

Skokie Park District
2017 Fall Men's 12" Softball Rules & Info
Athletics Administrative Office: (847) 929-7183

Athletics Supervisor: Bob DeLeonardis

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Skokie Park District website: www.skokieparkdistrict.org

LEAGUE BEGINS: 8/24

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 at 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 male, eighteen (17) years of age or older by May 1, 2017.
3. **ROSTERS:** (see roster form). Final rosters due no later than 9/21 for ALL teams participating. There is no exception on this. All rosters will be final after this date and under no circumstances will players be added later during the season. Max allowed = 20. We will also require teams to submit line up cards before each game. Field Supervisor will provide this at field.
4. **SUBSTITUTE RULE – (UNDER DISCUSSION AT ORGANIZATIONAL MEETING with all Captains).** 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 field supervisor. There are two options to consider if short players. They are as follows: If 9 players are present, choice is to play as is or pick up 10th player from another team. However, when your roster player arrives, he immediately must take the place of replacement player and then that player is out of game. If you chose to play with another player not on your roster and from another team, that player must bat 8th, 9th, or 10th, etc. in the batting order.

FEES

1. Teams will pay a team fee of: **\$650.00 (Resident), \$813.00 (Non-Resident)** due at time of registration. The SPD is not responsible for collecting sponsors' payments. I will work with corporate sponsors in Skokie and will provide information as necessary. (See fee structure sheet for proof). 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. Beginning in fall 2017, \$50 forfeit fee will be incorporated into league fee and refunded at end of season should all games being played.

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

League play will consist of an 8-game regular-season schedule. Any team finishing with a winning % of .500 or better will qualify for playoff. In the event that fewer than 4 teams complete the season with a record of .500 or better, the top four teams in the standings will advance.

1. Schedules and standings will be completed and posted to the softball page of the SPD website by 8/17, providing there are enough teams these will also be emailed out to all captains and or representatives of their team. Request for time adjustments will be considered by captain only. 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. The field supervisor will also hand out make up schedules, standings to all team captains at one of your games.
2. 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.
3. Weeknight games will be played at Laramie Park West Diamond (Niles Center Road just north of Touhy Avenue). Players are asked to restrict their parking to the lot adjacent to the field. **DO NOT park in the Holiday Inn parking lot. VIOLATORS WILL BE TOWED. NO PARKING ON OR NEAR WALKWAY BEHIND BACKSTOP. WE MUST KEEP CLEAR FOR EMERGENCY VEHICLES TO ENTER.**

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! In order to attempt to get all games completed at a reasonable hour, we will incorporate and allow 10 minutes for players to arrive for their scheduled start time. If this occurs, then that game will then have a maximum time of **1 hour to play.** If games start at designated time or close to it and all players are present (as we hope), then there is **NO** time limit. Again, if a team or

teams need more time (max 10 min) to get players to arrive, then there will be a 1 hour maximum time to play.

AWARDS

1. The league will post weekly standings to the softball page of the SPD website .
2. Playoff award \$ will be applied to champions.as well as t-shirts.
3. Regular season \$ awarded to top team.
4. Regular season and playoff team trophies awarded.

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. Head to Head run differential between tied teams.
3. Head-to-head runs scored.
4. Fewest runs allowed in ALL games
5. Runs scored in all league games.
6. Overall run differential among all tied teams.

SPD LEAGUE-SPECIFIC RULES

The ASA Rules 2017 Edition, with the exception and/or addition of the Skokie Park District rules stated below, will govern play.

- 1. Extra innings will now be allowed. Should any game be tied at the end of regulation, additional innings will be played until one team is declared the winner.**
2. Batter will come to the plate with a one ball, one strike count assessed.
3. Base runners MUST remain on the base at all times until the batter has made CONTACT with the ball, not on the swing. Runners under judgment of umpire should and will be called out. This will be discussed in ground rules and enforced.
4. Batter may not step on or 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.
5. 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.
6. The distance between the bases will be 70 feet. The distance between the pitching rubber and home plate is 50 feet. (Note: Under ASA rules, Men's "A" leagues have a base path distance of 65 feet. SPD Men's 12" leagues have adopted the modified base distances due to field restrictions in place for baseball.)

7. **PITCHING MOUND:** The pitching mound will remain at 50'. However you will be allowed to be back 4 feet from the mound as a "comfort zone" for those pitchers that choose this. DO NOT need to have contact with the rubber (optional)
8. Eight (8) players may constitute a team. 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. 9th or 10th). A Team that starts with fewer than 10 players may not use an Extra Hitter (EH) in The lineup.
9. Teams starting with eight (8) players can continue to play with that number and not be penalized in the batting order throughout the game. If additional players are present, 9 or 10 and an injury occurs at any time in the game and that player is physically unable to play/bat, then you just move up a spot in the batting order. There will be NO penalty as an out for that player if this were to happen. (Note: Teams may not CHOOSE to play with nine players. Teams MUST play with 10 if there are ten healthy men present.)
10. Teams may bat up to two Extra Hitters (EHs), or twelve players total. Teams that start with EHs in the lineup MUST finish the game with the same number of hitters, unless an injury is sustained through the course of the game.
11. Any bat that conforms to ASA standards may be used ASA Approved Logo or ASA RECERTIFIED logo). Bats not approved by ASA may be used if the words "Official Softball" appear on the body AND the bat is not on the current banned bats list. 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. For more accurate information, go to www.asasoftball.com
12. Slaughter Rule: 15 runs after 4 innings, and 10 after 5
13. **Metal spikes are illegal.** Players violating this rule will be given the choice to change footwear or exit the game immediately.
14. Courtesy runners are permitted at any time and ALWAYS last batted out. . The courtesy runner will be the 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.
ABSOLUTELY NO PINCH-RUNNING IS PERMITTED.
15. **Free Substitution Rule:** A player may substitute into the game as long as he 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 #11), and cannot be substituted for until the complete at-bat is over.

16. The home team of each game will receive the used game ball. We will have additional game balls out there and use when foul balls go out of play, into parking lot, across street, over fence in hotel lot, etc.
17. 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 considered a suspended game and continued from the time of termination.
18. 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). The SPD will and does have access to twitter and will utilize this when games are in question. You can access our field conditions by following link: <http://twitter.com/> The Twitter account is called Skokie Fields. I will update this as best as possible each day/night.
19. 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.**
20. The arc limit for all pitches in all leagues is six (6) to twelve (12) feet.
21. 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 un-sportsmanlike 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.
22. **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 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 should slide to avoid contact.)**

23. **Dead Balls:** No steals are allowed. Base runners 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, base runners 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. Everything in play from foul line to foul line, no ground rule doubles, triples, etc.,.**

24.

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 check after each half inning 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 whether or not they are using a 10, 11 or 12-hitter 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 two-ball count awarded to the batter.**
5. We are counting on umpires and ALL players to keep game moving, hustle on/off field and get innings started immediately. We will not wait to verify scores, captains and scorekeepers are responsible for this.

PROTESTS

1. All protests of games must be based on interpretation of the rules or player eligibility and not on matters of judgment, including, but not limited to, balls, strikes and illegal pitches.
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 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 Supervisor

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.