

**Skokie Park District**  
**2017 Fall Co-Rec 14" Softball Rules & Info**  
Athletics Administrative Office: (847) 929-7183

Athletics Supervisor: Bob DeLeonardis  
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**Sports & Weather Hotline #: 847-674-1500 x2196 updated 4:00p wkdy, 8:00a wknd.**

**TEAM ELIGIBILITY**

1. All league fees are due at time of registration. Complete Roster/Waiver Release Forms are due on or before the start of your first game. Spots will not be held in the league without payment of fees and failure to submit fees or rosters on or before due dates will result in immediate forfeiture of position within the league.
2. All players must be eighteen (18) years of age or older by May 1, 2017.
3. **SUBSTITUTE RULE** - In the interest of reducing forfeits and roster-related protests, we are eliminating the requirement that all substitutes must be on a team's permanent roster. As of this season, any substitute that meets the age and gender requirements of the league (See Above Rule) may be utilized. Substitutes may also be recruited from previous games. Substitutes are still required to sign an appropriate waiver prior to participation. See your umpire. **Teams are still required to complete and submit a team roster at their first game.**
4. All team managers/captains must sign the Statement of Understanding Agreement prior to the start of season play.

**FEES**

1. Teams will pay a team fee of: **\$600.00** (Resident ), **\$750.00** (Non-Resident ) due prior to registration. The SPD is not responsible for collecting sponsors' payments. Any team that has sponsorship is required to pay their fees prior to registration and collect sponsorship monies on their own (See Athletics Supervisor for exceptions to this policy). Each team will be fined \$50 for a forfeit, and if a team forfeits three games they will be disqualified from the league. All forfeit fines are due prior to 5:00pm on the next game day. Failure to pay a fine prior to the team's next game will result in an additional forfeiture and subsequent additional fine and/or disqualification from the league.
2. **There will be no refunds made to teams who wish to drop out of any viable league once the season schedule has been completed.** All league-related financial transactions with the Skokie Park District are final.

## SCHEDULE

1. League play will consist of a 8-game regular-season schedule. For this season, ALL teams will qualify for the single elimination playoff tournament.
2. Schedules will be posted to the softball page of the SPD website. Any schedule changes will be reported to the team manager and will be posted to the softball page of the SPD website. It is the responsibility of the team manager to notify his players of changes. Under the rarest of circumstances, games may be rescheduled at times and locations different from your regular day and time.
3. Any game that is rained-out, or for any reason is unable to be played at the originally scheduled time, will be made-up at the end of the regular season. In this case, teams should continue to follow the schedule as-is until make-up dates are announced.
4. Games will be played at Terminal Park Field (Emerson & Kenton across from Old Orchard Jr. High School).
5. Play will begin August 31st

## STARTING TIME AND FORFEIT TIME

The umpire will keep the official time and call forfeits. For all games, GAME TIME IS FORFEIT TIME. No exceptions without prior approval!

## AWARDS

1. The league will provide team captains with weekly standings after the 4<sup>th</sup> week of league play.
2. Wednesday League: League awards include cash for regular season and post-season champions. **\$250 Regular Season, \$350 Tournament & Team Trophies, 1<sup>st</sup> and 2<sup>nd</sup> place, Tournament. Tournament champions individual t-shirts.**

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## TIES AT THE END OF LEAGUE PLAY

The following procedure will be followed in the event of a tie at the completion of the regular season:

1. Head-to-Head record between the teams tied in games against each other.
2. Runs scored in all league games.
3. Head-to-head runs scored.
4. Head-to-head run differential.
5. Overall run differential.

## **SPD LEAGUE-SPECIFIC RULES**

The ASA Rules 2015 Edition, which governs Co-Rec 12" Softball, with the exception and/or addition of the Skokie Park District rules stated below, will govern play.

- **NO TIME LIMIT FOR ALL GAMES. COMPLETE AND FINISH REGARDLESS OF HOW MANY INNINGS IT GOES INTO>**

1. Batter will come to the plate with a one ball, one strike count assessed.
  2. Batter may not step over the plate FOR ANY REASON prior to the ball crossing the plate to the catcher, regardless of where the pitch is located. Batter will be called out for violation of this rule.
  3. Batter is out on first foul ball after the second strike. If the fielder chooses to catch a foul ball after the second strike, the ball is live and runners on base may advance at their own risk.
  4. The distance between the bases will be 60 feet. The distance between the pitching rubber and home plate is 46 feet.
  5. 10 players, five male and five female, constitute a team. Defensively, teams must be positioned as follows:
    - \* 2 males and 2 females in the outfield
    - \* 2 males and 2 females on the infield
    - \* 1 male and 1 female in the battery (pitcher or catcher)
- **Note: All four outfielders (2 men+2 women) must be standing in the outfield grass prior to the delivery of each pitch. A short-fielder may only enter the infield after the ball has been released. Batter will be awarded a no-pitch and an automatic ball for a violation of this rule. A second violation of this rule during the same at-bat will result in a base awarded to the batter.**

### **RINGER RULE!**

6. Line up cards will be kept for each game to keep track of players present and participating for regular season games. In order to be eligible to play in the playoffs, you must participate in at least half (4) games during season. This will be checked each week as field supervisor will issue line-up cards and it is team responsibility to complete and submit back to him PRIOR to start of game.
7. Eight (8) players may constitute a team (four and four). If, when the game is called to start by the umpire, a team does not have eight (8) players, that game will be called a forfeit. NO EXCEPTIONS! Players may be inserted into the lineup as they arrive. However, players may only be inserted between innings, and they may only be inserted into the next available position in the lineup (i.e. 9<sup>th</sup>

- or 10<sup>th</sup>). A team that starts with fewer than 10 players may not use Extra Hitters (EH) in the lineup at any time throughout the game.
8. Teams starting with eight (8) players must take an out in the ninth (9<sup>th</sup>) spot in the lineup. Teams using nine players (5 male and 4 female or vice versa) will also be required to take an out because of the alternate batter rule. No team will have to take more than one automatic out. Additionally, upon approval from the opposing manager, a team may play with more females than males. However, in this situation, the team must still take the required alternate-batter out. This team may also not play with more than 10 players in the lineup (no EH).
  9. Teams may bat with every player available in the lineup (EXCEPTION: Rule 8 above). However, the alternate batter rule which states that the lineup must result in a male-female-male-female-etc. batting order is always in effect, and will result in an out if violated.
  10. Two-Out Walk Rule: On offense, with two outs, a female batter has the OPTION to walk OR bat when the preceding male batter has been walked. The batter must choose before the first pitch has been thrown to her.
  11. Any bat that conforms to ASA standards may be used (2000, 2004 ASA Approved Logo). Bats not approved by ASA may be used if the words "Official Softball" appear on the body. BASEBALL BATS ARE ILLEGAL. ALSO SEE THE BANNED BATS LIST ATTACHED TO RULEBOOK. Wooden, oversized bats such as those used for 16" softball are also illegal. Otherwise, wooden softball bats are legal.
  12. Slaughter Rule: 15 runs after 4 innings, and 10 after 5
  13. Metal spikes are illegal. **Players wearing metal spikes will be given the choice to change their footwear or exit the playing field immediately.**
  14. **Females are permitted to wear softball gloves or mitts. Males are not permitted to wear fielding gloves, but ARE permitted to wear batting gloves or football receiver-style gloves while on defense. Gloves should have no padding of any kind in the palm of the glove. All gloves are subject to inspection.**
  15. Courtesy runners are permitted. The courtesy runner will be the player of the same gender as the injured player who made the last BATTED out. The umpire must be notified PRIOR TO THE START OF THE GAME that a courtesy runner may be used, unless the injury occurs during the course of the game. **Teams are permitted only TWO courtesy runners per game. If two courtesy runners have been declared, and a third injury is sustained during the course of the game, which prevents the player from running the bases, one of the previously declared injured players must resume running the bases. Otherwise, one of the injured players must leave the game. ABSOLUTELY NO PINCH-RUNNING IS PERMITTED.**

16. **Free Substitution Rule:** A player may substitute into the game as long as he/she assumes the batting order position of the player leaving the game. The player that has been substituted may return to the game as long as one complete inning has been played. (i.e. top AND bottom of one complete inning) **Exception: No pinch-running is allowed, therefore a batter must also run the bases (unless a courtesy runner is being used under rule #15), and cannot be substituted for until the complete at-bat is over.**
17. The home team of each game will receive the used game ball.
18. If weather or other conditions prohibit the continuation of play, the game shall be declared official so long as the losing team has batted in their half of the fourth inning. Any game called before it is official, will be continued from the time of termination.
19. If there is a question as to whether or not games are going to be played, a recorded hotline message can be heard at (847) 674-1500 x2196. The hotline will be updated no earlier than 4:00pm, and no later than 5:00pm. If games have not been cancelled by then, all decisions relating to field conditions will be made by the umpire(s).
20. A strike mat will be used for all games. **NOTE: A strike will be called if, in the umpire's sole opinion, a pitched ball strikes ANY part of the strike mat, regardless of whether or not the pitched ball touches part of home plate. A pitched ball that strikes home plate, but does not strike any part of the strike mat, will be called a ball.**
21. The arc limit for all pitches is six (6) to twelve (12) feet.
22. A team may not have the privilege of being invited back for the next playing season due to violations of Park District ordinances, or any outburst of unsportsmanlike conduct or disrespectful behavior toward anyone. The decision will be entirely up to the discretion of the umpire and athletics supervisor. Teams will be notified of this violation.
23. **Slide/Contact Rule:** It is the responsibility of the runner to avoid contact with defensive players on close plays. Runners may not go out of the baseline, therefore on close plays, runners should slide to avoid contact. Conversely, defensive players may not impede the progress of an advancing runner, or a runner who is attempting to return to a base. Therefore, ANY blocking of a base by a defensive player using any part of the body, legs or feet is illegal and will result in the base being awarded to the runner. **However, the defensive player, upon gaining possession of the ball, has a right to assume a fundamentally correct defensive stance and make a legal tag in whatever manner is physically possible.** This exception does not excuse the runner from his/her obligation to avoid contact, however, and failure to do so when necessary will result in the runner being called out. If both the runner and the defensive player

fail to abide by this rule, the play will be called as if there were no infraction, and both players will be warned and may be subject to ejection, depending on the play. **THE UMPIRE RESERVES THE RIGHT TO MAKE THE FINAL DECISION ON ALL CLOSE PLAYS. ARGUING A “CLOSE PLAY” CALL WILL NOT BE TOLERATED AND MAY SUBJECT THE OFFENDING PLAYER TO IMMEDIATE EJECTION.** At any time, a team manager may request clarification of this rule. **(A good rule of thumb: If the runner cannot see the ball, he/she should slide to avoid contact.)**

24. **Dead Balls:** No steals are allowed. Baserunners must remain in contact with bases until such time as the current batter has made contact with a pitched ball. During any dead ball, however, baserunners will be given appropriate time to return to their bases. The ball will be considered dead on foul balls, a hit batsman, or on any called ball or strike. **In the case of any dead ball, the ball is dead only for the period of time that it takes for the catcher or field player to return the ball to the pitcher, and for the pitcher to return to his position. Once the pitcher is in possession of the ball and has returned to his position, the ball will be considered live and all runners must be positioned in contact with their bases.**

### **Park Ordinances, Regulations and Requests**

1. Alcoholic beverages are not permitted on park district property. Team managers are responsible for their players and spectators.
2. Players and coaches are not permitted to smoke on the playing fields or in dugouts.
3. Dogs are prohibited in the parks, on playing fields, and in dugouts. Certain walkways around parks are available to walk dogs, however.
4. Help keep the parks clean; put trash in the waste cans.

### **TEAM CONDUCT**

1. Umpires or a park district official may eject a player from the game for any of the following violations: abusive language, profanity, unsportsmanlike conduct, any arguing or questioning of an umpire's decision by anyone other than the team manager. Any player ejected during the season for any of the above reasons will be suspended for the following game. Any player ejected twice during the season for any of the above reasons will be dismissed from the league for the remainder of the season (including the playoffs).
2. Player(s) involved in fighting will be ejected from the league. Two fights by any team will result in team expulsion from the league and forfeiture of all fees.  
**NO EXCEPTIONS!!!!**

3. A player involved in any physical act or fight with an umpire or park district official will be dismissed from the league for the remainder of the season and may be subject to a suspension from one year up to a lifetime ban. This means ANY physical contact.

### **PREGAME PROCEDURES**

1. Batting practice is to be taken in the outfield. The home team will hit from the first base parallel to that base line, the visiting team from third base parallel to that base line.

### **GAME PROCEDURES**

1. The umpire or field supervisor will have the “official” scorecard with the official score. However, teams are REQUIRED to keep their own scorebook and report the score, inning by inning, to the umpire. In the event of a discrepancy, the team’s scorebook will be consulted. If the discrepancy cannot be resolved, the score will be determined by the plate umpire. **It is the responsibility of the team manager to periodically check to see if his scorekeeper has the same score as the umpire.**
2. Substitutions must be announced to the umpire when substitutions are made.
3. Team managers must declare the number of batters that will be in the line-up prior to the game.
4. **Infield and outfield warm-up balls will be allowed for the FIRST inning of play ONLY. The pitcher may have five (5) warm-up pitches prior to the first inning and three (3) for each inning thereafter. Abuse of this rule may result in a one-ball count awarded to the batter.**

### **PROTESTS**

1. All protests of games must be based on interpretation of the rules or player eligibility and not on matters of judgment.
2. A protest regarding player eligibility must be filed prior to the top of the third inning. Eligibility protests will only be reviewed on the basis of a player’s age, gender or disciplinary status within the league. Teams will have a total of six (6) outs (from the initial time a player enters the game) to protest a player brought into the game after the third inning has started.
3. The umpire must be notified of the intent to protest at the time of the infraction. It is hoped that the infraction can be worked out. If not, the umpire and managers are advised to record as much data on the entire situation as possible. At a minimum, it is necessary to note the score, inning, balls, strikes, outs, current batter and men on base.
4. At the conclusion of the game, the protesting team’s manager is not to sign the official scorecard. He/She is to write in “PROTEST” instead. A written protest

is to be filed along with the \$25.00 protest fee by 5:00 PM the following park district workday.

5. Written protests must include the following information to be considered:
  - a. Your name and team's name
  - b. Date and time of game
  - c. Umpire's name
  - d. Rule(s) you are protesting
  - e. All supportive data

**PROTEST COMMITTEE**

Athletic Supervisor

Chief Umpire

Field Umpires and Managers as Necessary

THE SKOKIE PARK DISTRICT RESERVES THE RIGHT TO ACT IN THE BEST INTEREST OF THE LEAGUE ON ITEMS NOT SPECIFICALLY COVERED ABOVE.

PLEASE NOTE:      Players participate at their own risk. Skokie Park District does not provide insurance coverage for any team or individual player.

It is the responsibility of the team manager to inform his/her players of all of the information contained in this document.