



*Gompers Park Athletic  
Association*  
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## MAJOR SOFTBALL DIVISION RULES FOR 2023

### **GENERAL RULES**

1. The home team is listed second on the schedule and is responsible for the setup and takedown of the bases, screens, helmet racks and any other GPAA equipment. Home team will occupy the third base dugout.
2. Base lines are 60 feet from the back of home plate to the back of the base; pitching distance is 43 feet from the front of pitching rubber to rear point of home plate.
3. Home team supplies one game ball to the Home Plate Umpire.
4. Length of game will be 7 innings. 5 innings will be considered a complete game or 4½ innings if the home team is leading. No inning can start after two hours of first pitch, coaches should confirm the time of the first pitch which is often different than the scheduled first pitch time. There can be ties.
5. If an uncompleted game (as defined in #4 above) is stopped by darkness or weather it shall be rescheduled as a new game.
6. If a game is stopped by darkness or weather when the score is tied and it is a complete game (as defined in #4 above) it shall be suspended and continued from that point on the next available date. The only players that are allowed to play in the continuation of the game are the players present at the original game and pitching rules apply as if the game never stopped. If an original player is not available for the rescheduled game, a callup can be used in their place.
7. All rostered players present at a game will bat the entire game, and must play a minimum of three innings in the field. Once removed from the game defensively, all players may be reinserted at any position for a minimum of one inning.
8. The maximum number of defensive players on the field shall be nine, including the pitcher and catcher.
9. All catchers must wear chest protectors, shin guards, helmets and face masks.
10. A team can play with 8 players. When starting the game with 8 players, the 9<sup>th</sup> batter in the lineup is an out. The pitcher must throw 3 pitches (which will be strikes), as if there is a batter in the box. The ball is live and runners can advance at their own risk. Once the 9<sup>th</sup> player shows up they will be inserted into the lineup and will be put in the field immediately. If a team starts with 9 and then a player leaves, the out is taken in that spot. If a player leaves due to injury and a team now has 8 players, no out is taken for the 9<sup>th</sup> spot. If a team falls below 8 players, the game is immediately forfeited.

### **FORFEIT TIME**

Forfeit time for all games shall be 15 minutes after the official scheduled starting time. (Exception: This time may vary only on agreement among two opposing managers and the Home Plate Umpire.)

### ***BATTING AND BASERUNNING RULES***

1. Bat must say "Official Softball", not be longer than 34" and not exceed 2 ¼" in diameter. If a player is caught using an illegal bat they will automatically be called out. The play is dead and all runner(s) will return to their bases.
2. There will be unlimited foul balls.
3. If a batter throws the bat after a swing, the umpire will automatically call her out. The play will be dead; runners may not advance.
4. If a pitched ball hits the batter she will be awarded first base.
5. Batter/runner may advance on a dropped third strike if first base is unoccupied or there are two outs.
6. If a foul tip is caught by the catcher, it shall be called a strike depending on the count, unless it is tipped above the batter's head. Then it is a foul ball and an out. Umpire's Judgment.
7. Any player throwing or kicking equipment will be warned by the umpire once; a second infraction will result in ejection from the game.
8. A batter may not fake a bunt and then swing. Batter will be out and the play will be dead; runners may not advance
9. When there are two outs and the catcher is on base, a courtesy runner may be used for the catcher so that she may put on her equipment. (Runner will be the player that made the last out.)
10. Base stealing is ALLOWED. One foot must remain in contact with the base until the pitcher has released the ball. Delayed steals are NOT allowed and the runner will be sent back.
11. There are no two base walks. A batter who reaches first base on a walk can only advance if a play is made on another runner.
12. If a runner leaves early(before release), that runner is out and it's a dead ball/no pitch.

### ***PITCHING/FIELDING RULES***

1. Each pitcher is allowed four innings. One pitch is considered an inning. The four innings do not need to be consecutive, but the pitcher may only come back to pitch one time in a game.
2. A pitcher must be removed as a pitcher for the remainder of the game upon hitting the third batter of her stay on the mound.
3. On the manager or coach's second visit in the same inning, the pitcher must be removed from the position. EXCEPTION: On occasion of injury, the manager or coach will not be charged with a visit.
4. The pitcher shall not deliver a pitch until base-runners are on base, catcher and batter in position. Penalty: No Pitch is called.
5. A pitcher's windup shall be a continuous motion without interruption, stop or reversal of the forward motion.
6. The pitcher shall take a position with the pivot foot on or partially on the pitching rubber. The nonpivot foot can be in contact with or behind the pitching rubber. The pitcher's pivot foot must be in contact with the ground throughout the delivery, no leaping.
7. Batter must be pitched to; there are no intentional walks.

### ***SLAUGHTER RULE***

If one team is leading by 12 or more runs after 5 complete innings, or 4 ½ if the home team is in the lead, the game will be terminated and the team in the lead will be the winner.

### ***INFIELD FLY RULE***

An Infield Fly is a fair ball which can be reasonably caught in the infield by an infielder or outfielder and which occurs when there are fewer than two outs and there are runners on first and second or first, second and third, the batter will automatically be out and the runners may advance at their own risk. If the umpire fails to call INFIELD FLY the rule cannot apply.

## ***LIGHTNING POLICY***

When thunder is heard or a lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and remove all players from the field and park. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is seen prior to resuming play. For any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.

## ***INJURIES***

When a player is injured the umpire will call a time out immediately. Runners will be entitled to the base(s) as determined appropriate by the umpire. Home Plate Umpire's decision is final on all matters related to injuries.

## ***SUBSTITUTIONS***

1. When less than nine members of a team are present for a game, the manager may call up a Gompers Park rostered player from the division immediately below theirs of to make nine players. (Major Girls can only call up from Intermediate Girls). A forfeiture of a game occurs when a team has seven or less players. On the 3<sup>rd</sup> occurrence of this situation, for any one team, after a report from the Vice President, the Board of Directors may review for possible action to remedy the situation.
2. Substitutes may be used as part of the battery for Major Girls.
3. Substitutes must bat at the end of the lineup and not before any rostered players. If a rostered player arrives late, then that player will bat after the substitute.
4. Substitutes for Majors Division can only come from the Intermediate Division(must be registered).
5. Substitutes will abide by rules of division in which they are substituting.
6. Substitutes can play on any team that calls for a specific game.
7. If a substitute is called up for a game and for any reason there are now ten or more rostered players of the team that called the substitute up, the substitute cannot play for the team that called him/her up. The manager must use his or her best efforts to not have the situation occur, since it is not fair to the player that has come to the game as a substitute. The substitute would be eligible to play on another team that was short on players, if this situation occurred.
8. Managers are expected to work together to field full teams for all games. For example, under no circumstances should a team with ten players (nine regular rostered players of that team and one call-up) win by forfeit over a team that has only seven players. The other team should transfer the call-up to the other team and the game played to completion. In the above situation, if a team has only 8 players then they are able to play with just those 8 vs. the other teams 10 unless both coaches agree to move the call-up to make it 9 vs 9.
9. When call-ups play in a game, they must play at least ½ of the game in the field and bat the entire game.

## ***FIELD REGULATIONS***

1. No smoking and ABSOLUTELY NO ALCOHOLIC BEVERAGES will be allowed on the field or in the dugouts at anytime. This applies to all spectators as well as managers, coaches, umpires and parents. Failure to comply with the alcohol regulation can result in forfeiture of the game, suspensions from the league, or at worst, arrest. (Alcohol is prohibited by the law on Park District Property.)
2. No one except rostered players, managers and coaches are allowed in the dugout during the game.

3. *Only 2 coaches for the batting team are allowed on the field during the game. All other coaches and players not in the field or batting must remain in the dugout.*
4. No one will be permitted to stand or sit behind the backstop during the game. Exception: At Big Gompers Park fields, the on-deck batter is allowed behind the backstop in the on-deck cage.
5. Each team's spectators will be responsible for keeping their area cleaned of empty cans, food wrappers, etc., following the game.
6. A contact avoidance rule will be enforced. Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses(ex. yelling "I got it" on a fly ball) any fielder attempting to make a play. On a contested play at a base, if there is a clear path to the base, the runner is required to avoid significant contact with the fielder either through avoidance or the use of a slide. If the umpire declares the runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference
7. An overthrow is a dead ball. An overthrow is defined as a ball thrown beyond the boundaries of the field (beyond the fence line). This is a two base error (runner going to 1<sup>st</sup> gets 2<sup>nd</sup>, runner on 1<sup>st</sup> gets 3<sup>rd</sup>, runner on 2<sup>nd</sup> gets home)
8. A pitcher is allowed 5 pitches between innings. Any new pitcher will be allowed 8.
9. On any ball hit to the outfield fence at Big Gompers, the fielder must get to the spot where the ball landed and attempt to find it. If they cannot easily find it, the fielder will throw their hands up and the umpire will award the batter a ground rule double. A ball that bounces over the fence is a ground rule double. A ball that clears the fence on the fly is a home run.

#### **MANAGERS AND COACHES FIELD DECORUM**

1. The manager or acting manager will be the only person to hold discussions with the umpire once the game is underway. No one other than the manager or acting manager will be permitted to approach the umpire. This applies to players, spectators, parents and other coaches. Failure to comply with this rule may result in forfeiture of the game.
2. Managers are responsible for the behavior of all their players, coaches, and fans.
3. Managers and coaches should wear team shirt and hat at all games.
4. Only the team on offense may have a coach in each coach's box at first and third bases. All other coaches, offensive and defensive, must remain in the dugout.
5. No verbal abuse of any kind should be allowed by one team toward the other. (Opposing team should not say "swing" when opponents are at bat.) Derogatory remarks about a specific batter to the pitcher should be strongly discouraged. (He can't hit! or "Easy Out!" for example) **IN THE INTEREST OF SPORTSMANSHIP, ONLY POSTIVE ENCOURAGEMENT TO ONE'S OWN TEAMMATES SHOULD BE ALLOWED.**
6. At the conclusion of the game, teams should line up on their respective foul lines and, in a sportsmanlike manner, acknowledge the opposing team.
7. No cell phones allowed on while on the playing field.

#### **UNIFORMS**

1. Uniforms are to be worn in regular season games only, not for practice.
  - (A) Uniform is hat/visor, shirt, socks & pants/shorts approved by the Association. Athletic shoes must be worn. No other head apparel will be allowed.
  - (B) Player without full uniform will not be allowed to play. **EXCEPTION:** In the event of a last minute substitution managers must agree if player can play without uniform.
2. Uniform shirts must be tucked in at all times. Failure to comply with this rule will be as follows: Batter will be called out if this is noticed before the batter has taken a swing. If the play has

happened and this is noticed, then the batter will not be called out, but must fix the shirt. A fielder will be warned once and removed from the game for 1 inning if shirt continues to not be tucked in.

3. All players are required to wear a helmet when at bat or on the bases, during the games and practices. Intentional removal of a helmet by a batter or base runner, while the play is in progress, will result in that player being called "OUT." (Umpire judgment).
4. No metal spikes or opened toe shoes shall be allowed.
5. A team warning should be made during "ground rules" regarding jewelry. **Absolutely NO jewelry is to be worn by any player during practice or games. Any player caught wearing jewelry during the game while on the playing field or in the dugout will be ejected from the game. This rule is for the safety of all players on the field and will be strictly enforced. Band-Aids or other forms of concealment will not be allowed.**

### ***UMPIRES***

1. All decisions by the umpire are final. Umpires have the authority to eject players, managers, coaches and spectators from the game. They also have authority to call a game a forfeit if actions of the spectators or participants warrant.
2. There are no appeals. Umpire has final judgment on all calls.
3. The Home Plate Umpire has the final word on any play. In certain situations, he/she may confer with the base umpire if requested to do so by a manager or coach. In those cases, the decision may or may not be overturned depending on the outcome of the conference. The Home Plate Umpire still has the final decision in these cases.
4. Umpires and base coaches are part of the playing field. If a batted or thrown ball hits an umpire or coach, the ball is still in play.
5. Managers and/or coaches cannot call off a game for any reason.

**The Home Plate Umpire's decision shall be binding and final on all matters not specifically covered in any GPAA rules. The Board of Directors retains the right to interpret, amend or add to these rules at any time.**

### ***PROTESTS***

There are no protests

### ***EJECTIONS***

- 1 Any manager, coach, or player that gets ejected from the game will automatically be suspended for the next game. There are no exceptions. NOTE: Until the umpire leaves the playing field you can still be thrown out
2. Any person that gets ejected will have to leave the playing area. Playing area is dependent on the umpire's judgment.
3. **IF MANAGER OR COACH GETS EJECTED FROM A GAME THEY CAN NOT MANAGE OR COACH ANY TEAM IN ANY DIVISION UNTIL THEY HAVE SERVED THERE SUPENSION FOR THAT DIVISION THEY WERE EJECTED FROM. THIS INCLUDES IF THE MANAGER OR COACH IS A SPECTATOR AT ANOTHER GAME IN ANOTHER DIVISION.**

### ***SPECTATORS***

1. Only the on deck batter is allowed behind the backstops.
2. Any problems or questions regarding the interpretation of rules should be directed to the Division Vice President or the President.

3. Any problems or questions regarding the umpires should be directed to the Umpire in Chief or the President.

### ***WEATHER***

1. Unless notified by their manager or the league, all players must report to the playing field as scheduled. In the event the field is determined to be playable by the umpire, the forfeit rule goes into effect automatically.
2. Some games may be permitted on the grass; subject to Board Approval.
3. The decision to cancel a game will be delayed as long as possible, right up to game time, if necessary.
4. If managers of both teams do not agree on playing conditions, the Home Plate Umpire will decide whether or not to play the game.
5. All canceled games will be scheduled for the next available open date.
6. Canceled games must be reported to the Division Vice-President and the Umpire-in-Chief immediately by the manager of the Home Team.
7. Once the game has begun, stopping, or cancelling the game becomes the responsibility of the Home Plate Umpire.

### ***PLAYOFFS***

1. Playoff seeding will be based on record. In case of a tie, the tiebreakers are: 1) head to head record; 2) runs allowed head to head; 3) coin flip.

### **STATE LAW (720 ILCS 5/12 – 4 FROM CH.38 PAR. 17)**

Knows the individual assaulted to be a sports official or coach at any level of competition and the act causing the assault to the sports official or coach occurred within an athletic facility or an indoor or outdoor playing field or within the immediate vicinity of the athletic facility or an indoor or outdoor playing field at which the sports official or coach was an active participant in the athletic contest held at the athletic facility. For the purposes of this paragraph “sports official” means a person at an athletic contest who enforces the rules of the contest, such as an umpire or referee, and coach means a person recognized as a coach by the sanctioning authority that conducted the athletic contest.

### **ZERO TOLERANCE POLICY**

**ANY CONDUCT DETRIMENTAL TO THE LEAGUE WILL BE GROUNDS FOR IMMEDIATE DISMISAL FROM THE GOMPERS PARK ATHLETIC ASSOCIATION**