



DES PLAINES PARK DISTRICT SOFTBALL LEAGUE
OFFICIAL RULES AND REGULATIONS—12” MENS LEAGUE

1. League

- A. This league is a Men's recreation adult league, implemented for teams to participate in a fun, competitive and safe environment.
- B. Games are played at Rand Park on various nights.

2. Player Eligibility

- A. All players must be 18 years of age or older to participate.
- B. All players are highly encouraged to have a picture ID with them during the regular season. It is mandatory to have a picture ID during playoffs.
- C. A picture ID must be presented to an umpire or park district representative if a player's eligibility is questioned. Failure to do so will result in the player not being allowed to participate in the game. An eligibility check may be requested at any time prior to the end of the game. However, we encourage teams to make eligibility checks at the start of the game if an ineligible player is suspected. If a player is determined to be ineligible, they will not be allowed to play in that game.

3. TEAMS/ROSTERS

- A. All rosters must be signed by all participants and submitted to the Park District softball supervisor by the 1st game.
- B. Teams may have more than 25 players on their roster.
- C. If less than 25 players are on the roster, no more names can be added later.
- D. Exceptions for adding players are:
 - i. Moving out of state
 - ii. Job Transfer
 - iii. Permanent Injury
- E. The Athletic Manager must receive a company letter or email from players' personal account stating they are no longer eligible for the season due to either exceptions stated in 3-D.
- F. A player can only be eligible on ONE roster per league
- G.

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2. Rosters may not be carried over from one season to the next.

SCHEDULES

1. Game schedules will be created and maintained by the Park District through
2. QuickScores.
3. All game schedules and rules can be found at www.quickscores.com/dpparks
4. Make-ups and tournament games may be scheduled on different days, but every effort will be made to schedule them on regular scheduled game days.

FEES

1. The entry fee for all team will be \$790. Teams should have their entire fee paid in full upon registration.
2. A forfeit fee of \$40.00 will be assessed to any team that forfeits a game. This must be paid before the team plays its next game. A team must notify me, 24 hours in advanced to avoid the forfeit fee. No team will be allowed to play another game until the forfeit fee is paid.

STANDINGS

- League standings shall be determined by the following:
 - Win/Loss Record
 - Tie Breaker 1: Win/Loss Record in head to head games
 - Tie Breaker 2: Amount of Runs Allowed in head to head games
 - Tie Breaker 3: Amount of Runs Allowed in season
 - Tie Breaker 4: Amount of Runs Scored in season
1. At the conclusion of the regular season, there will be a post season single elimination tournament
 - a. 4-8 teams: Top 4 make playoffs
 - b. 9-12 teams: Top 6 teams make playoffs
 - c. 13-16 teams: Top 8 teams make playoffs
 2. If two or more teams are tied for regular season 1st place, there will be a playoff game between the teams. The team with the least amount of runs allowed, amongst the tied teams, will get the bye.
 3. There is no time-limit for the championship game. All other tournament games shall use the regular time limit rules. In the event of a tie and a time limit has been reached, the score will revert to the last completed inning to determine the winner.

1. GENERAL PLAYING RULES

A. **Games will have a one-hour time limit.**

- No new inning can be started once the hour time limit has begun.
- Innings in process once the hour time limit occurs can finish and complete inning.
- **For the first game of the night only**, a 10-minute grace period will be given to a team that is late (See G). The hour clock begins at the regularly scheduled time. Teams will then have between 50-59 minutes from the actual start of game to finish.
- Games tied after 7 innings can go into extra innings if they start that inning before the hour time limit.
- If the score is tied after the hour time limit is up and an inning is complete it will end in a tie and will be recorded as such in the standings.
- The supervisor/scorekeeper will enter the start time of the game in the book when the first pitch of the game is made and that will be the official start time of the game.

B. Should a rainout occur prior to the fifth inning, the game will resume where the game was called. A game is considered complete, after the fifth inning, unless it's a tie. The game would be rescheduled to be continued where it is stopped.

C. Ten players comprise an official lineup. Teams may start with 9 players. Teams that do not have the minimum of eight players by the game (10 minute grace period, for first game of the night will forfeit.)

D. **If at the end of four complete innings, one team is ahead by 15 or more runs, the game is over and a winner is declared. If at the end of five complete innings, one team is ahead by 12 or more runs, the game is over and a winner is declared. If at the end of six complete innings, one team is ahead by 10 or more runs, the game is over and a winner is declared.**

E. Any forfeited game will result in a score of 7-0.

F. A team that forfeits more than three times on one season, will be eliminated from the league at the discretion of the Park District.

G. If a team is previously aware that they cannot field a team and must forfeit, please contact the Athletic Supervisor, within 24 hours to avoid a forfeit fee, and so I can notify the other team.

H. There is a three-homerun, over the fence, limit per team. Each team will be allowed one extra home run, ONLY after both teams have reached their limit.

I. After a team has hit their allowable home runs in one game, each subsequent home run hit over the fence, shall result in the batter being called out.

J. All players begin each at bat with a one and one count.

- K. Any foul ball hits with two strikes will result in the batter being out. No courtesy fouls. The ball remains live and base runners may advance after a catch.
- L. Stealing bases is not allowed.
- M. All pitches should be delivered with a distinguishable arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- N. Fielding gloves will be permitted.
- O. No metal spikes are allowed.
- P. An injured player may be replaced by a sub or any player on your roster without penalty of an automatic out. If a sub is not available, the lineup can be condensed to not include the injured player in the lineup the rest of the game. All lineups must still comprise of 9 or more players. 8 players or less will be a forfeit.
- Q. All other rules including Bats, Re-Entry, and Extra Player shall follow the official rules of the ASA, unless noted in these house rules.
- R. Players are allowed to slide into base but are not required to slide when approaching a base. You may not crash into a fielder that is waiting for the ball. If this happens, you will be called out. The runner should make every attempt to avoid contact.
- S. If a player did not need a courtesy runner, before the game, but gets injured during the game, he may request a courtesy runner during the game. However, the courtesy runner must be used by that batter for the rest of the game (Courtesy runner can only reach first on next at bat and moving forward). Courtesy runners are always the batter that made last batted out

SUBSTITUTES

1. A team that begins their batting order with either 9-14 players and then losses a player during the game; whether it be injury or ejection; the line-up cannot be condensed and that player will be considered an out (Exception: If you have a sub)
2. Courtesy runners are allowed for any batter in the line-up. The batter that needs the courtesy runner must advance to first base after his/her bat, but may not advance any further, unless by rule, other than first base.
3. If in the 1st inning, no batter has made an out, we will revert to the last batter in the batting order.
4. Captains should communicate courtesy runners to captains, umpire and park district staff before the start of the game. Courtesy runners must be of the same sex.
5. If a player did not need a courtesy runner before the game, but gets injured during the game,

he may request a courtesy runner during the game. However, the courtesy runner must be used by that batter for the rest of the game.

MAKE UPS AND POSTPONEMENTS

1. There shall be no postponement of any game except in case of rain or umpire availability. If in doubt all players should call the softball hotline, (847) 391- 5705 or download the Des Plaines park district mobile app for conditions of fields. 5:00 PM will be the deadline on weekdays to hear the messages about the games. If necessary, teams will be asked to call back after that time if the game *is* still in doubt. DO NOT call the Des Plaines Parle District officeto get game information!
2. All players are responsible to get make-up information off the hotline, rainoutline.com website or supervisor.
3. Managers or coaches will be contacted by the Softball Supervisor of their league with reschedule information. Please DO NOT call the park district office and ask for team's information.
4. Games stopped due to rain prior to the fifth inning will be resumed from the point in which the game was stopped.

UMPIRES

1. Agreement of at least 2/3 of the managers is necessary to keep an umpire from working games. This must be in writing and each team must have only one manager/coach signature.
2. All decisions and interpretations will be made by the umpire, except in cases of protest where the Athletic Supervisor, League Supervisor, and Chief Umpire will decide.

PROTESTS

1. A protest must be filed prior to the next pitch with the supervisor, marked in the scorebook and a written protest turned in to the Des-Plaines Park District office within 24 hours of the protest. The written protest should have the rule number and section that they feel was interpreted incorrectly. The chief umpire along with the Athletic Supervisor and Softball Coordinator will decide on all protest. The written protest must be accompanied by a \$45.00 fee which will be refunded if the protest is upheld. If a protest is upheld, the game will resume from the point of the protest.
2. In cases where a decision of league managers is warranted a meeting will be called to decide on the issue. A quorum of teams must be present (2/3 of all teams).

PLAYER CONDUCT/ SPORTSMANSHIP

1. Any team exhibiting unsportsmanlike conduct towards members of another team, any umpire, or any Park District representative, risks ejection or forfeiture of their game. The Park District reserves the right to forfeit any game following complaints by the umpire or Park District representative or other team captains. Any team which we feel does not display the high degree of sportsmanship we expect in our leagues, may be asked to no longer participate in our program.
2. Any conduct determined to be UNSPORTSMANLIKE or unruly by either the umpire or Park District staff may result in an ejection.
3. Any player ejected from a game for any reason, may not participate in the team's next scheduled game. If the reason for ejection is severe, the Park District reserves the right to extend the suspension. Failure of any rejected player to give their name to the Park District representative will result in the game being declared a forfeit immediately.

INSURANCE

All teams shall be commercially insured. The Des Plaines Park District provides **NO INSURANCE** for any teams.

AWARDS

1st Place Regular Season-\$300
2nd Place Regular Season-\$150
Tournament Champion-\$200

