

**CITY OF BROOKFIELD
PARKS, RECREATION AND FORESTRY DEPARTMENT
RAINBOW SOFTBALL LEAGUE RULES AND PROCEDURES
Grades 5&6
2019**

PROGRAM OBJECTIVE

The primary purpose of the leagues is to offer youth an opportunity to participate and enjoy a recreational experience in a healthy competitive setting. The emphasis is upon participation, character development, good sportsmanship, and enjoyment. The league is conducted under supervision of the Brookfield Parks, Recreation & Forestry Department, hereafter referred to as the "Department".

NOTE: All games will be played according to the rule book(s) adopted by the Department for the current season. Local rules and adaptations will supersede where applicable. Two competing teams or coaches may not agree to alter any rules.

I. ELIGIBILITY AND ROSTER

- A. All players must be registered through the Parks & Recreation office prior to participation in any league game or practice.
- B. All registered players will be assigned to a team by the Department. There are no cuts. Coaches cannot add players to the team roster at any time.
- C. The procedure for assigning players to teams is outlined on the registration form. For equity and consistency, an effort is made to assign an equal number of players to each team.

II. FACILITY POLICIES

- A. Supervisors and/or umpires assigned by the Department are responsible for the total operation of program facilities.
- B. No spectators are permitted behind the backstop during the course of the game.

III. EQUIPMENT

A. Uniforms

- 1. Team T-shirts are provided by the Department as part of the registration fee and should be worn at all games. **LONG** pants are recommended.
- 2. Tennis shoes are recommended. Molded rubber spikes may be worn (metal spikes are not allowed).
- 3. Batters, base runners, and on-deck batters are required to wear batters helmets.

B. Balls

- 1. One 11" game ball will be provided by the field supervisor or umpire for each game. The ball will be given to the home team by the umpire when the game is over.

C. Bases - will be supplied by the Department.

D. Jewelry-Casts

- 1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the field supervisor and/or umpire may not be worn during the game.
- 2. This includes, but is not limited to, casts, wristwatches, large rings, bracelets, neck chains, splints or long earrings.

E. Misuse - Players shall handle the equipment with respect. Misuse of equipment (e.g. tossing a helmet against a fence in disgust) is prohibited and will result in a warning and/or ejection if flagrant.

IV. FIELD DIMENSIONS

<u>Grade</u>	<u>Between Bases</u>	<u>Pitching Distance</u>	<u>Home to Second</u>
Fifth and Sixth	60 feet	35 feet	84' 10¼"

V. PLAYERS AND SUBSTITUTES**A. Line-ups and Batting Orders**

1. **FIVE MINUTES** prior to the start of the game, both coaches must submit the official line-up card, listing the batting order, to the plate umpire.
2. Teams may begin and play a game with only **eight (8) players**. A team shall not be permitted to start or continue a game with less than **eight (8) players**. Result - forfeit.
3. Teams having less than thirteen (13) players on the roster may begin and play a game with only **eight (8) players**.
4. Teams will play with 10 defensive players – four in the outfield.

B. Continuous Batting Order Rule

1. Teams **MUST** list **ALL** players reporting for the game in the batting order prior to the start of the game. Each player will then bat in the line-up order for the entire game.
2. Late arriving players are assigned to the last position in the continuous batting order.
3. No player listed in the batting order may leave the order unless they become injured. In the event a base runner becomes injured, the player who made the last out will become the pinch runner. If a player leaves the game due to an injury, their position in the batting order is left vacant, and **NO PENALTY WILL BE ASSESSED**.
4. Players removed from the game or batting order due to injury may not re-enter the game for a minimum of one (1) complete inning. However, after one (1) complete inning, coaches may request of the Field Site Supervisor that the player in question be allowed to re-enter the game. The Field Site Supervisor will only allow a player to re-enter the game if it is in the best interest of the player. The decision of the Field Site Supervisor is absolutely non-debatable.

C. Minimum Playing Time Rule - Coaches are strongly encouraged to play each player equally in the field, however:

1. Every player must play in the field at least two (2) complete innings of the first four (4) innings. By the third inning all substitutes **MUST** have entered the game.
2. Free substitution for all leagues after the fourth inning.
3. Coaches will be "on their honor" to follow the substitution rule. Umpires will **NOT** keep a record due to the time required.

VI. THE GAME**A. Start of the Game**

1. The umpire or field supervisor shall have final authority in determining the amount of pre-game practice to be permitted which should be concluded five (5) minutes prior to the scheduled game starting time. Practice will be permitted to teams playing the second game only if there is sufficient time to accommodate both teams.
2. Teams shall be prepared to start games at the designated time.
3. There is a ten (10) minute grace period for the start of the game if a team has less than **eight (8) players** present. (**see rule V. A. 3**)
4. The starting time of the game must be noted on the score sheet.

5. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of official, the game will end and the score will stand regardless of the number of innings that have been completed and regardless of which team is at bat.

B. Length of Game

1. All league games will be six (6) innings or a seventy-five (75) minute time limit.
2. No new inning will start after the time limit expires. Clarification – A new inning begins immediately after the third out of the previous inning has been made provided there is time remaining.
3. Any new inning started before the 75 minute time limit will be played to a maximum of 90 minutes. At 90 minutes the game will be called even if both teams have not batted. At the point the game is called, the last complete inning will constitute the final score.
Clarification - A new inning begins immediately after the third out of the previous inning has been made provided there is time remaining.
4. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
5. No extra inning games will be played. Games ending in ties will be recorded as half a win and half a loss.
6. A game called due to weather conditions, or darkness, will be regulation if a minimum of **three innings or 50 minutes** at bat have been played. Games tied will also be regulation. At the point the game is called (assuming the game is complete according to the above), the last complete inning will constitute the final score.
7. The field supervisor has authority to determine if a game is to be stopped due to rain, darkness, or other conditions. In the absence of the field supervisor, the umpire-in-chief will have this authority.
8. Any second game on the schedule will receive the full time limit from the time the game starts.
9. The field supervisor's watch is the "official time". In absence of the field supervisor, the plate umpire's watch will be the "official time".

C. General

1. Cancellations - Postponements - Inclement Weather
If there is any doubt as to whether or not the diamond is in playable condition, the following procedure will be used:
 - a. The Department will cancel games up to 5:00 p.m. Team coaches **ONLY** are requested to call the Recreation Newsline, **(262) 796-6700**, from 3:00 p.m. to 5:00 p.m. to find out if games are cancelled. Normally a decision will be reached by 4:30 p.m.
 - b. **Cancellation of games or additional information can be found on the city of Brookfield website at <http://www.ci.brookfield.wi.us>.**
 - c. After 5:00 p.m., participants may call the Newsline to receive a recorded message indicating if the games have been called prior to 5:00 p.m.
 - d. If the games have not been called prior to 5:00 p.m., teams must appear at their game location and the field supervisor and/or umpire-in-chief will make the final decision.
2. Re-Scheduled Games
 - a. The department will schedule ten games in a season. All efforts will be made to reschedule as many cancelled games as possible. However, due to extremely poor weather conditions over a period of time, only eight games in a season will be guaranteed.

- b. Most re-scheduled games will be on week nights and occasional Saturdays. League games which are re-scheduled will have field priority over previously scheduled team practices.
 - c. Re-scheduled games will not be scheduled to accommodate the availability of players and coaches.
 - d. Games will NOT be re-scheduled to accommodate teams with players not available on scheduled dates.
3. **Official Score book** - There is no official scorebook as such. Each team is encouraged to provide its own book and scorer. The umpire is the official scorer and scores should be periodically checked with the umpire.
 4. The team bench is restricted to players, coaches, one scorekeeper, and one batboy only. For safety reasons, all people in the bench area should remain seated.
 5. **FORFEITURE OF GAME** Teams will forfeit a game when:
 - A team will automatically forfeit when an adult coach is not available at the team's bench at the scheduled starting time.
 - An ineligible or suspended player is used.
 - An ejected player refuses to leave the premises.
 - A team fails to field the minimum number of players by the scheduled game time.
 - Continued unsportsmanlike conduct after a warning by the umpire or authorized official of the Brookfield Parks & Recreation Department.
 - Should both teams forfeit a game due to ineligible players, then both teams will receive a loss in the standings.
 - The Parks, Recreation & Forestry Department should be contacted at least three days prior to game date if a team plans to forfeit its game.
 - Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.
 - Intentional violation of the minimum playing time rule may result in the forfeiture of the game.

VII. GENERAL PLAYING RULES

1. Pitching Motion/Delivery (not all inclusive)
 - a. Preliminary to pitching, the Pitcher shall take a position with her pivot foot firmly on the ground and in contact with the pitching rubber. The pivot foot must remain in constant contact with the pitchers plate, while and until the pitched ball is released.
 - b. The other foot (free foot) has no restrictions on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's plate. After taking this initial position, the Pitcher may not take more than one step with the free foot, in any direction of her choice, provided that it is taken prior to, simultaneously with, or during the actions of delivering the Pitched Ball.
 - c. After release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions she may assume as a defensive player.
 - d. The ball must be delivered at a **MODERATE** speed underhand-below the hip with a perceptible arch (from the time it leaves the pitcher's hand) of at least six (6) feet and not more than twelve (12) feet from the ground. Speed and height are left entirely to the judgement of the umpire.
 - e. Illegally delivered pitched balls include:
 1. A pitch not meeting the arch requirements.
 2. All pitches made by the pitcher, when not conforming to pitching restrictions.

3. A quick return pitch.

EFFECT - #1-3 above. Any infraction of #1-3 above is an "illegal pitch". A ball shall be called on the batter. Runners are not advanced. **EXCEPTION:** If a batter swings at any illegal pitch, it is nullified and all play stands.

2. Maximum Number of Innings a Pitcher May Pitch
 - a. No player will be allowed to pitch more than three innings in one game. One pitch constitutes an inning.
 - b. If a pitcher is removed from the mound during an inning, she may **NOT** return to pitch in that same inning. However, assuming she has not exceeded the maximum number of innings allowed, she may return later in the game.
 - c. Violation of the pitching rule will result in automatic forfeiture of the game.
3. Managers and coaches are permitted a maximum of two (2) visits per pitcher per inning. The pitcher must be replaced upon the second visit. A visit to the mound is also charged to the coach when the umpire must stop the game because the coach has left the fenced-in bench area to instruct his/her players.
4. When a pitcher takes position at the beginning of each inning or in relief, that pitcher shall be permitted a maximum of five warm-up pitches. Warm-up pitches shall not consume more than one minute of time.

B. Batting Rules

1. Each team will bat 10 players per inning or 3 outs, whichever happens first. A team with fewer than 10 listed on the scorecard will bat 10 players unless 3 outs come first.
2. The last legal batter of an inning will be declared out and the inning ended when the ball is in control at home plate in advance of any base runner. This is a force out and runs scored in advance of the out will count.
3. Any combination of two strikes (swinging, called, or foul ball) shall be an out. The catcher does not have to catch the second strike. A foul ball caught shall be played as in regular official softball. (Batter is out and base runners may advance at their own risk). Three (3) called balls shall be a walk.
Grades 5 and 6 – No mat used.
4. There will be a maximum of four (4) called walks per inning.
5. Once the maximum number of walks have been reached, each batter will be given seven total pitches. If after the seven pitches the batter still remains at home plate, she will be called "out".
6. Bunting is not allowed.
7. The tenth batter can not be walked intentionally or otherwise. The tenth batter will remain at bat, until they advance or strike out, which ever comes first.
8. If, in the judgement of the umpire, a bat "is thrown" by the batter, that respective team will be issued a warning by the umpire. Any other member on that same team that "throws a bat" in that game will automatically be declared out and the ball becomes dead at that point.

C. Base Running (not all inclusive)

1. No lead-offs or stealing permitted at any time. Violations of the lead-off, stealing rule will result in a warning for the first infraction by the team. Subsequent violations by any member of that same team will result in the runner being declared out by the umpire.
2. Sliding is allowed at all bases and home plate. For safety reasons, players must slide at close play at any base. Players that do not slide will be called out. (**see rule VII, D. 3**)
3. Base runners may advance only on a batted ball.

4. In the event of a foul ball, base runners must return to their base. If the foul ball is caught while in the air, base runners may advance at their own risk after "tagging up".
5. Base runners may score from third base when: A batted ball is hit into fair territory, a foul ball is caught, or runner is forced in by a walk. Runners may not advance from third to home on a wild pitch or passed ball.
6. There will be no infield fly rule used in any league of the RAINBOW PROGRAM.
7. Fielders are encouraged to make at least one play on a runner, if practical. Coaches should stop runners at appropriate times and not encourage them to run solely at the expense of poor fielding by young players. Time will be called by the umpire when the defense has successfully stopped the offense.
8. When a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators, the ball is dead and each runner is awarded two bases. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.

D. Double Bases

1. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
2. When a play is being made on the batter/runner, the defense must use the WHITE portion and the batter/runner the ORANGE portion of the base.
3. The batter/runner must use the ORANGE portion on the first attempt at first base, however should he reach and go beyond first base, he must return to the white portion.
4. Should the batter/runner round the base on a hit to infield or to the outfield, he must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

E. Other Rules

1. For safety reasons, all players, coaches, and bat-boys, should remain sitting on the bench. The batting team is allowed ONLY one on-deck batter warming up near the vicinity of the bench area. Also, all unused bats and equipment should be placed inside the fenced-in team area or on the bat-rack during the game.
2. The **TEAM AT BAT** is responsible for retrieving all foul balls.

VIII. COACH/MANAGER RESPONSIBILITY

- A. All Coaches serve in a voluntary capacity. **EACH COACH/MANAGER** shall be completely responsible for his/her team's knowledge of all rules and policies as specifically indicated herein. **PERSONALLY EXPLAIN THESE POLICIES AND RULES TO YOUR PLAYERS.**
- B. Each coach/manager shall notify players regarding schedule and communications from the Parks and Recreation office.
- C. Team coach/managers or an adult assistant (18 years of age or above) must be present with each team **AT THE TEAM'S BENCH** for the duration of each game and have control of their team at all times. Games will be declared a forfeit if an adult is not present at the scheduled starting time.
- D. At the start of the game, the coach and a maximum of two assistants should identify themselves to the plate umpire. Only these three people are permitted on the field during the course of the game.

- E. Unless they are participating in the normal process of the game, coaches and players are to remain inside the fenced-in bench area. If no benches are available, stay 20 feet from the foul line.
- F. Managers and coaches are not permitted on the playing field during the game with the following exceptions:
 - 1. Visitation to the pitching mound.
 - 2. Attention given to an injured player.
 - 3. A team may have coaches or players in both coaching boxes.
- G. Coaches are responsible for insuring that spectators do not interfere with the conduct of the game.
- H. Personnel officially connected with a team will not smoke on the bench or playing field during practice or while a game is in progress.
- I. Profane language or gestures will not be used by players or coaches at any time; violations will result in ejection by league supervisor.
- J. The League Committee will assist in the resolution of all issues concerning coaches conduct when not resolved at the staff level.

IX. PLAYER/COACH CONDUCT

- A. Players are responsible for their conduct at all times.
- B. By the act of participating, all teams, players, managers, and coaches acknowledge that they are acquainted with and will abide by all League Rules.
- C. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for suspension (up to one calendar year) by the Recreation Supervisor of the Parks and Recreation Department.
- D. Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute suspension for the duration of the current season.
- E. An ejected player/coach will immediately vacate the playing area and resist from further comment or action. For the purpose of this rule, the "playing area" will be taken to mean, "far enough away from the field of play so that the ejected player, in the opinion of the officials, has no affect whatsoever on the game, its players, officials or spectators".
- F. Bench conduct by players and coaches must be positive and directed towards players on your team. Players and coaches who make negative comments towards another team or an official will not be tolerated.
- G. Coaches must control the players on their teams. Our staff will expect your assistance if a player cannot control themselves.

H. SPORTSMANSHIP

- Each player, coach and parent should exhibit good sportsmanship throughout the season.
- Any questions regarding rules and regulations of the league can be directed to officials in a non-threatening manner.
- Yelling at umpires, coaches and/or players will not be tolerated, and anyone who violates this rule will be asked to leave the playing site.
- During each practice there should be time for the coaches and players to discuss teamwork and sportsmanship.
- Communicate to your players that good sportsmanship is an important part of the program.

X. PROTESTS

- A. Protests are not in the spirit of the league and are strongly discouraged. No protests will be accepted on the umpire's judgment of a play.
- B. The umpire-in-chief and opposing team manager must be notified of the pending protest prior to the next legally pitched ball following the situation to be protested.
- C. If a manager has reason to protest a game, such protest must be in writing and delivered to the Parks and Recreation office on the next business day following the game. A \$20.00 protest fee must accompany any protest. If the League Committee rules in favor of the protesting team, the fee will be returned; otherwise, the fee shall be forfeited to the City.
- D. The League Committee will rule on any protest, suspension, appeals, and any other matters of league concern not specifically enumerated within this operating policy of the Official League Rules.
- E. The League Committee will consist of the League Coordinator and other individuals appointed by the Recreation Supervisor who are knowledgeable about softball. Committee membership will be for one year, June through May.

XI. SUPERVISORS/UMPIRES

- A. Supervisors - Supervisors assigned by the Brookfield Parks and Recreation Department are responsible for the total operation of the program and facilities.
- B. Umpires - Umpires are representatives of the Brookfield Parks and Recreation Department and are officially in charge of each game.
 - 1. Two umpires will work each game. The umpire-in-chief will have complete control of the game and enforce rules and regulations.
 - 2. In the event an assigned umpire does not report, the field supervisor may select a coach or adult who is acceptable to both managers. In the absence of the field supervisor, the umpire-in-chief along with the team managers will select an acceptable umpire.
 - 3. The plate umpire is responsible for keeping time of the game and must wear a wristwatch. The starting time of the game must be noted on the game scorecard. The umpire's watch is the official time in absence of the field supervisor.
- C. Supervisors/umpires will discuss rule interpretations only with coaches of the competing teams.
- D. Supervisors/umpires are empowered to eject players and coaches from games for violations of official rules and regulations or unsportsmanlike conduct.

- XII.** Any circumstances arising that are not covered by the Official League Rulebook and the "Rainbow Softball League Rules and Procedures" will be left to the discretion of the Brookfield Parks and Recreation Department.

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