



2024 RULE BOOK

SOFTBALL | Drafted Leagues

DIVISION II

3rd & 4th Grade

Section 1.	Overall Rules
Section 2.	General Rules
Section 3.	DIVISION II Specific
Section 4.	Fall Rules



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Section 1. Overall Rules

LEAGUE INFORMATION

Teams at this level can expect three interactions per week. The frequency of team activities may vary throughout the season due to playoffs, holidays, or weather.

Team standings will be collected throughout the season and updated on the PCBS website www.pcbs.fun. Each season will conclude with a playoff tournament and championship game.

While competition is an element of the sport at this level, it remains secondary to teaching and fostering a love of the game. Managers, coaches, parents, and players are expected to promote a spirit of community, development, and fair play.

MANAGER GUIDELINES AND RESPONSIBILITIES

1. Home team manager supplies 1 game ball and 1 best used ball for each game and reclaims them at the end of the game.
2. The home team is responsible for setting up the field equipment prior to the game and removal of the field equipment after the game. In addition, the home team is responsible for determining if the field is in playable condition.
3. Both teams should police the area for trash and debris.
4. The home team will occupy the third-base dugout.
5. The home team will have the field for 15 minutes of warm-up 35 minutes before game time. The visiting team will take the field for 15 minutes of warm-up 20 minutes prior to game time.
6. Managers should supply team sponsors with a schedule of games.
7. Managers make sure that only league members practice or play with the team.
8. Complete PCBS issued uniforms are to be worn by players in all games, and in a proper manner (i.e., shirt tucked in, a hat worn properly, etc. - final determination rests with the umpires).
9. Managers select coaches, scorekeepers, and team parents. Team Parent can help with phone chains, organizing, after-game treats or making sure the field is cleaned up after each game. The players themselves should help in cleaning the field after the game.
10. Managers should make sure that their players do not fight, swear, argue with umpires, throw equipment, or engage in unsportsmanlike conduct. The umpire or manager for any offense, as deemed necessary can remove a player from the game. In addition, a player must be immediately removed for any action he/she instigates deliberately meant to harm another player, coach, manager, or umpire.
11. Managers are required to turn in equipment to the equipment coordinator on the day specified.
12. Managers, coaches, participants, and parents are prohibited from using tobacco products and alcoholic beverages on or near playing fields during PCBS sporting events provided by the Palatine Park District. Managers should discourage this same practice among parents and other spectators. This applies to parents and spectators as well.

13. If a player misses practice without a legitimate reason or pre-excusal, a manager may elect not to start the player in the next game; however, players must play the appropriate innings required.
14. In the event of an injury, managers are responsible for seeing that injured players receive medical treatment, including transportation to the hospital if necessary, and complete incident forms.
15. Managers must remain at a practice or game until all players have been provided transportation home.
16. Managers will be held accountable for the behavior of all spectators.
17. All managers and coaches in PCBS programs should exemplify the PCBS *Code of Conduct*. In the event any player/manager/coach/spectator is ejected from the game, he/she is suspended for up to two additional games. The player/manager/coach/spectator will be given a note explaining what his/her options and penalties are along with a description of the process.
18. Managers are responsible for ensuring these guidelines and all PCBS rules are followed to the best of their ability and in a sportsmanlike manner. Failure to do so may result in a code of conduct violation.

FIELD RULES, LINE-UP, BATTING ORDER, AND SUBSTITUTIONS

1. Each manager will provide his/her team line-up to the opposing manager prior to game time. The line-up will include last name, jersey number, and batting order. For leagues with minimum defensive inning requirements, *planned defensive positions of players should also be included*. Changes to planned defensive alignments are permitted, provided the manager complies with the specific playing time and positioning rules for each league. Players arriving after line-ups are exchanged shall be inserted at the end of the original batting order.
2. The batting order shall be followed throughout the game without regard to which players are assigned defensive positions during the prior half-inning.
3. Free substitution is allowed for any defensive player, except baseball pitchers in drafted leagues, when the ball is dead, or when time has been called. Substitutions need not be announced to the umpire or opposing manager. Managers are encouraged to rotate players to various defensive positions.
4. No player shall sit out 2 full innings (unless due to injury or illness) during any game before every other player on the team has sat at least one full inning. In other words, no player shall sit their second inning until every player has sat their first inning.
5. In leagues where leadoffs are not allowed, outfielders must be positioned a minimum of 10 feet behind the baselines when the pitcher delivers the ball to home. Umpires will use their best judgment in determining outfielder positions in cases where the infield is too large for the age group playing. Umpires will issue one warning to teams that are in violation. Subsequent offenses will result in the runner being awarded a base. This should be discussed during the pre-game conference between the umpires and the managers.

COMPLETE, CALLED, OR SUSPENDED GAMES

1. The umpire(s) is responsible for halting the game due to darkness, rain, lightning, or other unusual conditions.
2. The Palatine Park District has Strike Guard Lighting Warning systems at specific parks (detailed information on the systems' operations and locations can be found on both the PPD and PCBS websites). It is expected that when actual lightning strikes have been detected (no false alarms) within the warning area, the park systems in that zone will provide a warning. When lightning has been detected, notice to take shelter is provided. One long (15-second) siren will sound, and a strobe will flash on the unit, and everyone should immediately seek shelter. After the Strike Guard System determines conditions are safe, (30 minutes of no

- lightning) the siren will sound three five-second intermittent blasts and the strobe will go off, providing notice that it is safe to resume activity in this area.
3. Every attempt should be made to continue the game if the Lightning system gives the all-clear and the umpire has not declared conditions as unplayable (field, darkness, etc.). Obviously, if the delay continues too long, a point will be reached where there won't be enough time to restart the game and get enough innings to make it a "complete game".
 - a. The minimum length of the delay is 30 minutes from the initial siren. If the all-clear siren (three five-second intermittent blasts) does NOT sound within 45 minutes of the initial siren, the game is considered suspended unless the requirements of an official game have been met.
 - b. Delayed games on weekends or at lighted fields should NOT restart within 30 minutes of the scheduled start time of the next scheduled game. If the all-clear siren does NOT sound before this 45-minute window is complete, the game is considered suspended unless the requirements of an official game have been met.
 - c. Resumed games will end either when called by the umpire (for example darkness) or at the start time of the next scheduled game.
 - d. If lightning is witnessed, or thunder is heard, and the siren has not sounded (if at a park with a system) or if not heard (if at a remote site), the game should stop immediately, regardless of the inning. All participants should leave the field immediately. The game will be considered a suspended game unless the requirements of an official game have been met. No attempts should be made to "wait it out" as if the Strike Guard Lightning System were operating.
 4. If weather or darkness interferes with play so the game is ended by the umpire it would be a regulation game as defined within each league; if it is not a regulation game the game is suspended.
 5. Due to weather or darkness if a game is suspended it must be resumed at a later date. Scorebooks must be clearly marked. All details (score, innings, number of outs, players on base, count, pitcher, etc.) must be agreed upon by opposing managers before leaving the field.
 6. When a game is tied at the end of regulation in a regular-season game, the game shall be declared a tie if the time limit has been reached. When a game is tied at the end of a playoff game, it shall go into extra innings until a decision is reached. If the game is suspended, the game resumes later at the point of suspension.
 - a. Resuming a Suspended Game: When resuming a suspended game, the following rules apply to players who (1) did not participate in the game before it was suspended or (2) participated in the game before it was suspended and are not present when the game is resumed:
 - i. In the event a player was not present for the first portion of the suspended game, the player may play, but must bat last in the original batting order.
 - ii. In the event a player was present for the first portion of the suspended game and not present when the suspended game is resumed, the player is bypassed in the order and there is no automatic out. If, when the game was suspended, Player A has a count and subsequently Player A is not present when the game resumes at a later date, the next batter (Player B) in the line-up shall bat with the existing count at the time the game was suspended. Should Player A return to the game after the game is resumed, Player A shall occupy their original spot in the order.
 7. All games, except for playoff games that are tied, have a time limit. The time limit starts when the first pitch is thrown. No new inning shall begin 15 minutes before the time limit of each program. The end of an inning (the last out has been made) constitutes the beginning of the next inning (not when the fielders are in their playing positions). If the game has reached the minimum number of innings to make the game an official game at the point the time limit has

- been reached, the game shall be considered an official game. If it is not an official game when the time limit is reached, it is considered suspended and will be continued at a later date.
8. Except for playoff games, if another game is scheduled to start on the same field, the current game must stop play at the time limit. If at the time limit, the inning is incomplete, then the official score reverts to the last completed inning.
 9. Playoff games are subject to the time limit except in the situation where the game would end in a tie. In such a circumstance, the game will be played until the end of the inning in which a winning team is determined.
 - a. Championship and Consolation Championship games are not subject to time limits and will play a full game length, as defined by the league until a winner is determined. Game suspension rules apply (e.g., due to lightning or darkness).
 10. A team failing to field at least 8 uniformed players within 15 minutes after the scheduled starting time shall forfeit the game. When a game starts later than its scheduled start time, the limit begins when the first pitch is thrown. In case of injury where the injury occurs during the game, a team may complete the game with a minimum of seven players without forfeiture.
 11. Playing of illegal and ineligible players shall result in forfeiture of games in which such players participated.
 12. Protests are not allowed once the umpire has left the field after game completion.

Section 2. General Rules

PLAYING

1. IHSA rules shall apply to all PCBS games except as modified and noted by the current approved house rules.
2. Before each game, opposing managers should review the game and ground rules. Special field rules should be clarified.
3. League commissioners are empowered to impose penalties and sanctions, including suspensions and forfeiture of games, to ensure that league rules are followed. The PCBS Executive Board shall have the authority to affirm, modify, or overrule any such commissioner's ruling.
4. No swinging of bats except within the designated batter's box. On-deck circles are only allowed at Community, Gbur, Birchwood 2, Maple, and Osage as permitted within league rules.
5. At all fields permitting on-deck circles – only one on-deck batter is allowed on the field of play in the designated area, provided the batter is in the on-deck circle directly behind the batter.
6. A pitcher who has already pitched is allowed a one-time per-game re-entry into the game at the pitching position.
 - a. The maximum innings a player can pitch at their current level must still be followed when determining when a player can re-enter to pitch.

EQUIPMENT

1. All players must wear a facemask, regardless of position.
2. Players must wear complete uniforms.
 - a. Shorts are not allowed.
3. Metal cleats (spikes) are not allowed.
4. Bats rules:
 - a. We are aligned with the [USA Softball Bat rules](#).
 - b. All legal softball bats shall bear the ASA 2004 (or later) or USA Softball logo signifying they meet those certifications. Examples of acceptable logos are shown below.



- c. It must NOT appear on the [USA Softball Non-Approved Bat List](#).
- d. For additional information visit: [PCBS Information | Bat Rules](#)

Section 3. Division II Rules

GRADE LEVEL, TIME LIMITS, and FIELD DIMENSIONS

The league a new player plays in is determined by their grade on April 1 of that season.

Program	Grade Level	Time Limits	Inning Limit	Base Distance	Home to Center of 2B	Pitching Distance
Division II	3 & 4	1:45	6	60'	84'-10"	33'

**Measurements are taken from the center of the bases except for home plate. Measurements are taken from the rear point of home plate to the front of the pitching rubber or to the center of the bases.*

PLAYING

1. No player shall sit out 2 full innings (unless due to injury or illness) during any game before every other player on the team has sat at least one full inning. In other words, no player shall sit their second inning until every player has sat their first inning.
2. Each player must play a minimum of two innings at an infield position. The infield is defined as 1st base, 2nd base, shortstop, 3rd base, catcher, and pitcher. One of these infield plays must occur before the end of the 4th inning.
3. All players always rotate in the batting order unless injured or ill.
4. If a player leaves it is not an out.
5. Gbur Fields only – one on deck batter is allowed on the field of play in a designated area provided the batter is in the on-deck circle directly behind the batter.
6. The drop third strike rule does NOT apply.

COMPLETE, CALLED, OR SUSPENDED GAMES

1. Games will be 6 innings in length and no new full inning will start after 1 hour and 30 minutes of the start of the game.
2. The inning is considered complete when 3 outs have been made, 3 runs have scored.
3. Due to run limits per inning in place, there is no Mercy Rule.

PITCHING

1. A player may pitch in no more than two consecutive innings in one game.
2. There are no restrictions on the number of innings a player may pitch in one week.
3. A 3rd grade player or players must pitch to 6 outs every game. An inning pitched completely by a 3rd grade pitcher(s) which is ended prior to reaching 3 outs is considered 3 outs for this rule. If a game is ruled a complete game before a 3rd grade player has pitched 2 innings, that team will forfeit the game (i.e. if a game is called after 4 innings because of darkness a 3rd grade player must have pitched 2 of those innings).
4. A pitcher must be removed from the pitching position after hitting 2 batters in one inning and may not re-enter at the pitching position. When the ball hits the dirt before hitting the batter, the batter will be awarded 1st base, but the hit batter does NOT count towards the number of batters hit by a pitcher in an inning which leads to forced removal of the pitcher.
5. IHSA rules concerning illegal pitching are recommended but not enforced unless the umpire determines that the pitcher gains an advantage over the batter due to the violation. Umpires shall notify pitcher and pitching team manager of such violations and the pitcher shall attempt to correct the violation. However, continued violations shall not be deemed violations for purposes of the game, except as set forth herein.
6. Pitchers may be granted up to five (5) pitches prior to start of an inning.
7. Walks:

- a. A team can walk two players per inning. Following the second walk, if a pitcher throws four balls to a batter, the player will not be awarded 1st base. Instead, a coach will enter the game and pitch to the batter until they strike out or put the ball in play.
8. A batter's coach cannot "hit" his/her own player. If the coach hits his/her batter, it is ruled a dead ball.

BASERUNNING

1. Leadoffs are not permitted.
2. Base stealing of third base is permitted but only when a player is pitching (i.e. 3rd base may not be stolen while a coach is pitching). Stealing of home plate or 2nd base is NOT permitted at any time. Stealing is allowed when the pitch crosses home plate. Runners must be in contact with the base until the ball has crossed home plate.
3. Runners may not advance if the ball slips from the pitcher's hand while pitching.
4. On an infield-batted ball (ball does not leave the infield), no runner shall advance more than the base they are running to. Overthrows at all bases shall be called a dead ball by the umpire.
5. Once a player playing an infield position has control of the ball inside the base paths, runners shall not advance beyond the base to which the runner is headed. The fielder with control of the ball may attempt one play on a runner at the base to which the runner is headed. After this attempted play, it is an immediate dead ball situation. Other players not involved in the attempted play must stay at the base where they were headed when the fielder obtained original control.

BATTING

1. Bunting is not permitted. There is no "fake" bunting. Faking a bunt will result in automatic out to batter.

EQUIPMENT

1. A 11" ball shall be used.

Section 4. Fall Ball Rules

This PCBS League does not have specific Fall Season rules.