



DES PLAINES PARK DISTRICT SOFTBALL LEAGUE OFFICIAL RULES AND REGULATIONS—16” MENS LEAGUE

LEAGUE

This league is a Men's recreation adult league, implemented for teams to participate in a fun, competitive and safe environment.

Games are played at Rand Park on Monday nights.

PLAYER ELIGIBILITY

All players must be 18 years of age or older to participate.

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.

A picture ID must be presented to a 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 to the start of the game if an eligible player is suspected. If a player is determined to be ineligible, they will not be allowed to play in that game.

A player must attend/be present for at least 4 games to be eligible for the playoffs.

TEAMS/ROSTERS

All rosters must be signed by all participants and submitted to the Park District softball supervisor by the 1st game.

Teams may have up to 25 players on their roster.

If less than 25 players are on the roster, no more names can be added later.

Exceptions for adding players are:

Moving out of state
Job Transfer
Permanent Injury

The Athletic Supervisor 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.

A player can only be eligible on ONE roster per league.

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

SCHEDULES

Game schedules will be created and maintained by the Park District through QuickScores.

All game schedules and rules can be found at www.quickscores.com/dpparks

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 \$870. Teams should have their entire fee paid in full upon registration.
2. A forfeit fee of \$35.00 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

1. League standings shall be determined by the following:
 - a. Win/Loss Record
 - b. 11. Tie Breaker 1: Win/Loss Record in head to head games
 - c. 111. Tie Breaker 2: Amount of Runs Allowed
 - d. iv. Tie Breaker 3: Amount of Runs Scored
2. At the conclusion of the regular season, there will be a post season single elimination tournament
3. 4-8 teams: Top 4 make playoffs
4. 9-12 teams: Top 6 teams make playoffs
5. 111. 13-16 teams: Top 8 teams make playoffs
6. 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.
7. 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.

GAME FORMAT

1. Each team will be scheduled for 10 regular season games.
2. Game times will begin no earlier than 6:30p
3. Each game will be played to 7 innings.
4. The home team is listed first on the game schedule.
5. There will be a one hour and ten minute time limit per game. No new inning may begin after that.
6. If less than 7 innings have been played after the time limit, one extra inning will be played if there is at most a three run differential, with the losing team batting first in the inning. If the game is tied after the extra inning, innings will be allocated until there is a winner.
7. Ten players comprise of an official lineup. Teams that do not have the minimum of nine players by the 6:30pm game, will be granted a 10 minute grace period. The grace period does not apply to any games after the 6:30 game. Teams may bat up to 12 players.
8. If at the end of four complete innings, one team is ahead by 20 or more runs, the game is over and a winner is declared. If at the end of five or six complete innings, one team is ahead by 10 or more runs, the game is over and a winner is declared.
9. Any forfeited game will result in a score of 7-0.
10. A team that forfeits more than three times on one season will be eliminated from the league at the discretion of the Park District.
11. 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.

GENERAL PLAYING RULES

1. All players begin each at bat with a zero and zero count.
2. 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.
3. Stealing bases is allowed. Leadoffs are allowed. On a pick-off attempt by the pitcher or catcher, a runner played on may advance one base if the base ahead is unoccupied. A pick-off attempt will be defined as a release of the ball by the pitcher to the base where the runner originally started
4. No fielding gloves will be permitted.

5. No metal spikes are allowed
6. Any overthrow at home (backstop area) or into any fence will be in play.
7. Any overthrow beyond the fence will be considered a dead ball and the runners will be given bases according to the A.S.A. Softball Rule book.
8. Bats must be kept in the dugout area when not in use.
9. 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.
10. The batter should attempt to run to the orange base when running the first base to
11. Avoid making contact with the first baseman.
12. 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.
13. The pitcher may drag step off of the rubber, but may not jump off it. His back foot may not go past the front foot established by this drag step off the rubber. Pitching distance is 38'.
14. If time is available, teams may practice on the grass from 1st and 3rd base. Teams should refrain from using any portion of the infield or the batters boxes to warm up.
15. The winner of the game retains possession of the ball.
16. All other rules including Bats, Re-Entry, and Extra Player shall follow the official rules of the A.S.A, unless noted in these house rules.

SUBSTITUTES

1. A team that begins their batting order with 10-12 players and then loses a player during the game; whether it is injury or ejection, the line-up can be condensed.
2. A game may begin with nine players, but when and if another player arrives, that player must be inserted into the line-up at the vacant spot at the end of the line-up.
3. Courtesy runners (2) are permitted but must talk to the field supervisor before runner is granted eligible. The courtesy runner must be the last batter out prior to the request. If the last batted out cannot be the courtesy runner due to injury, the out before said player will be the courtesy runner. Teams are not permitted to take advantage of this rule. Supervisor and umpire reserves the right to deny a courtesy runner if the procedure is perceived to be being abused

If in the 1st inning, no batter has made an out, we will revert to the last batter in the batting order.

Captains should communicate courtesy runners to captains, umpire and park district staff before the start of the game.

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 go to the DPPD App for field updates. 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 Park District office to 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 your teams' 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

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 \$35.00 fee which will be refunded if the protest is upheld. If a protest is upheld, the game will resume from point of protest

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 will result in a warning.
3. The second instance will result in an ejection.
4. 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-\$350
2nd Place Regular Season-\$200
Tournament Champion-\$225