



2025 Chicagoland Sunday Softball Rules

Date Last Updated: 12/15/2024

The Chicagoland Sunday Softball League was formed to allow kids to participate in their house league and play a part-time travel season on Sundays, all for a fraction of the cost of full-time travel baseball. The additional 10-15 games allow your players to continue their development and to represent their house league across the Chicagoland area. The only qualification to enter the league is that your roster is filled with players who only play in their house league.

Insurance Coverage

- Proof of insurance is required with registration. The insurance policy needs to cover your team throughout the entire Spring season

Deadline for Proof of Insurance

- April 1st, 2024

Failure to Meet Deadline

- Team is suspended from the league until proof of insurance is provided.

Age Cutoff & Softball Size

Division	Birthday Cut-off	Softball Size
8U	December 31st 2016	11" Hard
9U	December 31st 2015	11" Hard
10U	December 31st 2014	11" Hard
12U	December 31st 2012	12" Hard
14U	December 31st 2010	12" Hard

Age Cutoff Details

- Because of the December 31st age rule, a player competing in the 14-year old division may be 15 years old when competing. This occurs because the baseball season follows the age cutoff date
- **A player's age as of December 31st determines the age in which the player is eligible to play**

Length of Games

Number of Innings

Division	Number of Innings	Max Runs per Inning	Max Runs Per Inning (Last Inning)
8U	6	6	Last Inning Unlimited
9U	6	6	Last Inning Unlimited
10U	6	6	Last Inning Unlimited
12U	7	6	Last Inning Unlimited
14U	7	8	Last Inning Unlimited

- It is recommended that all players play a minimum of 3 innings in the field

Time Limit

- 2 hours for 8u, 9u, & 10u. 2 hours & 15 minutes for 12u & 14u.
 - Exception: Some towns may have a local time rule restricting the game time further
- Inning in progress can be completed past the time limit
- No new inning can start after the time limit is reached

Extra Inning Rule

- Additional innings will occur provided:
 - The game is tied
 - Time limit has not expired
- If the game is still tied after extra innings and the duration of the game surpasses the time limit, the game will end in a tie
- There are no special rules attached to extra innings (ex: California Rules)
 - Extra inning rules will be considered a continuation of the game

Run Limit Per Inning (8u Softball)

- Each half inning will last until 3 outs are made or 5 runs are scored.
- Inning is over once the five run threshold is crossed. If a team has already scored 4 runs in an inning and a batter hits a 2 run single, both runs will count and the inning will conclude. This is to encourage players to not give up on the play.
- A team can score unlimited runs in the final inning of the game. If it is decided that the 5th inning is the last inning of the game due to time restrictions, both teams need to be aware prior to the inning starting.
- The "5 run per inning limit" rule does not apply to the Memorial Day Weekend Tournament.

Hybrid Coach Pitch Rule (8u Softball)

- This rule only applies to the 8u softball division, as our goal is to continue your players' development as pitchers while simultaneously developing their hitting & fielding skills.
- Your pitcher is allowed to pitch to every batter. However, once your pitcher throws 4 balls, a coach can come in and complete the at bat. There will be no walks to the hitter unless there is a hit by pitch.
- The coach does not come in with a fresh count. If your pitcher throws pitches that were either called strikes or swinging strikes, the batter carries those strikes over to the coach pitch. (if applicable)
- Let's say the count is 3-2 and your pitcher throws ball 4. The coach will then come in and complete the at bat. The batter will still have two strikes in the count, so if the coach throws a strike and the batter swings and misses, it will be considered a strike out and count as an out.
- If a coach comes to pitch during an at bat and there is only 1 strike, the batter can swing and miss twice before the third strike. Same philosophy if there are no strikes in the count.
- The team that is batting will have their coach pitch to their own batters.
- The coach will have to throw underhand from the mound area and their toe does not have to be on the rubber by any means. The pitching distance needs to be appropriate and I do trust your coaches on deciding where to pitch from.

Slaughter Rule

- At the end of either of the options below mentioned innings, if a team is ahead by the below mentioned runs, the game is complete:

Division	Option	Number of Innings Completed	Number of Runs Ahead
8U	1	3 Innings	15 runs
	2	4 Innings	10 runs
9U	1	3 Innings	15 runs
	2	4 Innings	10 runs
10U	1	3 Innings	15 runs
	2	4 Innings	10 runs
12U	1	4 Innings	15 runs
	2	5 Innings	10 runs
14U	1	4 Innings	15 runs
	2	5 Innings	10 runs

Rain Delay

- Games that are not able to be completed due to rain or inclement weather are considered complete games after the below designated innings
- The team that is losing must have batted the minimum number of innings in the table below:

Division	Number of Innings
8U	4 Innings
9U	4 Innings
10U	4 Innings
12U	5 Innings
14U	5 Innings

- Incomplete games will be continued from the point of stoppage at a later date

- A decision to continue the game at a later date is the decision of the two managers involved in the game. It is not mandatory to continue the game
- If a game will be continued, CLSB recommends that both managers take into consideration the current score & distance traveled when making a decision to continue a rain shortened game at a later date

Field Dimensions

Division	Distance from Pitching Rubber to Home Plate	Distance Between Bases
8U	30'	55'
9U	35'	60'
10U	35'	60'
12U	40'	60'
14U	43'	60'

Pitching

Limits Per Pitcher

Division	Max Innings Allowed	Pitcher Re-Entry (Only Starting Pitcher)	Max Batters Hit Before Removal of Pitcher from Game	Pitching Style
8U	3	Once Per Game	3	Windmill
9U	3	Once Per Game	3	Windmill
10U	3	Once Per Game	3	Windmill
12U	4	Once Per Game	3	Windmill
14U	4	Once Per Game	3	Windmill

- 1 pitch constitutes an inning

Fielding

Division	Players on Field	Position of 10th Fielder
8U	10	Anywhere in Fair Territory
9U	10	Anywhere in Fair Territory
10U	10	Anywhere in Fair Territory
12U	9	N/A
14U	9	N/A

Baserunning

Division	Leadoffs/Runner Leave	Stealing Bases	Stealing Bases- Max Per Inning
8U	No/Cross Plate	Not Allowed	Not Allowed
9U	No/Cross Plate	2nd & 3rd Base Only	3
10U	No/Cross Plate	2nd & 3rd Base Only	3
12U	Yes/Pitcher's Hand	All Bases including Home	Unlimited
14U	Yes/Pitcher's Hand	All Bases including Home	Unlimited

Miscellaneous

Division	Bunting	Dropped 3rd Strike	Infield Fly Rule
8U	No	No	No
9U	No	No	No
10U	Yes	No	No
12U	Yes	Yes	Yes
14U	Yes	Yes	Yes

Substitutions & Batting Order

Pitcher Changes

- A pitching change must occur on a manager or coach's second trip to the mound
 - Exception: In case of an injury
- Once a pitching change occurs, the pitcher may not return to the pitching position for the rest of the game (Starting pitcher can reenter the game one time)

Defensive Substitution

- Once a position change occurs, the original player can return to their previous position in the game multiple times
 - Exception: Pitcher - see "Pitcher Changes" rule above

Batting Order

- CLSB uses continuous batting orders
- All players are required to be included in the line up and bat continuously
- Batting order may not change

Additional Substitution Rules

- **Late player arrival** – A player arriving late must enter the game before the first pitch of the third inning. The late player must be placed in the last position in the batting order at the start of the game. The manager of the team with the missing player must notify the opposing manager when lineups are exchanged.
- **Automatic Outs** – If a player is unable to bat due to a minor injury, an automatic out will occur each time that player's spot comes up in the batting order. A player who leaves the game early is considered an automatic out each time their spot comes up in the order.
- **Injury and Medical Attention** – If a player suffers a serious injury and must leave the park for medical attention, it is not considered an out when their spot in the lineup comes up. The next batter in the lineup will move up one spot to take the injured player's place in the batting order. The player cannot reenter the game once they leave the ballpark.

Equipment

Bat Requirements

- USSSA Bats are NOT allowed
- Only USA/ASA bats are allowed
- CLSB will reassess bat rules on an annual basis

Failure to Meet Bat Standards

- Bats are to be reviewed by the umpire if a manager/coach calls a bat into question
- In the instance a bat is identified to not meet CLSB standards
 - Prior to player putting the ball in play
 - No penalty given to the player
 - Player's manager is required remove the bat from the playing field
 - Player continues her at bat
 - Ball is in play
 - Player is called out
 - All runners return to the bases they previously occupied
 - Player's manager is required remove the bat from the playing field

Other Equipment Requirements

- All on-deck batter must wear protective helmets
- No players with soft or hard casts are allowed to play; no exceptions

Forfeiture & Disciplinary Issues

Disciplinary Issues

- Each manager is responsible for the actions of his or her players, coaches, & fans
- In instances of inappropriate behavior from a player, coach, or manager, the following procedure will be used:
 - A warning from the umpire can result from:
 - Throwing of equipment
 - Improper or unsportsmanlike conduct
 - Harassment of an umpire
 - Anything additional that the umpire qualifies as impacting the game
 - In instance of a warning, a warning will be given to the manager:
 - The umpire will identify the disruptive person
 - The manager is required to attempt to correct the problem
 - Immediate ejection from the game from the umpire can result from:
 - The person designated by the umpire fails to comply with a warning
 - A second infraction of a previously warned issue
 - Extreme Profanity
 - Destruction of property or equipment
 - Any act of physical violence
 - Anything additional that the umpire qualifies as impacting the game
 - In the instance of ejection, the umpire will inform the manager that the individual has 5 minutes to leave the area:
 - If the individual does not leave the area within the 5 designated minutes, the game will be forfeited

- Area is defined as the umpire's field of vision from his or her position on the field
- In the event of there being an issue with the behavior of a player, coach, or fan, the following process should be used:
 - An email is to be sent to chicagosunball@yahoo.com that documents the incident on the field. Please include your phone number
 - Chicagoland Sunday Baseball will open an investigation on the incident and complete the investigation within 7 days of the event being reported to the league
 - The president of both towns involved will be notified of the incident
 - Chicagoland Sunday Baseball will interview both managers, the umpire, and any other eyewitnesses that were present when the event occurred
 - After CLSB completes their investigation, an e-mail will be sent to both managers whose teams were involved in the incident and the presidents of both leagues. The e-mail will document the disciplinary action, if any, being issued by the league
 - In the event of suspensions or removal of a player, coach or parent from the league, CLSB will expect the cooperation of the house league that is responsible for the team
 - In the event a team does not follow the CLSB ruling and suspensions, CLSB will remove the team violating the CLSB ruling from the league and reschedule the rest of the season for the opponents of the team being removed.

Conditions in Which Umpire Can Declare Forfeiture

- A team doesn't field 9 rostered players in the 10 minutes after the game's starting time
- A team no-show
- A team canceling the game last minute (day of)
- Failure to complete a game not officially called by an umpire
- In cases where someone is ejected from the game but does not leave the area within the 5 designated minutes, the game will be forfeited
 - Area is defined as the umpire's field of vision from his position on the field

Forfeiture Outcome

- In case of a forfeit, the score will be recorded as 7-0

Safety

Rules During Game

- Play needs to immediately stop in the event any player is injured
 - The umpire has final say on where the base runners are positioned
- A runner is out in the instance that they fail to slide or fails to avoid a fielder who has the ball and is waiting to make a tag
- A fielder may not block the path of a runner attempting to reach a base
 - Exceptions:
 - Fielder has possession of the ball
 - Fielder is in the process of fielding the ball

Field Safety

- Each manager is responsible for their players safety

- Managers need to put safety first and reschedule a game if the field conditions are poor and provide a risk to the players
- In the instance a visiting team finds the quality of light at a game is not safe:
 - Cancel the game
 - Contact CLSB to notify the league of the field with the light issue

Other Additional Rules

- Discussion of ground rules between managers & umpires should take place before each game
- All players on the batting team must remain in the dugout
 - Exceptions:
 - On deck batter
 - Individuals retrieving bats
 - Warming up pitchers
- Bats, helmets, and equipment must be kept in the dugout during games
- Contact with equipment on the field of play will be considered a dead ball and runners may advance one base. The same rule applies if the ball goes out of play
- No smoking on the field. Anyone smoking will need to leave the field

**Any rules not listed above will comply with the Official Rules of USA
Softball**