League. Bats shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

- All participants are expected to wear a protective cup.
- No jewelry is permitted.
- Two game balls shall be provided by the hosting community program. The home team shall provide another back up ball of suitable quality for play.

### III. UMPIRE(S)

- The home team shall supply two umpires for each game. In the event only one umpire is available for the game, that umpire shall assume all duties and responsibilities.
- Umpires shall be 16 years of age or older.
- The umpires shall have complete jurisdiction in administering the rules of balls, strikes and outs within his/her jurisdiction. The base umpire shall position him/herself to make calls at the bases.
- Only the head coach of the game is permitted to question a misapplication of the rules. Judgment calls shall not be challenged.

### IV. PLAYER ELIGIBILITY

- All participants must be properly registered in the baseball program sponsored by the community program in which they are registered.
- All roster players must be currently enrolled in the 5<sup>th</sup> or 6<sup>th</sup> grade or have not reached the age of 14 prior to September 1, 2018. Any player who reaches the age of 13 prior to September 1, 2018 is not permitted to pitch in a game.
- No trading of players is permitted after the draft is completed.



## V. TEAMS

- There is no minimum as to the number of roster players required for a team to be permitted to play a game. No substitutes from another 5<sup>th</sup>/6<sup>th</sup> grade team are permitted.
- Players must wear the shirt and hat issued them for every game.
- Only a maximum of 9 players shall play defense at a time.
- A substitute player is not permitted to play pitcher or catcher and must bat at the end of the batting order.
- If a roster player arrives after the game begins, that player shall be placed at the end of the batting order. The substitute player shall remain in the batting order, but the defensive positioning is at the discretion of the coach.

## VI. THE GAME

- For the 2018 season, all evening games shall begin at 6:00 PM. No new inning shall begin after 7:30 PM ( 1 hour 30 min.) The game time shall be kept by the umpire or his designee.

**EXCEPTION: If a game cannot start promptly due to the absence of an umpire, unplayable field conditions or recreation Department approved change in starting time, the game time shall still be 1 hour 30 minutes.**

- Using the rule above, it is possible for a game to end in a tie throughout the regular season. During the tournament, all games shall be played to completion.
- Game time is forfeit time.
- Six innings or time limit constitutes an official game. If inclement weather causes a game to be concluded early, it shall become official after 4 innings (3 ½ innings if the home team is leading). If weather conditions cause a game to be terminated before becoming official, the game shall be replayed in its entirety at a date and time to be determined by MPR.
- All players shall be in the batting order. If a player arrives late, he/she shall be placed at the end of the batting order.
- Only 9 players shall play in the field, including the pitcher and catcher.
- Free substitutions on defense (except pitcher), but the batting order remains constant.
- All players shall play at least 2 complete innings (6 outs) in the field in a game which consists of 4 innings or more. If a game ends before this can be accomplished, players not playing 2 complete innings should start the next game.
- The infield fly rule is in effect in this league.
- The batter is OUT on a legal third strike, even if the catcher fails to cleanly catch it. Runners may attempt to steal a base as provided in the rules.
- Bunting is permitted. Coaches are asked to use this skill appropriately.
- When an injury occurs on the field during a game, any umpire is empowered to immediately call TIME OUT. This becomes a dead ball situation. It shall be the umpire's judgment as to the placement of any base runners.
- **PITCHING RULES**
  1. If a pitcher delivers one pitch, this constitutes an inning pitched.
  2. A pitcher may pitch a maximum of 3 consecutive innings per game.
  3. We are not using a pitch count for our pitchers, but coaches are asked to use good judgment on the number of pitches thrown by each pitcher
- **BASERUNNING**
  1. Baserunners must make every effort to avoid contact with a defensive player. Runners may slide or legally attempt to avoid a defensive player who has possession of the ball. If a runner intentionally collides with a defensive player who has possession of the ball, the baserunner is out and all play is halted at the

- time of the collision. Any other baserunner(s) must return to the base last touched at the time of the collision (interference) and the batter-runner is awarded first base unless he/she was ruled out prior to the interference.
2. Defensive players are not permitted to impede the progress of any offensive player running the bases. If done without possession of the ball, the defensive player shall be charged with obstruction.
  3. Sliding is an important skill in baseball. No head first slides into the next base on an advance. However, a runner may dive head first back into the base to which he is returning.
  4. In accordance with Little League Baseball rules, a base runner may not leave the base occupied until the ball passes the batter, or is hit by the batter. **NOTE:** A base runner violating this rule is not automatically out, but shall be placed or returned to the appropriate base according to the rule. If a runner leaves a base before the ball passes the batter (or is hit) and is put out, the out stands.
  5. Players may attempt to steal 2<sup>nd</sup> or 3<sup>rd</sup> base, provided it is done legally.
  6. The runner may attempt to score on a pitched ball which is not caught by the catcher (this includes a dropped pitch by the catcher).
  7. Baserunners may advance to the next base (including home) on a throw back to the pitcher, whether or not it is caught by the pitcher. The catcher should be aware of this situation, especially when there is a runner on third base.
- The double first base (safe-base) shall be used in all regular season and tournament games. The rationale for this implementation is that it is mandatory in all IESA baseball games. The rules pertaining to the safe-base shall be as follows:
    1. When a play is being made on the batter-runner at first base, he/she shall use the orange portion and the fielder shall use the white portion of the base.
    2. If there is a force play by an infielder on the batter-runner who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white base, interference is called. The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of the interference.
    3. If there is no play at first base on a batted ball, the batter-runner may touch either base. If contact is made with the fielder at first base, it is ruled obstruction on the defense. Play continues, but after time out is in effect, the ruling umpire may award any additional base(s) to the obstructed runner at his/her discretion.
    4. If a runner is returning back to first base, he/she must be in contact with the white portion in order to be considered safely on the base.
    5. A batted ball must hit totally in the orange to be foul.
  - The home team shall keep the official scorebook. Both teams should be in contact with each other throughout the game to be certain their books agree. If they do not agree, the home team book shall prevail. The home team is responsible to report the result to the concession stand upon the conclusion of the game.
  - Coaches and umpires are encouraged to keep the game moving. HUSTLE on the part of everyone involved will permit more play during the allotted time of the game. Players should run on and off the field between innings and the next batter should be in the on deck circle and ready to bat when it is his/her turn to do so. Catchers should have all equipment in place and be prepared to warm up their pitcher as quickly as possible. Umpires should strive to permit no more than one minute between half innings. Speeding up the game will increase the enjoyment of the activity for everyone

## VII. RUN RULES

- Each inning shall consist of 3 outs or 5 runs, whichever occurs first. This rule is waived for the 6<sup>th</sup> (and extra inning), at which time a team may score an unlimited number of runs.
- If, at the end of 4 complete innings (3 ½ innings if the home team is ahead) one team is leading by 10 or more runs, the game shall be terminated and recorded as official.

## VIII. SCHEDULING

- A league schedule shall be established by the Mahomet Parks and Recreation Department (MPR). Team schedules are set by computer and all game assignments are final.
- Any cancellations due to weather will be posted online at [www.mahometrecreation.com](http://www.mahometrecreation.com) and on our voice mail at 586-6025 by 4:00 PM weekdays and 7:30 AM on Saturdays. If there are no updated announcements, please assume all games will continue as scheduled.
- Any cancellations due to weather conditions which occur after 4:00 PM weekdays and 7:30 AM weekends shall be determined by the onsite staff.
- MPR will do everything possible to make certain that games canceled due to inclement weather are rescheduled.
- If inclement weather causes termination of a game before it becomes official, the game shall be replayed in its entirety.
- Teams are required to play make-up games as rescheduled or accept a forfeit.

## IX. SPORTSMANSHIP/CONDUCT

- Sportsmanship is an important aspect of all recreation department athletic activities. A sporting behavior is expected from all players, coaches, umpires and spectators. Unacceptable actions on the part of anyone at a game will not be tolerated.
- There shall be no agitation toward the opposing team from any players or coaches at any time. Teams should encourage their own players, but refrain from distracting opponents. One of the primary goals of our programs is to promote good sportsmanship and behavior. The “Batter, Batter”, “Swing Batter” and “No Pitcher” are examples of unacceptable behavior. The home plate umpire has jurisdiction over any questionable behavior regarding sportsmanship. Let’s keep all chatter positive in nature.
- In keeping with a sporting attitude, coaches should coach and teach kids to play by the spirit of the rules and NOT necessarily by the letter of the law. If a coach bends a rule to his/her advantage (even if the rule is not broken), the wrong message is being sent—that winning is more important than how the athletes play.
- Each team is expected to clean its dugout area following the game.
- No tobacco or alcohol products of any kind are permitted at any Recreation Department facility and/or activity.

4/2/18

# Sangamon River League 5<sup>th</sup> & 6<sup>th</sup> Grade Baseball Tournament Information

1. There is no minimum as to the number of players required for a team to be permitted to play. No substitute players from other teams are permitted for tournament play. If a coach feels he/she will not have enough players to field a competitive team, please contact the Mahomet Parks & Recreation Office ASAP (586-6025).
2. In ALL games, the 10-run mercy rule shall be in effect.
3. There is no time limit for a game to be completed. However, in order for a game to be considered official, a minimum of 4 innings (3.5 innings if the home team is leading) must be played. In the event of darkness or weather, and a game winner cannot be declared, we shall resume the game from the point stopped the next evening. In order for the tournament to progress, we must have a winner from each game. Unless the mercy rule is invoked, be prepared to play a full six inning game.
4. Starting time is forfeit time for the tournament games. Information regarding the Championship game will be determined at the conclusion of the regular season.