

Lisle Baseball-Softball League, Inc.

2009 SOFTBALL Managers Handbook

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INTRODUCTION

The purpose of this manual is to familiarize the coaches, players, and the parents with the operation and organization of the Lisle Baseball/Softball League. We encourage you to use this book as a reference throughout the season to answer questions you may have.

The manual was compiled and authorized by the Lisle Baseball/Softball rules sub-committee that includes the following board directors: president, vice president umpire director, softball director and assistant director, and baseball director and assistant director. The president is the annual handbook coordinator.

“Coaches are, first and foremost, teachers: they are among the most influential people in a young athlete’s life. Because coaches are such powerful role models, young athletes learn more from them about character than about athletic performance.”

SECTION I LEAGUE BACKGROUND

A. MISSION STATEMENT

The mission of Lisle Baseball/Softball League, Inc., is to create a positive learning environment for the children of Lisle in order to promote sportsmanship and fun while learning the fundamentals of baseball and softball appropriate to various levels of competition, age, and skill.

LETTER FROM THE PRESIDENT

Welcome to Lisle Baseball/Softball

Lisle Little League was established between 1955-1956. Games were played at the old Main Street School in downtown Lisle. Games were also played on property located on Warrenville Road. Dr. Mulaseck, who owned the property, donated a portion of it for a ball field.

In 1987 Lisle Little League had approximately 350 players (both boys and girls). It was incorporated as Lisle Baseball/Softball League, Inc. that same year. Board positions were created for girls' and boys' leagues so that the board could operate as one. A new board of directors was put into place in an effort to establish parity between the girls' and boys' leagues. This process continues today with approximately 1,100 players and 18 board members. All board members are volunteers who donate their time. They are dedicated to make the league operate successfully. (We are always looking for volunteers!)

Although Lisle Baseball/Softball League, Inc., uses the Lisle Park District facilities, it is not affiliated with the Lisle Park District.

Lisle Baseball/Softball League, Inc., continues to strive for fun, good sportsmanship, and competitiveness for the youth of our community. To that end Lisle Baseball/Softball League Inc., has adopted a program of zero tolerance.

The board would like to thank all the parents, volunteers, players, and sponsors for participating in the league, and we hope you have an enjoyable experience.

Randy LaBelle, President
Lisle Baseball/Softball League, Inc.

BOARD OF DIRECTORS (See Appendix A)

D. 2009 LISLE BASEBALL / SOFTBALL BOARD MEETING SCHEDULE

Tuesday	March 10 th	7:30 p.m.
Tuesday	April 14 th	7:30 p.m.
Tuesday	May 12 th	8:30 p.m.
Tuesday	June 9 th	8:30 p.m.
Tuesday	July 14 th	7:30 p.m.
Tuesday	August 11 th	7:30 p.m.
Tuesday	September 8 th	7:30 p.m.
Tuesday	October 13 th	7:30 p.m.
Tuesday	November 10 th	7:30 p.m.
Tuesday	December 8 th	7:30 p.m.

All meetings are held at the Lisle Police Department.
Board elections are held at the October meeting.

E. LISLE BASEBALL / SOFTBALL ADDRESS AND PHONE

Lisle Baseball/Softball can be contacted by calling (630) 415-3111. This is a message center that is checked weekly in the winter and daily during the baseball/softball season. Messages are checked and relayed to the correct board member so that your questions can be answered in a timely fashion. If you do not receive a call back within a week in the winter or within 24 hours during the season, please make a second call to the message center. Lisle Baseball / Softballs' address is P.O. BOX 3011 LISLE IL. 60532.

DO NOT CONTACT THE PARK DISTRICT FOR BASEBALL/SOFTBALL RELATED QUESTIONS.

F. WEBSITE

WEBSITE: HYPERLINK "http://www.lislebaseballsoftball.org" <http://www.lislebaseballsoftball.org> (Visit our website for current information, plus the complete softball & baseball league rules & the Lisle Park District injury and property damage incident form.)

G. LISLE PARK DISTRICT

The Lisle Baseball/Softball League, Inc., and the Lisle Park District are two completely separate entities. The Lisle Park District is responsible for maintaining the fields by lining, dragging, and mowing. Please DO NOT contact the Lisle Park District with problems or concerns. All issues related to baseball/softball, including field issues, should be run through Lisle Baseball/Softball, Inc.

Lisle Park District (LPD) requires an incident form to be filled out if an injury or property damage occurs on their property. This form can be found on our web site. Please print it; fill it out; and, hand-deliver form to or fax (630-964-7448) form to Laura Barron, LPD Superintendent of Recreation, within 96 hours of the incident. Within 24 hours of incident, notify your league commissioner by voice or e-mail—this person will then notify the baseball or softball director.

FIELD LOCATIONS (See Appendix B)

We urge everyone to help keep these fields and parks neat, clean and beautiful. Please respect residence's private property and village parking restrictions when visiting the parks. Driving on park land (paths & grass areas) is prohibited. No alcoholic beverages are allowed on Park District property.

LISLE HIGH SCHOOL PRIORITY

Lisle High School athletic teams have ball field and facilities priority over Lisle Baseball/Softball. This priority afforded Lisle High School is a result of an inter-governmental agency agreement that the high school has with Lisle Park District.

As a result, Lisle Baseball & Softball teams must not interfere with the use of any Lisle Park District ball field or facility that a Lisle High School team is using or attempting to use for practice or games.

PRIVACY & CONFIDENTIALITY ISSUES

Lisle Baseball/Softball, Inc. will make every reasonable effort to protect the privacy and confidentiality of its participants. Lisle Baseball/Softball, Inc. will not knowingly divulge player private information to third parties not involved with the administration and management of the league. Lisle Baseball/Softball will provide player registration information to the volunteer managers and coaches that is needed to organize and administer the baseball and softball teams.

Team volunteer managers and coaches do not have the authority to share player information to third parties—they have the responsibility to protect this information from being divulged outside of the team's adult volunteers. Lisle Baseball/Softball volunteers will need to contact players and parents on a frequent basis prior to, and during, the actual "season" in order to conduct league and team business. These frequent contacts would normally be accomplished via mail, e-mail, and phone.

SECTION II MANAGERS AND COACHES

How Coaches/Managers are selected

It is the desire of the Lisle Baseball / Softball League Board of Directors that all qualified adults that volunteer to manage or coach have an opportunity to do so. However, in situations where there are more manager and coach volunteers than there are openings, the selection will take the following into consideration:
Previous experience as a manager or coach in the Lisle Baseball/Softball league and past successful compliance with league rules and policies.
Prior years survey results – candidates need to rank high on knowledge of the game, instruction of the game, and communication.
Successful background check
Completion of coach's clinic

Baseball/Softball directors, umpire director, and league commissioner will make the final determination of the manager and coach.

Note: Any manager/coach not abiding by the rules/policies, or not meeting league standards, or exhibits poor judgment, can be removed from his/her position for a temporary period, or permanently, if Lisle Baseball/Softball determines it is in the best interest of the league or players

League Commissioners' Responsibilities

Responsible for assisting with the draft
Responsible for final selection of the team managers and coaches (review with in-house director)
Confirming final schedule
Responsible for helping in the distribution and collection of team equipment, responsible for distribution of team trophies and team pictures
Handle all discrepancies during the season – if needed, discuss with in-house director, i.e., all rules and game protests
Be sure the league standings are correctly posted to the website
Discuss rules at draft
Responsible for the distribution and collection of equipment box and light box keys.
Advise Field Director of missing or damaged field box supplies

Managers' Responsibilities

Responsible for well being of players
Attend certification class—Shetland/Farm/8U
Attend rules training
Responsible for all communications to the players/parents, i.e., schedules, practice times, etc.

Prepare lineup before each game
Create a learning experience for players
Prepare for next level of play through play time and instruction
Draft or evaluation (selection of players)
Discuss rules with players
Schedule practices with a plan
Responsible for teaching the fundamentals to players, including pitching, throwing, fielding, hitting, catching, position by position
Discussion with parents at beginning of season, copy and hand out parent section of this manual to all parents, discuss goals of season
Responsible for the conduct of coaches, players, and parents
Report any injury or property damage to Lisle Park District property using Lisle Park District incident report form (download from web site).

Coaches' Responsibilities

Assist the manager in planning during the year, e.g., instruction and drills
Reinforce all fundamentals to players
Assume manager duties when manager is absent
Shetland/Farm/8U coaches must attend certification class

Communication with Parents

Each parent to receive a copy of the parent section of this manual
Schedules
Plan for the year
Goals based on level
Season schedule
Snack schedule
Assistance if necessary

Communication with Players

Expectation of players
Team environment
Good listeners
Work hard and pay attention at practice and games
Have a positive attitude
Have their equipment at practices and games
Wear complete uniform to games
Never yell at another player on the team or opposing team
Have fun

Equipment

All equipment and uniforms will be picked up at the equipment shed. The equipment shed is located next to the Parks Maintenance building. Take the west fork in the road next to the west side Lisle High School parking lot. Continue past the chain link gate and you will see a building like a one car garage on your left. That is the equipment shed.

Equipment List: **See Appendix C.**

Pickup / Return at Equipment Shed

Managers are expected to meet the designated pick-up and drop-off

times. If a manager cannot make the scheduled times, he must have the coach or parent fill in. All equipment must be returned clean, complete, and without personal markings on it. For equipment returned dirty, we will have a hose and rags at the shed for cleaning. During the season should you need repair, replacement, or special equipment, contact equipment director (Appendix A).

Pick up: Equipment, keys, ump vouchers, picture forms, and uniform pants or shorts. Pants and shorts can be exchanged at uniform pickup.

Pony / Bronco--Saturday, March 8th 8:00 to 10:00 a.m.

Mustang / Farm--Saturday, March 15th 7:30 to 9:30 a.m.

8U / 10U / 12U--Saturday, March 21st 10:00 am to 12:00 pm.

Shetland and Majors—TBD

Drop off (Return of equipment)--TBD

Uniforms

Uniform pick up and pants / shorts exchange at Equipment Shed

Pony/Bronco/Mustang/Farm--Saturday, April 18th 9:00-11:00 a.m.

8U/10U/12U /Shetland--Saturday, March 21st 10:00 a.m. – 12 p.m.

Lining up players from smallest to largest facilitates proper distribution of uniforms. This will ensure the best fit. (Be sure to account for absent kids.) Do not promise certain numbers to your players, as this will needlessly complicate matters. See 'Appendix A' for uniform director.

Field Boxes

The field boxes will contain bases, base receiver plugs, umpire equipment, rakes, sterile gloves and icepacks. Do not add personal items to the boxes. Never store chalk or Turface in the box.

Field boxes must be locked at all times to prevent pinched fingers and theft. This will also keep the inside dry should it start raining.

The field box at the Junior High Center also contains a rake for the West field.

When removing base receiver plugs for play make sure they are put in the field box. This will help the last person on the field that day find them.

Make sure if you are leaving equipment out for the next group they are part of Lisle Baseball / Softball as they are the only ones with keys to our boxes.

Report all missing or damaged field box supplies to Field Director or your League designated field box caretaker.

Draft procedures

Lisle Baseball / Softball conducts a draft each year for the 8U/Farm, 10U/ Mustang, 12U/Bronco, and Majors/Pony leagues. As best as we can, we strive to meet the primary objective of having all competing teams being evenly matched in terms of skill. In addition, we desire each team to be made up of individuals from the different schools and subdivisions of Lisle, thus allowing players and parents to play, work, and cooperate with people they normally don't even have the opportunity to meet. We request that all evaluation scores be kept confidential and that all managers contact their players within two to three days of the draft. Again, the purpose of the evaluations and drafts are to provide

parity within the different leagues. Therefore, all players are encouraged to attend tryouts.

Shetland Assignment

League commissioner assigns teams taking into consideration requests for car pools, neighborhoods, and schools whenever possible.

Farm League Draft

The Farm & 8U leagues conduct their tryouts at the time of registration. Each player gets a total score evaluation (3-15). At the draft for Farm, each team manager has to select players that have accumulated scores of approximately 110. The players' identity and ages are hidden at this time. Only their tryout scores are provided to the manager selecting the team. Each team should have the same number of players (approximately 12). Brothers and sisters are kept on the same teams if requested by parents at registration. The manager's son / daughter and one coach's son / daughter are protected on their team and their scores are included into the above accumulated total score. This "two player protection rule" prevents "stacking" the team when more than one coach tries to partner up with a manager. After the team is selected, the manager and coach will receive their selected players' registration forms (at the draft). At this time the manager and coach will try to accommodate any carpooling requests, etc. (that are written on the registration forms) by trading with other teams. Trades with other teams must be done at the time of the draft with the approval of the baseball/softball director or league commissioners. Trades should be done according to similar scores. Unfortunately, not all registration form requests can be accommodated. The scores that are used at the draft are for the purpose of providing parity within the league

8U, Mustang/10U, Bronco/12U/Pony/Majors League Drafts

These drafts usually takes place early March after the tryouts have been completed (in late February). All potential managers and coaches are invited to attend the tryouts. Evaluations are completed after the tryouts. Subsequently, the league commissioners and baseball/softball directors will provide the completed evaluation forms to the selected managers and coaches that have been selected. If the league is large enough to support two divisions, the A division draft will take place prior to the B division draft. Only one manager's child and one coach's child per team will be protected. Prior to the B draft the players selected in the A draft will be removed from the evaluation forms. The players are ranked according to hitting, fielding, and throwing with a separate column for pitching. The draft will be a snake draft with every other round reversing team order. The managers and coach's children will be "slotted" into their proper

spots according to their evaluation scores. The team slots will be determined by the aggregate scores of the managers and coaches' children. The highest aggregate will go first (far left column) and lowest will go last. The remaining teams will be in between according to aggregate score. All players that did not try out (DNT) will be discussed prior to drafting. In the softball leagues, DNT players can be selected along with any evaluated player during the first two rounds of the draft. Following the second rounds, DNT players will not be available for team selection until the end of the draft, at which time the remaining DNT players are randomly assigned to teams consistent with the draft order. In addition, any rule changes or rule clarifications will be discussed at the draft. Any available player can be drafted in any round regardless of age. Keep in mind some leagues require a certain number of younger players and innings pitched by some younger players. Teams that selected a "sponsor-related" player will have the first choice of a team name, if not taken already. Remaining teams will select team names according to draft order (left to right). After the team is selected, the manager and coach will receive their selected players' registration forms (at the draft). At this time the manager and coach will try to accommodate any carpooling requests, etc, (that are written on the registrations form) by trading with other teams. Trades with other teams must be done at the time of the draft with the approval of the league director or league commissioners. Trades should be done according to similar scores. Unfortunately, not all registration form requests can be accommodated.

League Teams and Player Information

All information gathered at league drafts will be E-mailed to league commissioners, managers, and coaches. It is their responsibility to forward any pertinent information to the players and parents.

Game Day Responsibilities

Pre-game

Home Team: Open field box and set up bases and pitchers rubber. Place base receiver plugs in box. Have umpire equipment ready and vouchers filled out. Lock field box.

Home team infield practice is 30 minutes before game.

Visitors infield practice is 15 minutes prior to game.

Post game

Home Team: Put bases, umpire equipment and field supplies away. Put base receiver plugs in. Rake level all wear areas in batters boxes and pitching area.

Both Teams: Dugouts and bench areas must be cleaned.

Rainout Information

In the case of inclement weather a decision as to whether games will be played will be made no later than 4:45 p.m. on weekdays or one hour and a quarter before game time on weekends. Information regarding cancellations can be

obtained from rainout voicemail numbers (baseball & softball directors have rainout voicemail numbers). In order to keep these numbers from becoming continuously "busy" with calls they are not to be given to parents. Once the Manager has gotten the information he should immediately contact his players. Lisle Baseball/Softball will be using volunteers as field spotters on inclement days for reporting field conditions. If your game has been cancelled due to weather, or other reason, please do not use the field as this may cause an increase in the time it will take to get the fields ready for play.

Umpires

The umpires to be assigned to your games are trained and managed by Lisle Baseball/Softball League, Inc. (excluding the girl's Major league that uses an outside service of experienced umpires). The umpire crews are comprised of Lisle kids age 13 to college age. Each umpire goes through a minimum of six hours of training each year with professional umpires. Umpires will be assigned to games based on their level of experience and prior year's evaluations. Every attempt will be made to schedule two umpires for each game. However, due to scheduling problems and umpire availability, some games may only have one umpire.

Lisle Baseball/Softball has a zero tolerance policy regarding any abuse of umpires, either physical or verbal, from coaches, parents, or players. Violations could result in removal from the game/facility, ban from future games that season or a lifetime ban from Lisle Baseball/Softball to be determined by the board of directors. **Only the team manager may address the umpire regarding rules or judgment clarifications. Team managers are responsible for the behavior of their parents. A manager can be removed from the game if the parents cannot be controlled. REMEMBER... these are not major league umpires. They are our children and our neighbor's children.**

Coaches can help tremendously in our evaluation of umpires. If you have an umpire who is exceptionally good or bad, please bring that to the attention of the umpire director by E-mailing him at lisleump1@sbcglobal.net. Finally, Lisle umpires are trained and encouraged to call a large strike zone. No one wants to watch a game of walks. Teach your players to swing the bat.

Payment of Umpires: Each manager will be given a book of umpire pay vouchers. The home team manager is responsible for paying the umpires. Umpires should be given their vouchers prior to the beginning of the game. Do not make the umpires wait until after the game for their vouchers.

Lightning Warning

Players must stop play and seek shelter anytime they believe lightning threatens them, even if a warning signal has not been sounded. Lightning is a severe hazard that must be viewed seriously. **Managers and Coaches are responsible for making these decisions, not the umpires. Once lightning has been spotted (or thunder has been heard), have the players immediately leave the field of play and seek shelter. The**

safety of the players is our utmost concern. Finishing the game is immaterial.

In Community Park players will be warned by the Park Districts' Thor Guard Lightning Prediction System, which sounds one prolonged blast of the horn signaling suspension of all play.

Resume of play is signaled by three five-second blasts from the horn.

Please keep in mind there are two audible warnings:
Lightning imminent – one prolonged horn blast
Reduced danger –three five-second horn blasts

Irregardless of the Thor Guard System, once lightning has been spotted (or thunder has been heard), have the players immediately leave the field of play and seek shelter.

Publicity (News)

Game summaries by manager, coach, or parent can be submitted for publication in "The Sun" and "Lisle Reporter." Lisle Baseball/Softball League is not responsible for publishing any articles or materials for newspapers.

League Survey

At the end of each season a survey will be distributed to each parent to obtain his or her feedback regarding the league. Manager and coach's ratings from these surveys will be used to determine the following year's selection of managers and coaches. Failure to pass out and collect these surveys will disqualify the manager and coach for the following year.

Picture Day Information

Lisle Baseball/Softball picture day is scheduled for Saturday May 16th between 8:00 and 2:00. Managers and coaches should have their teams arrive at Lisle High School 15 minutes prior to their scheduled times. This will allow the coach to make sure all forms are complete, line kids up tallest to shortest, and allow for any latecomers. Have players bring hats and equipment for team photos. Photo make-up day is TBA. Team scheduled times for pictures will be out at a later date. The managers and coaches will be responsible for their players (no horseplay). If the weather permits, pictures will be taken outside. Otherwise pictures will be taken in the high school.

PMI SPORTS will have extra envelopes at photo day. However, it is very important that the original envelopes that were passed out to the coaches be delivered to players ASAP so parents can complete and have ready on photo day. Please note that complimentary coach/player photos are offered to coaches who have a son/daughter on their team and have purchased a photo package. It is the responsibility of the coach to notify the photographer if they want the photo taken.

Tournament Teams

The baseball & softball league directors will select respective post-season tournament team managers. It will be the responsibility of tournament team managers to hold tryouts for the team and make team selections. It is encouraged that tryouts be open to all Lisle players in the appropriate age group.

Responsibilities for using C6 (baseball teams only)

All C6 responsibilities are that of the Home team. (Since they are numerous it would be nice if both teams helped out.)

The drag machine should be moved outside the field before each game. It is to be returned inside the field after the last game of the day. Make sure on each machine the keyed ignition switch is left in the proper position. **No one may use the drag machine on C6 other than official groundskeeper(s).** There is a hand drag mat available in the tool room should you need drag the field.

The Home team can assign someone to run the scoreboard and the speaker system. The sound system should be used whenever possible. The announcer should be professional and non-bias. Directions for use of these are posted in the press box. An adult must be in the press box when scoreboard controller and speaker system are in use. The press box is not a playground. The Home team is responsible for cleaning the press box and locking the press box windows, unplugging the scoreboard controller and PA system. Tarps should be used on the dirt sections of the infield. Do not leave the tarps on the grass as that will kill it. Leave the tarps outside the field during games. When removing tarps dump any collected water in foul territory. The tarps must be set every night because the field has a sprinkler system. The tarp spikes should be kept in the bucket when not in use.

Holes or impressions in the pitchers mound and batters box should be leveled and one sprinkler can of water from tool room should distributed over these areas prior putting the tarps on.

Dugouts and perimeter field areas cleaning is the responsibility of both teams

Home team must stay until the concession workers are finished

The light switch for the field lights is in the C6 tool room on the wall to the right of the shelves. It has a bright yellow cover. The switch is a momentary type which means you tap it up to turn on the lights and down to turn them off. Do not hold the switch in any position. **LIGHTS CANNOT BE TURNED ON PRIOR TO 7:00 P.M. Lights must be off by 10:45 p.m.** Home team is responsible for turning off the lights and making sure the field gates and Tool room are locked. There should be no need to go into the fuse boxes.

All tools must be placed back into the C6 tool room when not in use

The pitchers mound, homeplate, and infield areas should only be hand raked inward, not to the grass sides

All other Game Day Responsibilities in Section II should be followed as well as items below.

Responsibilities for using Park District Fields

Removing Water and Dragging the Field

NEVER sweep water or mud off the infield. Use the roller squeegee in C6 tool room to move puddles to the drier areas of the infield. Digging

trenches to drain water is prohibited.

Always remove the bases and insert base plugs before dragging or raking the infield.

Dragging with the screens should be done in a circular path from the front of the infield dirt to the backside. This is not a race. Stay one foot away from the grass edges so as to not create a "lip". DO NOT drag from baseline to baseline. This will push dirt off the infield and create a lip where the grass meets the dirt.

Only Turface should be used on the fields. DO NOT use cat litter. Bags of Turface can be found in the C6 tool room. Do not use more than 3 bags at a time. Spread out the Turface and rake in. The surface of these fields can take (and needs) a lot of water. If the field is extremely wet, continue to drag it with the red tractor, spikes down. It will eventually turn up enough dry dirt. This may take as long as two hours, but the field can be made playable in most cases if there is enough sunshine or wind to help dry it.

Foul Lines

The baseline in the ball mix infield should be lined with chalk. The outfield grass should be lined with paint. To line the infield, take the string in the tool room. Pound one stake at the BACK POINT of home plate. Stretch the string in a straight line so that it passes just on the outside edge of 1B and 3B and pound a second stake on the edge of the infield dirt. This will give you a line to follow with the chalker or stripper. The outfield lines should be done in the same manner stretching the string from the point on the infield where the foul line ended to the foul poles.

Batters Box

A frame for the batter's box is in the C6 tool room. The form should be set up 6 inches from home plate and evenly placed between the front and back of the plate.

Lights / Tools

LIGHTS CANNOT BE TURNED ON PRIOR TO 7:00 P.M. **Lights must be off by 10:45 p.m.** The Home team manager of the last game played is responsible for ensuring the lights are turned off. The light box for fields 3, 4, and 5 is located on one of the light poles at each field.

All tools taken from C6 tool room or field boxes must be returned to their original location.

Backstops/Fences

Soft toss hitting against the backstops and/or fences is prohibited unless wiffle balls are being used.

Drag machine

No one under 16 may operate the drag machine at any time

The red Drag machine is for dragging the infield. It can be used with the spikes down to dig up dry dirt or a screen drag for a final smoothing of the field.

Do not use the grader bar feature of this machine

Gas for drag machine is stored in the fireproof cabinet in the C6 tool room. If you empty the can, be sure you fill it for the next person. The drag machine

must be removed from the field during games and returned to the field every night. Keys for the drag machine are in the C6 tool room hanging from a nail. DO NOT GO HOME WITH THE KEYS IN YOUR POCKET. When finished the key must be turned to the proper position to prevent the batteries from draining.

Benedictine University/Benet Academy Facilities

Lisle Baseball/Softball teams are not allowed to use any facilities at Benedictine University or Benet Academy for unauthorized practices and/or games. Official Lisle Baseball/Softball games (never practices) may be authorized from time to time at these facilities. Actual date & time authorization and permission for games at Benedictine University and/or Benet Academy must be confirmed 24 hours before game time by team manger. Violation of any Benedictine & Benet property and facility policies and rules by team manager, coaches, players and/or parents will result in identified teams being banned from playing at these facilities. Any team manager, coach, player and/or parent involved in an embarrassing incident or an incident involving poor judgment on Benedictine or Benet property will result in the entire associated team being banned from playing at these facilities.

SECTION III PLAYERS, UMPIRES, PARENTS, MANAGERS & COACHES

A. Zero Tolerance Policy

Lisle Baseball/Softball leagues are meant to provide a fun, rich, and rewarding experience for all involved (players, coaches, family, and friends). Lisle Baseball/Softball does not condone or tolerate any abusive, violent, or harassment (gender, religious, ethnic, sexual-physical, verbal, visual, intimidating) behaviors. To ensure the appropriate atmosphere for these activities, the league has adopted a Zero Tolerance policy, which means that behavior that is inappropriate may result in disciplinary action. In addition, the Lisle Baseball/Softball League cooperates with local, state, and/or federal authorities in the investigation and prosecution of abuse/violence/harassment behaviors and activities that are violations of laws. The Board of Directors approved the following policies for the 2009 season.

B. Behavior Expectations

All players, managers, coaches, and spectators are expected to conduct themselves in a supportive and encouraging manner to their own teammates, as well as the umpires, opposing players, coaches, and spectators. Anyone whose actions are considered unsportsmanlike shall be subject to disciplinary action. Examples of inappropriate behavior include (but are not limited to):

Throwing any object in anger (bat, batting helmet, ball, glove, etc.)

Using disrespectful or foul language

Badgering, criticizing, or jeering the opposing team

Any conduct that is disrespectful or threatening to the umpires

Fighting and/or using physical threats toward anyone

Any conduct that is not supportive of the mission of Lisle Baseball/Softball.

C. Disciplinary Actions

In accordance with the Zero Tolerance Policy, one game suspensions issued at the time of an infraction (either by a manager or umpire) or additional disciplinary actions issued by the Boys/Girls Commissioner are NOT subject to appeal.

Players

The manager of a player whose conduct is in violation of the above expectations shall have the authority **to eject the player from the current activity, and suspend the player for a period of time not to exceed the next game.** Any such action must be communicated, in writing, to the Baseball/Softball Director within 24 hours. **The Boys/Girls Director will have the discretion to determine if**

additional disciplinary action is warranted, including additional suspension.

Managers/Coaches/Other Adult

Any manager, coach, or other adult whose conduct is in violation of the above expectations **shall immediately be ejected from the current game and suspended from the next game.** If the incident occurs after a game is completed, the offender(s) will be suspended from the next game. The chief umpire will provide a written explanation of the action to the Boys/Girls Commissioner within 24 hours. **The Baseball/Softball Director will have the discretion to determine if further disciplinary action should be recommended to the League Board of Directors.** Additional disciplinary action could include: additional suspension, an explanation by the offender before the Board of Directors, or expulsion from the league.

The team manager is expected to control the behavior of the players, spectators, and coaches. **If at the request of the umpire, the manager refuses to exercise control of the team, the manager and the offending parties will be ejected from the game and suspended from the next game. If the incident occurs after a game is completed, the offender(s) will be suspended from the next game.** The chief umpire will provide a written explanation of the action to the Boys/Girls Commissioner within 24 hours. **The Baseball/Softball Director will have the discretion to determine if further disciplinary action should be recommended to the League Board of Directors.** Additional disciplinary action could include: additional suspension, an explanation by the offender before the Board of Directors, or expulsion from the league.

D. Guidelines for a Coach-Parent Partnership

Research is clear that when parents and teachers work together a child tends to do better in school. There is no reason to think that it is any different in youth sports. The following are some guidelines for how parents can contribute to a Coach/Parent Partnership that can help the athlete have the best possible experience.

Recognize the commitment the coach has made. For whatever reason you have chosen not to help coach the team, the coach has made a commitment that involves many, many hours of preparation beyond the hours spent at practices and games. Recognize his commitment and the fact that he is not doing it because of the pay! Try to remember this whenever something goes awry during the season.

Make early, positive contact with the coach. As soon as you know who your child's coach is going to be, contact them to introduce yourself and let him/her know you want to help your child have the best experience they can have this season. To the extent that you can do so ask if there is any way you can help. By getting to know the coach early and establishing a positive relationship, it will be much easier to talk with him/her later if a problem arises.

Fill the coach's emotional tank. When the coach is doing something you like, let him know about it. Coaching is a difficult job and most coaches only hear from parents when they want to complain about something. This will help fill the coach's emotional tank and contribute to his doing a better job. It also makes it easier to raise problems later when you have shown support for the good things he is doing. And just about every coach does a lot of things well. Take the time to look for them.

Don't put the player in the middle. Imagine a situation around the dinner table in which a child's parents complain in front of her/him about how poorly his/her math teacher is teaching fractions. How would this impact this student's motivation to work hard to learn fractions? How would it affect the student's love of mathematics? While this may seem farfetched, when we move away from school to youth sports it is all too common for parents to share their disapproval of a coach with their children. This puts a young athlete in a bind. Divided loyalties do not make it easy for a child to do her/his best. Conversely, when parents support a coach, it is that much easier for the child to put their wholehearted effort into learning to play well. If you think your child's coach is not handling a situation well, do not tell that to the player. Rather, seek a meeting with the coach in which the situation can be discussed.

Don't give instructions during a game or practice. You are not one of the coaches. So do not give your child instructions about how to play. It can be very confusing for a child to hear someone other than the coach yelling out instructions during a game. As in #4 above, if you have an idea for a tactic, go to the coach and offer it to him. Then let him decide whether he is going to use it or not. If he decides not to use it, let it be. Getting to decide those things is one of the privileges he has earned by making the commitment to coach.

Fill your child's emotional tank. Perhaps the most important thing you can do is to be there for your child. Competitive sports are stressful to players, and the last thing they need is a critic at home. Be a cheerleader for your child. Focus on the positive things they are doing, and leave the correcting of mistakes to the coach. Let them know you support them without reservation regardless of how well they play.

Fill the emotional tanks of the entire team. Cheer for all of the players on the team. Tell each of them when you see them doing something well.

Encourage other parents to honor the game. Don't show disrespect for the other team or the officials. But more than that, encourage other parents to also honor the game. If a parent of a player on your team begins to berate the official, gently say to them, "Hey, that's not honoring the game. That's not the way we do things here."

Parents' responsibilities:

Have players at practice and games on time.

Pick up players from practice and games on time.

Parents are encouraged to attend practices.

For younger players (Farm and Shetland) make sure players have used the bathroom prior to games and practices.

Notify manager of child's absence

Notify manager of child's injuries, allergies, special needs, etc.

E. Sports Conflicts Guidelines

It is recognized children participate in a number of activities throughout the year. Participants should be encouraged to experience many activities as this contributes to their growth and development. It is also recognized that on occasion two or more activities may conflict and a choice must be made.

The following guidelines have been adopted to assist in the decision making process and to assure fairness to all the coaches, players, and program involved. Parents and coaches should recognize these programs are **FOR THE CHILDREN**. The child's feelings must be taken into account. When dealing with conflicts, coaches and parents must not put the pressure on the young athletes.

Communication is the key to resolve many conflicts. If the coaches are aware of problems in advance, often the conflict can be worked out to the benefit of all participants and teams involved.

School-related sports, activities, and homework must have first priority. It is the parents' responsibility to assure school commitments are taken care of before extracurricular activities are scheduled for their children.

A game or competition in one sport shall have priority over a practice in another sport. The coach of the sport the child will not attend should be given reasonable advance notice.

When a game-game or practice-practice conflict occurs, the parent and child must make a decision. The coach of the sport the child will not attend should be given reasonable advance notice in fairness to the rest of the team.

When conflicts exist, a child shall not be penalized for choosing one activity over another.

Attendance at practices is extremely important. Preseason practice substantially determines the positions the child can

play and reveals those areas of instruction which require concentration. It is the parents' responsibility to assist the child in adhering to the practice and game schedule.

CONCESSION

The concession stand is the primary fundraiser for the league. There is no door-to-door selling, no working the relatives for their last bit of extra cash. The concession stand is great because the customers come to you! All of the money raised goes back into the league.

SECTION IV LEAGUE RULES

LISLE BASEBALL & SOFTBALL LEAGUE, INC. 2009 SHETLAND LEAGUE RULES

Only youth who have paid their Lisle Baseball 2009 registration fees are eligible to play. All paid & registered players are expected to participate in each game unless excused by player's parent.

1. All games will be played in grassy areas designated by the league commissioner and Lisle Baseball/Softball.
2. Games will start at 6:00 p.m. (or other League designated times). Games will end after three (3) innings.
3. The home team is responsible for setting up the infield. Therefore, it would be helpful if the home team manager and coaches could get to their respective fields early so the games can start on time. The home team should sit on the third base side.
4. Bases will be 50 feet apart. The pitcher's area shall be wherever the coach pitching is comfortable. The player-designated pitcher is to be behind the coach and off to either side. Coaches are to try to protect the opposition's player in the event of a hard hit ball.
5. Each child on the team bats every inning. There will be no strikeouts. Each child will get six (6) pitches from his coach. If the ball is not hit after those six pitches, then it should be placed on a tee. Foul balls on the sixth pitch do not count as a pitch.
6. Since every child will bat every inning, outs will not be recorded. However, in order to develop the skill of running bases, for the first five (5) scheduled games a player who is tagged, forced, or hit out shall be able to remain on base. After the fifth scheduled game for any forced, tagged, or hit out the player(s) shall leave the base paths.
7. The infield will have all appropriate positions, including one pitcher. The outfield should consist of a maximum of four (4) fielders. All remaining players are to be in a private practice session.
8. There will be no catchers. It will be responsibility of the team batting to supply a coach/parent to retrieve balls thrown by the pitcher.
9. Wood or aluminum official T-ball bats will be used.
10. The last batter in the inning after hitting the ball shall run all four bases. The defense should be instructed to make only one (1) attempt at a put out and then get the

ball to a coach.

11. The fields will be marked by paint. They will have bench lines, on deck circles, foul lines, base marks, fielder locations and field numbers. Insist that players only swing foam bats in the on deck circles.

12. Should the Park District's early lightning detection system sound or should you see any lightning, the games will immediately be called off and everyone should go home.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL**

2009 General 8U, 10U, 12U and Majors League Rules

The primary purpose of Lisle Baseball/Softball League, Inc. is to teach young people good sportsmanship and the fundamentals of softball. Winning may be important but is secondary to the teaching and enjoyment of the game.

Play will be governed by Lisle Softball League Rules; by the 2000 IHSA Softball Fast Pitch Rules, except as noted on the following pages. Only youth who have paid their Lisle Softball 2009 registration fees are eligible to play & practice in the 8U, 10U, 12U, and Majors Leagues. Players currently playing for a full-time travel team are not eligible to participate in the 8U, 10U, 12U and Majors Leagues.

The following rules apply only to 8U, 10U, 12U and Majors Leagues.

Equipment

Players may use their own bats at their own risk. NOTE: Individual league rules may override the types of bats allowed.

Players may not use shoes with metal cleats. Helmets must have face shield.

Dugout

The dugout area will be the bench behind the first and third base lines, except on Community Field #5 where official dugouts are provided.

Coaches and managers must remain behind the fence and out of the fence opening onto the field unless they are occupying one of the two coaches boxes.

For those fields not having fences, the dugout line will be the backstop extended, or a line ten (10) feet from the base path, whichever is greater.

Authorized Personnel

Unauthorized persons in the dugout will be asked to leave, and after one warning, the umpire will **stop** the game until the unauthorized person leaves the dugout.

Practices

All practices are to be a maximum of 90 minutes in length. A manager may schedule additional practices during the season.

Both teams may have up to fifteen (15) minutes infield warm-up prior to game time. The visiting team will have the field fifteen (15) minutes prior to scheduled starting time and the home team fifteen (15) minutes prior to the visiting team. For night games, each team will be limited to ten (10) minutes. If both teams arrive early for batting practice, the time shall be divided evenly between the two teams. No one is allowed to practice on the field after the scheduled starting time.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL**

2009 General 8U, 10U, 12U and Majors League Rules

A manager failing to share a field for practice will be suspended for one (1) game. A second offense will result in a one (1) year suspension.

On Deck Hitters

The on-deck batter shall wait behind the fence on all ball fields.

Backstop

Absolutely no one is allowed behind any part of the backstop during the game. It will be the responsibility of each team manager to assist the umpires in keeping the backstop area clear. The umpire will **stop** the game until the backstop area is clear.

Exception:

On those fields not having fences, one on-deck hitter is allowed behind the backstop.

Helmet Rule

Anyone under the age of 18 occupying a coach's box or acting as a batboy\girl or dugout assistant must wear a protective helmet. There are **NO** EXCEPTIONS.

Warming Up a Pitcher

Anyone under the age of 18 must wear a catcher's mask while warming up a pitcher. This applies to the warming up of the official pitcher or a relief pitcher either on or off the playing field. There are **NO** EXCEPTIONS.

Questioning the Umpire

Only one authorized team manager is permitted to question an umpire.

Coaches shall confine themselves to strictly coaching and keeping score. Questioning of an umpire by any coach or other adult **MAY** result in the immediate ejection of that coach or other adult.

Only the interpretation of rules can be questioned. Umpire judgment calls are not to be questioned.

Ejected Personnel

Any manager, coach or other adult who has been ejected from a game must leave the playing area and proceed directly to the parking area. Failure to do so **WILL** result in the game being forfeited to the opposing team.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL

2009 General 8U, 10U, 12U and Majors League Rules

Scorebook

Each team shall keep an accurate scorebook, and scorekeepers should check the score at the end of each inning.

The Home Team scorebook must contain a complete and accurate record of each game (including complete pitching information where applicable). The Home Team scorebook is official, and will be used to resolve any disputes.

No League Umpires Present

If league umpires are not present, each team shall furnish one (1) adult umpire (18 years of age or older). They will alternate after three (3) full innings from behind the plate and the field with the home team behind the plate first.

The plate umpire must use all of the protective umpire gear.

If only one (1) league umpire is present, that umpire will do both plate and bases. The umpire will be positioned behind home plate and will be responsible for moving into the correct position to make all calls

Postponed Games

A postponed game is one that has not become official. The **ONLY** valid reasons for postponing a regularly scheduled game are rain or other unplayable field conditions or darkness. Make-up games may be played on practice fields. Games that have been postponed after starting will be re-played in their entirety from the 1st inning

The **HOME TEAM** manager is responsible for contacting the League Commissioner regarding the rescheduling of a postponed game. The game shall be played on the first open date, which does not conflict with previously scheduled games.

Must Slide Rule

Runners **MUST SLIDE** or **AVOID CONTACT** at any base when the defensive player has or is about to receive the ball to make a play.

If there is contact, and if in the umpire's judgment the contact was casual and did not interfere with the play, no action will be taken.

If there is contact, and if in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out.

If there is contact and if in the umpire's judgment the contact was malicious, the offending player will be called out and ejected.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL**

2009 General 8U, 10U, 12U and Majors League Rules

Protests

There are **NO** protests.

Game Starting Time

Game time will be 6:00 P.M. except for late games scheduled on fields with lights and weekend games scheduled during the day.

Any team that is not ready to play (see league team size rule) 5 minutes after the regularly scheduled starting time will forfeit the game. This may be set aside if the Umpire in Chief considers the delay unavoidable.

Game Score Reporting

The winning team manager is responsible for reporting game scores to the designated League Commissioner (10U, 12U or Majors Commissioner).

Game duration/Last Pitch Rule

No new inning shall start after 1 hour 45 minutes from scheduled game time with the last pitch at the 2 hour 10 minute mark.

Batting Order and Defensive Lineup Sheet

Prior to the start of the game, each manager must provide the other manager with a completed Batting Order and Defensive Lineup sheet. Each rostered player must be listed in the batting order, and the defensive positions to be played must be shown for all innings.

The umpire will not start the game until Batting Orders and Defensive Lineups have been exchanged between the two managers.

Any changes to the Defensive Lineup Sheet made during the game must be reported to the opposing manager (unless the opposing manager indicates that he or she does not want to see the changes).

Smoking and Alcoholic Beverages

There will be **NO SMOKING** or **DRINKING OF ALCOHOLIC BEVERAGES** on the playing field or in the dugout areas. **NOTE:** Alcohol is not allowed on any Lisle Park District property.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL

2009 General 8U, 10U, 12U and Majors League Rules

Umpire Equipment and Bases

The **HOME** team manager is responsible for setting up the field. The **HOME** team will provide 2 new baseballs and 1 used good baseball for each game. After the game, the **HOME** team manager is responsible for returning the umpire equipment and bases to the equipment storage location.

Team Size

A team shall consist of ten (10) players, with a minimum of seven (7) players needed to avoid forfeiture of the game. Players **MAY NOT** be borrowed from the opposing team in order to avoid a forfeit.

In order to reach ten (10) players, manager may "borrow" a player only from a lower division or next younger League to play a game, prior to start of game only. "Borrowed" players **CANNOT** pitch or catch. If a team "borrows" players, the game roster **CANNOT** exceed ten (10) pre-game or during game. If the number of game rostered players exceeds ten (10), the "borrowed" player(s) will not play or continue to play in the game. (8U teams cannot borrow players from Shetland League.)

Manager has **NO** discretion to ask or tell an individual team member not to attend a game. All paid & registered players are expected to participate in each game unless excused by player's parent.

Pitcher Warm-Up

Each pitcher is allowed five (5) warm-up pitches prior to pitching to the first batter faced at the top of the half-inning or in the midst of the inning for the replacement pitcher.

Thrown Bat

A team will be warned by the umpire on the first occurrence of a batter throwing a bat (intentional or non-intentional). The second team occurrence during a game by a team will result in the batter being called out.

Safety Base

The double (orange\white) safety base is there to prevent collisions at 1B.

The batter-runner (BR) should use the orange base on the initial play at 1B (coming from home) unless the fielder is drawn to the outside of the base, in which case the BR would use the white base and the fielder the orange.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL

2009 General 8U, 10U, 12U and Majors League Rules

On a dropped 3rd strike, fielder or BR may touch either the white or orange base.

A runner is never out for touching the white base rather than the orange UNLESS there is a collision caused by him not touching the orange base.

Once BR has reached 1B she may only use the white base (i.e. if she rounds 1B and there is a play on her going back to 1Bs he must touch the white base.

Player & Manager/Coach Conferences

Defensive Team: Allowed one (1) free conference per inning per pitcher. Second conference during inning will require pitcher being replaced with new pitcher.

Offensive Team: Allowed one (1) conferences per inning. Second conference will require batter being called out.

Player Discipline

Managers and coaches **CANNOT** remove a player(s) from the field and/or batting lineup during a game for misbehavior unless the player(s) has become so disruptive that the player has endangered himself, or his teammates, or the opposing team players, or the umpire(s). Any player removal during game will take place only after conferring with senior umpire and opposing team manager.

Manager disciplinary actions that would affect a player's involvement in future games must first be discussed with, and approved by, the specific League Commissioner and Softball Director before any disciplinary action is taken.

Violation of Rules

Violation of above rules and any specific associated league rules may result in disciplinary and/or penalty action being taken by the responsible "League" commissioner and/or Softball Director against the identified team(s) and/or identified individual(s).

Tie Breaker

During playoffs, a tie breaker may be implemented when the reversion rule does not apply. In the tie-breaker, each team will place the batter who is scheduled to bat last in that inning on second base and plays out a full inning until the tie is broken and the game is complete.

Rule/Schedule Changes

Due to unforeseen circumstances or other events, Lisle Baseball/Softball, Inc. reserves the right to add, delete, modify and/or change any rule, policy, guideline, and game/season schedule during the course of the season. Lisle Baseball/Softball rules may be superceded if in-house team plays in 3rd party scheduling league.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 8U League Rules

Field

The diamond will have fifty (50) foot base lines and a pitching distance of twenty-eight (28) feet.

Playing Time

Each rostered player **must** be listed in the batting order and **must** play a minimum of four (4) defensive innings each game, **based on a six (6) inning game**. A player retains her place in the batting order whether in the field or not.

If a player is late and misses her batting order position, she must wait until her batting order position comes up again before she may bat.

Each player **must** play a minimum of three (3) defensive positions during the game, a minimum of one (1) inning in the infield (including catcher). All players are limited to playing a maximum of one (1) inning in the same defensive position during the game.

The penalty for violation of this rule is forfeiture of the game by the offending team.

Regulation Game/Game Duration

A regulation game shall consist of six (6) innings. The game will be official after three (3) full innings (2 ½ innings if the home team is ahead). If the game is called due to weather, darkness, time, etc. (and it is an official game) and the home team is losing or tied, the game will revert back to the last completed inning to determine a winner. If the game was tied at the end of the reverted inning, the game will be declared final as a tie game. Games that are tied after regulation innings shall be continued until maximum last pitch game duration has been reached. No new inning shall start after 1 hour 45 minutes from scheduled game time with the last pitch at the 2 hour 10 minute mark.

Coach Pitcher

A designated adult will pitch **UNDERHAND** to their team's batter.

Pitcher's Position

The player fielding the pitcher's position will always take a position two (2) feet to the rear of the pitching plate and three (3) feet to the left or right side of the Coach-Pitcher. The coach-pitcher **must** make an attempt to get out of the way of any live ball. A ball will be dead and replayed if it hits the coach in the field of play.

Outfielders

Outfielders must be **positioned in the outfield**, and **not directly behind second base** so as to function as a fifth infielder.

No outfielder may make a force out by tagging the base.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 8U League Rules

Strikeouts and Walks

Each batter will receive seven (7) pitches.

Strikes will consist of missed swings and foul balls. The batter will be called out after the third strike, unless it is a foul ball. If the batter hits the seventh pitch foul, she shall continue to receive pitches until she fails to swing, hits the ball fair, or swings and misses.

There will be no walks in the 8 & Under League.

Leading-off and stealing

Base runners **are not** permitted to steal or lead-off base and **must** remain in contact with the base until the ball crosses the plate.

For violation of this rule, the runner will be called out.

Infield Fly Rule

The Infield Fly Rule **is not** in effect.

Hit By Pitch

The batter is not awarded first base when hit by a pitched ball. The ball is dead and the pitch counts.

Dropped Third Strike

The dropped third strike rule IS NOT in effect. The batter is out and the runners may not advance.

Dead Ball/Advancing Base Runners

For the purpose of advancing the base runners (who are not yet halfway to the next base), the ball will be considered dead when an infielder is in control of it within the infield cutout area (or the grass area within the base paths). The control rule does not apply to a batted ball fielded by an infielder.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 8U League Rules

Infield Errors and Overthrows

Base runners may advance **only one base** on a hit ball that does not leave the infield. Base runners may not advance as a result of an overthrow (ball out of play as defined during pre-game umpire conference).

Note: This rule is intended to encourage infielders to develop their throwing and catching skills.

Five Run Rule

A team can score no more than five (5) runs per time at bat if TIED or LEADING an opponent at the beginning of the at bat. Trailing teams are limited to scoring sufficient runs to reach a five (5) run lead.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 10U League Rules

Field

The diamond will have fifty-five (55) foot base lines and a pitching distance of thirty-five (35) feet.

Playing Time

Each rostered player **must** be listed in the batting order and **must** play a minimum of four (4) defensive innings each game, **based on a six (6) inning game**. A player retains her place in the batting order whether in the field or not.

If a player is late and misses her batting order position, she must wait until her batting order position comes up again before she may bat.

A player may not play more than one (1) defensive innings (other than pitcher) at the same position during a game. Each player must play a minimum of one (1) outfield inning and one (1) infield inning per game.

Regulation Game/Game Duration

A regulation game shall consist of six (6) innings. The game will be official after three (3) full innings (2 ½ innings if the home team is ahead). If the game is called due to weather, darkness, time, etc. (and it is an official game) and the home team is losing or tied, the game will revert back to the last completed inning to determine a winner. If the game was tied at the end of the reverted inning, the game will be declared final as a tie game. Games that are tied after regulation innings shall be continued until maximum last pitch game duration has been reached. No new inning shall start after 1 hour 45 minutes from scheduled game time with the last pitch at the 2 hour 10 minute mark.

All games that are called before they become official will be rescheduled and played in their entirety.

Pitching

Pitching will be underhand **FAST PITCH**. Pitchers will be governed by the ASA Rules.

No player shall pitch more than one (1) inning per game during the regular season and two (2) innings during the playoffs. After four "balls" have been thrown a coach pitcher will come out and be able to throw up to three (3) pitches after which the batter either reaches base or is out. NO WALKS

One ball pitched during any inning shall equal an inning pitched.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 10U League Rules

Outfielders

Outfielders must be **positioned in the outfield**, and **not directly behind second base** so as to function as a fifth infielder. No outfielder may make a force out by tagging the base.

Leading-off and stealing

Base runners **are not** permitted to steal; they are permitted to leave the base once the ball crosses home plate. For violation of this rule, the runner will be called out.

Runners may advance on balls hit into play or if the catcher attempts a pick-off (maximum one base advancement on a pick-off overthrow).

Infield Errors and Overthrows

Base runners may advance only **one** base on a hit ball that does not leave the infield. Base runners may not advance as a result of an overthrow (ball out of play as defined during pre-game umpire conference).

Note: This rule is intended to encourage infielders to develop their throwing and catching skills.

Infield Fly Rule

The Infield Fly Rule **is not** in effect.

Hit By Pitch

The batter is awarded first base when hit by a pitched ball on the fly provided that the batter is standing legally in the batters box.

Dropped Third Strike

The dropped third strike rule **IS NOT** in effect. The batter is out and the runners may not advance.

Balks and Illegal Pitches

There will be no penalty for a balk or illegal pitch. Base runners may not advance as a result of a balk or illegal pitch.

Batting

To encourage hitting, there will be no slap hitting. A player must make a full

swing at the ball. Balls put into play with a partial or stopped swing will be considered a foul ball.

Five Run Rule

A team can score no more than five (5) runs per time at bat if TIED or LEADING an opponent at the beginning of the at bat. Trailing teams are limited to scoring sufficient runs to reach a five (5) run lead.

Twelve Run Mercy Rule

If a team is leading its opponents by at least twelve (12) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home team), the game should be terminated and the team in front declared the winner.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 12U League Rules

Field

The diamond will have sixty (60) foot base lines and a pitching distance of forty (40) feet.

Playing Time

Each rostered player **must** be listed in the batting order and **must** play a minimum of four (4) defensive innings each game, **based on a seven (7) inning game**. A player retains her place in the batting order whether in the field or not.

If a player is late and misses her batting order position, she must wait until her batting order position comes up again before she may bat.

A player may not play more than one (1) defensive innings at the same position during a game (except pitchers and catchers, see paragraph 4 below). Each player must play a minimum of one (1) outfield inning and one (1) infield inning per game by the fourth inning.

Regulation Game/Game Duration

A regulation game shall consist of seven (7) innings. The game will be official after four (4) full innings (3 ½ innings if the home team is ahead). If the game is called due to weather, darkness, time, etc. (and it is an official game) and the home team is losing or tied, the game will revert back to the last completed inning to determine a winner. If the game was tied at the end of the reverted inning, the game will be declared final as a tie game. Games that are tied after regulation innings shall be continued until maximum last pitch game duration has been reached. No new inning shall start after 1 hour 45 minutes from scheduled game time with the last pitch at the 2 hour 10 minute mark.

All games that are called before they become official will be rescheduled and played in their entirety.

Pitching

Pitching will be underhand **FAST PITCH**.

No player shall pitch or catch more than three (3) innings in the same regular season game. Preseason games will be limited to two (2) innings for each player.

One ball pitched during any inning shall equal an inning pitched.

LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS

2009 12U League Rules

Outfielders

Outfielders must be **positioned in the outfield**, and **not directly behind second base** so as to function as a fifth infielder.

Leading-off and stealing

Base runners are permitted to steal. They are required to stay in contact with the base until the pitch has crossed home plate. NO runner may steal home.

For violation of this rule, the runner will be called out.

Infield Fly Rule

The Infield Fly Rule **IS** in effect.

Hit By Pitch

The batter is awarded first base when hit by a pitched ball whether on the fly or bounce provided that the batter is standing legally in the batters box.

Dropped Third Strike

The dropped third strike rule **IS NOT** in effect.

Balks and Illegal Pitches

There will be no penalty for a balk or illegal pitch. Base runners may not advance as a result of a balk or illegal pitch.

Batting

To encourage hitting, there will be no slap hitting. A player must make a full swing at the ball. Balls put into play with a partial or stopped swing will be considered a foul ball.

Five Run Rule

A team can score no more than five (5) runs per time at bat if TIED or LEADING an opponent at the beginning of the at bat. Trailing teams are limited to scoring sufficient runs to reach a five (5) run lead. The five (5) run limitation will be increased to ten (10) runs in the 7th inning and thereafter.

Twelve Run Mercy Rule

If a team is leading its opponents by at least twelve (12) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home

team), the game should be terminated and the team in front declared the winner.

NOT APPLICABLE THIS YEAR SWS RULES TO APPLY

LISLE BASEBALL & SOFTBALL LEAGUE, INC. GIRLS' SOFTBALL RULES AND REGULATIONS

2009 MAJORS League Rules

Field

The diamond will have sixty (60) foot base lines and a pitching distance of forty (40) feet.

Playing Time

Each rostered player **must** be listed in the batting order and **must** play a minimum of four (4) defensive innings each game, **based on a six (6) inning game**. A player retains her place in the batting order whether in the field or not.

If a player is late and misses her batting order position, she must wait until her batting order position comes up again before she may bat.

Regulation Game/Game Duration

A regulation game shall consist of seven (7) innings. The game will be official after five (5) full innings (4 1/2 innings if the home team is ahead). If the game is called due to weather, darkness, time (2-hour maximum game duration and no new inning after 1-hour and 45 minute mark), etc., (and it is an official game), and the home team is losing or tied, the game will revert back to the last complete inning to determine a winner. If the game was tied at the end of the reverted inning, the game will be declared final as a tie game. All games that are called before they become official will be rescheduled and played in their entirety.

Pitching

Pitching will be underhand **FAST PITCH**.

No player shall pitch more than two (2) innings in the same game.

One ball pitched during any inning shall equal an inning pitched.

Outfielders

Outfielders must be **positioned in the outfield**, and **not directly behind second base** so as to function as a fifth infielder.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.
GIRLS' SOFTBALL
RULES AND REGULATIONS**

2009 MAJORS League Rules

Leading-off and stealing

Base runners are permitted to steal.

Infield Fly Rule

The Infield Fly Rule **is** in effect.

Hit By Pitch

The batter is awarded first base when hit by a pitched ball whether on the fly or bounce provided that the batter is standing legally in the batters box.

Dropped Third Strike

The dropped third strike rule **IS** in effect. The batter is out and the runners may not advance.

Balks and Illegal Pitches

There will be no penalty for a balk or illegal pitch. Base runners may not advance as a result of a balk or illegal pitch.

Ten Run Slaughter Rule

If a team is leading its opponents by at least ten (10) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home team), the game should be terminated and the team in front declared the winner.

**2009 Lisle Softball League
Age Guidelines for Leagues**

League	Age	Birth Date
18U SWS	18	1/2/90 - 12/31/90
	17	1/1/91 - 1/1/92

League	Age	Birth Date
Palomino	18	9/1/90 - 8/31/91
	17	9/1/91 - 8/31/92

16U SWS	16	1/2/92 - 12/31/92
	15	1/1/93 - 1/1/94
14U SWS	14	1/2/94 - 12/31/94
	13	1/1/95 - 8/31/96
12 & Under	12	9/1/96 - 8/31/97
	11	9/1/97 - 8/31/98
10 & Under	10	9/1/98 - 8/31/99
	9	9/1/99 - 8/31/00
8 & Under	8	9/1/00 - 8/31/01
	7	9/1/01 - 8/31/02
Shetland* *	7	9/1/01 - 8/31/02
(3 yrs. for girls, if desired.)	6	9/1/02 - 8/31/03
	5	9/1/03 - 8/31/04

Colt	16	9/1/92 - 8/31/93
	15	9/1/93 - 8/31/94
Pony	14	9/1/94 - 8/31/95
	13	9/1/95 - 8/31/96
Bronco	12	9/1/96 - 8/31/97
	11	9/1/97 - 8/31/98
Mustang	10	9/1/98 - 8/31/99
	9	9/1/99 - 8/31/00
Farm	8	9/1/00 - 8/31/01
	7	9/1/01 - 8/31/02
Shetland	6	9/1/02 - 8/31/03
	5	9/1/03 - 8/31/04

*Shetland: Parents can choose to have their child play a 3rd year in Shetland as a 7 year old but only one year in 8U as an 8 year-old.

**Grade: Typical school class grade associated with birth dates in this range.

Appendix A: Lisle Baseball/Softball Board Directors

<u>NAME/PHONE #</u>	<u>BOARD POSITION</u>	<u>Email</u>
Randy LaBelle	President	toryfive@aol.com
Jim Ryan	Vice President / Schedule Director	HYPERLINK "mailto:cincyjim@aol.com" cincyjim@aol.com
Tim Thompson	Secretary	thompson@cboe.com
Lilia Perales	Treasurer	liliaperales@sbcglobal.net
John Leonard	Boys In-house Director	HYPERLINK "mailto:milkmeone@comcast.net" milkmeone@comcast.net
Steve Johannes	Boys In-house Assistant Director	HYPERLINK "mailto:steve_johannes@whji.com" steve_johannes@whji.com
Paul Sonnefeldt	Boys In-house Assistant Director	psonnefeldt@comcast.net
Bob Smith	Girls In-house Director	lisesoftball@comcast.net
Dave Koch	Girls In-house Assistant Director	kochda@comcast.net
Dennis Noble	Baseball Travel Director	djnoble@sbcglobal.net
Al Hahne	Softball Travel Director	alrbk@aol.com
Phil Donofrio	Umpire Director	HYPERLINK "mailto:lisleump1@sbcglobal.net"

lisleump1@sbcglobal.net

Rob Knapp Field Director

lislefields@yahoo.com

Adam Young Equipment
Director

aanddyoung@yaho.com kaizen23@comcast.net

Tom Reif Sponsor
Director

tomreif@halbergcommercial.com

Jeff Young Uniform/
Trophy
Director

Jeff.Young@itt.com

Shaun Pollitt New Media Director

shaun@lislebaseballsoftball.org

Appendix B: Park District Field Locations

Appendix B: (con't)

All park directions from the corner of Route 53 and Maple Avenue

No. 3 ARBOR VIEW: Route 53 north to Route 34 east. Turn north on Arbor View Drive. Go about three blocks and the field is located on the east side of the street.

No. 27 BEAU BIEN: Route 53 north to Route 34 west. Turn north on Beau Bien Boulevard. Then turn west on Old Tavern Road. Go about four blocks, and the field is on the north side of the street in the far north back corner.

No. 12 COMMUNITY PARK: Route 53 north to Short Street. Turn west on Short Street. The field is on the south side of the street.

No. 18 KENNEDY JUNIOR HIGH: Take Maple West to College Drive. Turn south on College. Go to Green Trails Drive. Turn west on Green Trail Drive. The school is one-half mile on the south side of the street. The fields are behind the street.

No. 19 KINGSTON PARK: Take Maple east to Kingston Avenue and turn south on Kingston Avenue. The field is located one-quarter mile on the east side of the street.

No. 20 LISLE JUNIOR HIGH: Take Route 53 north to Main Street. Turn right on Main Street. Go to Jonquil (first street on the east) and turn east. The junior high is one-quarter mile straight ahead. Fields are located behind the school.

No. 23 MEADOWS EAST AND WEST: Route 53 south to 59th Street. Turn east on 59th Street. Go straight to the fields located on the north side of 59th Street.

No. 30 RIVER ROAD: Take Maple west to River Road (across from Riedy's Tee Time). Turn south. The field is located on the east side of the street.

No. 31 SCHIESHER PARK: Maple east to Kingston Avenue. Turn north on Kingston. Go straight to the fields (three blocks) located on the east side of

Kingston.

No. 34 SURREY RIDGE: Maple west to College Road. Turn south on College to Abbeywood. Turn west on Abbeywood and go straight to the fields located on the south side of the road.

No. 36 TATE WOODS: Route 53 north to Route 34 west. Take Route 34 west to Yackley Avenue. Turn north on Yackley and go straight to the field located on the east side of the street.

No. 11 WOODGLEN I and II: Maple west to College Avenue. Turn south on College Avenue. Go to Abbeywood. Turn east on Abbeywood Drive. Turn south on Trinity Drive and go straight to the field located on the south side of the street.

Appendix C: League Equipment Distribution

League Bats Helmets Bases / Plate Batting Tee Balls Practice balls Game balls Catchers hocky
helmet Catchers helmet / mask with throat protector Catchers glove Chest protector Shin
Guards Scorebook Picture forms Umpire vouchers Field box / gate keys Light box keys Shetland 25",
26" 44+1X12 X Farm 26", 27" 4 16 X XXXXXX Mustang 28", 29" 4 163
DZX XXXXXX Bronco 30", 31" 4 163 DZX XXXXXX Pony 32", 33" 4 163
DZX XXXXXX Colt 4 162 DZX XXXX XX Palamino 4 162 DzX XXXX XX 8U 25",
26" 4 14 X XXXXXX 10U 27", 28" 4 12 10X XXXXXXXX 12U 29", 30" 4 14 10X XXXXXXXX Majors 31",
32" 4 14 20X XXXXXXXX

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