



DES PLAINES PARK DISTRICT SOFTBALL LEAGUE OFFICIAL RULES AND REGULATIONS—14” Co-Rec

LEAGUE

1. This league is a co-rec recreation adult league, implemented for teams to participate in a fun, competitive and safe environment.
2. Games are played at Rand Park Tuesday, Wednesday and Friday nights.

PLAYER Eligibility

1. All players must be 18 years of age or older to participate.
2. 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.
3. 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 ineligible player is suspected. If a player is determined to be ineligible, they will not be allowed to play in that game.
4. A player must attend/be present for at least 3 games to be eligible for the playoffs.

TEAMS/ROSTERS

1. All rosters must be signed by all participants and submitted to the Park District softball supervisor by the 1st game.
2. Teams may have 20 players on their roster.
3. If less than 20 players are on the roster, no more names can be added later.

Exceptions for adding player are:

- Moving out of state
 - Job Transfer
 - Permanent Injury
1. 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.

2. A player can only be eligible on ONE roster per league.
3. 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. 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.

GAME FORMAT

1. Each team will be scheduled for 10 regular season games.
2. Game times will begin no earlier than 6:30pm.
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 10 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. Teams must have at least 8 players to start a game (4 males/4 females or 3 Males/5 females). However, if a team only has 4 males, they may use 6 females to fill out a 10 person batting order. Teams may use 3 or 4 males and 5 or 6 females but can never have more males than females. If a team starts with 4 males and 5 females, they must start with a female in the #1 spot. If another male comes, he shall fill in the #10 spot. If you have 4 males and 6 females, the first batter in the lineup will be a male, and batters #8, #9, and #10 will be females. If/when another male comes, he will go in the #9 spot in the batting order and that female leaves the game. She may re-enter the game, but only for the female in the #10 spot
8. Teams may have an odd number of players in the lineup, with the extra player being a female only. You may not have more males than females. It is recommended to have the extra female players bat in the bottom of the batting order.

Position changes don't matter as long as the fielders are in the designated spots as follows when using five infielders:

FEMALES

1st base
Short center
3rd base
Centerfield

MALES

2nd base
Shortstop
Left field
Right field

These positions may be switched with males taking all the female positions and the females taking all the male positions.

*Note: The pitcher/catcher combination must be filled by one female and one male. This does not affect the outfield.

**Note: The short center fielder must start within five feet of the infield dirt to be considered a short center.

If a team wishes to use four outfielders they must set up in this manner:

FEMALES
• 1st base
• Short stop
• Left Field
• Right-Center

MALES
• 2nd Base
• 3 rd base
• Left-Center
• Right field

1. These positions may be switched with males taking all the female positions and the females taking all the male positions.
2. Short Center must be played, no further than 5 feet into the outfield and must be start play between second basemen and shortstop.
3. The pitcher/catcher combination must be filled by one female and one male. This does not affect the rest of the positions.
4. Batting order must be made up of one male and then one female. At no time may two males bat one after the other. Up to 14 players may be in the batting order, but they must be in an alternating (male then female or female then male) order.
5. If at the end of four complete innings, one team is ahead by 20 or more runs, the. 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.
6. Any forfeited game will result in a score of 7-0.
7. A team that forfeits more than three times on one season, may be eliminated from the league at the discretion of the park district.
8. 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. There is a homerun limit per team. Each team will be allowed 3 home runs over the fence. 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.
2. The pitchers foot must remain in contact with the pitching rubber until the ball has been pitched. The pitcher may not throw to any base other than home once he/she has placed their foot on the pitching rubber. The pitcher may not hesitate or fake a pitch.

3. If a male batter is walked, he is given the option of taking the walk or batting again. If he is walked a second time, in the same at bat, he must take the walk. The following female then has the option of also taking an automatic walk or she may opt to take her regular turn at bat.
4. Females have the option to bat again if they are walked, if they get walked again the following male must hit. No auto walk for male hitter.
5. All players begin each at bat with a one and one count.
6. 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.
7. Stealing bases is not allowed. A runner may not leave his/her base until the ball has crossed the plate or been hit. If a runner leaves his/her base too soon, a "no pitch" will be called by the umpire and the runner will be declared out.
8. Fielding gloves will be permitted for women only.
9. No metal spikes are allowed
10. Any overthrow at home (backstop area) or into any fence will be in play.
11. 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.
12. Bats must be kept in the dugout area when not in use.
13. Players are allowed to slide into a 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.
14. The batter should attempt to run to the orange base when running the first base to avoid making contact with the first baseman.
15. 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.
16. 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.
17. The winner of the game retains possession of the ball.
18. All other rules including Bats, Re-Entry, and Extra Player shall follow the official rules of the ASA, unless noted in these house rules.

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 download the Des Plaines park district mobile app for conditions of fields. 5:00 PM will be the deadline for the first update. Players should check back by 5:30p for decision on the first game. Later games could still be played if field conditions remain favorable and weather passes.
2. All players are responsible to get make-up information off of Quickscores. You will be notified via email when those changes have been finalized.
3. Managers or coaches will be contacted by the park districts supervisor in charge of softball.
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-\$350
2nd Place Regular Season-\$200
Tournament Champion-\$225