

SCHAUMBURG PARK DISTRICT 2018 ONE PITCH TOURNAMENT RULES



OBJECTIVE

The Schaumburg Park District adult softball tournaments are intended to provide players of all abilities with the opportunity to participate in organized tournament play. **Fair play** and **sportsmanship** are the responsibility of each player, captain, and spectator.

I. ELIGIBILITY

Players must be at least 18 years old or a high school graduate. All players must have their **name, address, and signature** on a team roster to be considered a "legal" player. Teams found using non-rostered players will forfeit any and all games in which illegal players were used.

II. EQUIPMENT

The Schaumburg Park District provides bases, a new game ball and umpires for all games. Each team is responsible for supplying all other equipment.

- **a) Balls:** A .44 core ball will be used for 12"
- **b) Bats for 12":** All bats for 12" must meet ASA specifications and have the ASA stamp. All wood bats must fit the ASA Ring test. ASA evaluates bats throughout the season; we will use the most current list. Bat lists are posted on the ASA website, www.asasoftball.com. As soon as the bat is deemed illegal by ASA, it will then be illegal to use in our tournament.
- **c) Footwear:** No metal spikes allowed.

III. FIELD SUPERVISORS

- There will be field supervisors present at all times. The field supervisors are there to assist participants and the softball leagues/tournaments to the best of their knowledge. Feel free to ask them for help or to report a problem. The supervisors will do their best to assist you with a problem. The site supervisor must sign a protest form in order for it to be valid. Each site is equipped with a fully stocked first aid kit. In case of emergency, there is park district cell phone to dial 911.

IV. GAME Rules

- A.S.A. Rules will apply unless otherwise stated.
- **a) Game Length:** A game shall consist of 7 innings with the exception of the slaughter rule, a game called by the umpire, or a game exceeding the time limit (see section V. for time limits). Any game called after 4 and one-half innings, with the home team winning, shall be considered an official game, regardless of score.
- **b) Forfeits:** Game time is forfeit time. The umpire's watch will serve as the official game clock.
- **c) Slaughter Rule:** 12 runs after 5 innings; 10 runs after 6 innings.
- **d) Batters start with a 3 and 2 count.**
- **e) Number of players:** Teams may start with 8 players, but may not play with fewer, even in cases of injuries or ejection, this will result in a forfeit. Teams starting with 10 players or more may play with as few as 8 players due to injury/ejection. An automatic out will be recorded each time that position comes to bat.
- **f) Pitching arc:** A 6' - 12' pitching arc will be enforced and "illegal pitches" will be called.
- **g) Batters Box:** The batter's box will be open, It is the umpire's discretion on where the batter may start. However, the umpire will tell the batter to move up if he deems it hazardous to the catcher or umpire.

- **h) Double First Base:** There will be a double-first base used on each diamond. A batted ball hitting the orange portion is declared foul. Whenever a play is being made on the batter-runner, the defense must use the white portion without interference (umpire's discretion) and the batter-runner must touch the orange base.
- **i. No stealing or lead offs.**
- **j. Use of the extra player(s) (EP)** is optional. Teams may bat up to 12 players. If used, the captain must notify the umpire and the opposing team prior to the start of the game and must be used for the entire game. In the event a team elects to bat 11 or 12 players and then loses that player due to injury or any other circumstance and cannot replace them, the 11th or 12th position will be ruled an out.
- **k. Open wounds:** Any player with an open-wound will be required to cover it so no other players are at risk of contact. A player will not be allowed to continue playing with an exposed, open wound until it has been covered properly as determined by the umpire. First aid supplies are available at Olympic Park. Please contact a field supervisor if they are needed. If players require first aid assistance, the field supervisor is required to fill out an incident report. Players will be asked a few basic questions, i.e. phone number/address and a brief summary of what occurred. Please cooperate with the supervisor.

V. POOL PLAY vs KNOCKOUT ROUND VARIATIONS

- **a) Time limits:** Pool Play: 45 minutes Knockout round: None
 - No new inning will start once the time limit has been reached. Once the top half of the inning has started the bottom half must be completed (if necessary).
- **b) Tie games possible?:** Pool Play: Yes Knockout round: NO - Go to extra innings

VI. HOME RUN RULE

- 3 and 1 up.

VII. COURTESY RUNNER

- The need for a courtesy runner must be designated prior to the game. Those designated to have a runner can only walk, hit a home run, hit a single, or make an out. The courtesy runner may only move one base at a time unless a home run over the fence is hit. If a player is injured during the game, they can be added to the list at the time of the injury.
- If the defensive team causes a ball to go out of play, players will advance an additional base per our normal rules. Even if a player hits a ground rule double in a courtesy runner situation, it will be ruled as a single per the courtesy runner rule.

VIII. GROUND RULE DOUBLE

- A ground rule double will be assessed when a batted fair ball rolls beyond or bounces over the outfield fence or when a batted fair ball rolls into dead ball territory past the right or leftfield out of play fences.

IX. PITCHING MOUND/BASE DISTANCES

- 12" use a 50' mound and 70' bases (ASA).

X. TIE BREAKING PROCEDURE

In the event that two or more teams have equal records at the conclusion of Pool Play, the tie breaking procedure will be as follows:

- **a) 2 team tie** – A two team tie will be broken by the results of head to head match ups between the teams in question. If for some reason these two teams played each other twice with split decisions, the tie will be broken by the run differential versus the two tied teams (Max of 10 run differential per game). If the teams are still tied, run differential throughout the pool play will be used (Max of 10 run differential per game). We will take the amount of runs scored minus the amount of runs given up to

determine this number. The team with the higher number will win. (Max of 10 run differential per game).

- **b) 3 or more teams tie** – If 3 or more teams are tied at the end of pool play, the teams in question will be placed together in a pool where the teams’ head to head results will be checked. The team with the best head to head record in the pool will win the tie. If all 3 teams are tied in pool play, then the tie will be broken by run differential within the pool of tied teams (Max of 10 run differential per game). Once the best team is determined after run differential, the next spot will be determined again by head to head. If these two teams are still tied, then run differential will be taken.

Example #1: Team 1, Team 2, and Team 3 are all tied at end of season. Team 1 beat team 2 and 3 in pool play. Team 1 has a record of 2-0 within the pool of tied teams. Team 1 wins the tie breaker.

Example #2: Team 1, Team 2 and Team 3 are all tied at end of pool play. Team 1, Team 2 and Team 3 are all 1-1 vs. each other in pool play. Run differentials are as follows:

<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>
Beat team 2: 8-4	Lost to team 1: 8-4	Beat team 1: 12-1
Lost to team 3: 12-1	Beat team 3: 9-1	Lost to team 2: 9-1
Total run diff.	Total run diff.	Total run diff.
<hr/>	<hr/>	<hr/>
4 – 11 = - 7	- 4 + 8 = + 4	11 – 8 = + 3

Results: Team 2 wins the tie with a total score of + 4 and Team 3 gets 2nd due the win over Team 1.

XI. PLAYOFFS/KNOCKOUT ROUND

- All teams move on to the single-elimination knock-out round of the tournament.
- Teams will be seeded according to where they finished in Pool Play.

XII. CAPTAIN PROTOCOL

- Home team listed first on schedule
- The winning team’s captain or team rep must sign the scorecard at game’s end. Please read the score to make sure it is correct before signing.

XIII. CAPTAIN RESPONSIBILITIES

- All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter to insure that no violations will occur.
- It is the captains’ responsibility that rosters are submitted prior to the first game.
- It is the team captain’s responsibility to check the score each inning. **The home team will keep the official scorebook.**
- Team captains are responsible for the conduct of their team members and any team spectators.
- Only team captains are permitted to discuss a disagreement with an umpire and/or file a protest.

XIV. PLAYER CONDUCT

- All players are expected to respect the rights of the umpires, Park District staff, and spectators. If an umpire or Park District staff member is verbally threatened, physically threatened, or struck by a player, captain, or spectator before, during or after a game, that individual will be **permanently expelled** from participation in any adult league without warning. Further legal action may take place.
- If a player or captain is ejected from a contest for any reason, he/she will be required to serve **at least a one game suspension** thereafter. Any additional suspension may come from the Athletic Supervisor or Softball Coordinator based on severity of the incident.

- Any player or captain ejected from a game is required to leave the field **immediately**. If the player continues to interfere with the orderly progression of play, the umpire may forfeit the game in favor of the team not at fault.
- Player ejections are not subject to protest.
- Use of a suspended player, knowingly or unknowingly will result in forfeiture of that game and the possibility of other penalties.
- Active participation in any type of disorderly conduct will result in removal of that player from the tournament, and possible sanctions against the team. The Athletic Supervisor has the right to extend either of these punishments.
- **Teams may not bring their own alcoholic beverages onto park district property. Teams violating this policy are subject to removal from all tournament play, forfeiting all fees paid, as well as legal prosecution.**
- Tailgating and the use of grills or any other type of outdoor cooking device are prohibited at Olympic Park.
- The SPD reserves the right to eject any player or team from the tournament without warning or refund at any time in cases of severe circumstances or more than 2 forfeits.
- Use of music in dugout is illegal according to ASA rules. Music will be allowed at a low volume, but all music played must be appropriate and not contain expletives. If the umpire or tournament officials deem the music too loud or inappropriate, or if the opposing team requests the music be turned off or volume lowered, then teams will be required to do so no questions asked.
- Warnings or ejections may be given before, during, or after a game.

XV. PROTESTS

- The only protest which will be considered are those which involve misinterpretation of a playing rule, failure of the umpire to apply the correct rule to a situation, or failure of the umpire to apply the correct penalty for a violation. Protests **will not** be accepted for decisions involving accuracy of judgment on the part of the umpire. In order to file a protest, the umpire must be notified during the game and both teams should note the protest in the scorebook.

XVI. FORFEITS

- Game time is forfeit time. The umpire's watch will serve as the official game clock. A team with more than two forfeits will be removed from the tournament with no refund.

XVII. ROSTER CHECKS/ELIGIBILITY

- Each team must check in at the registration table upon arriving, and have each player fill out the roster form and sign it. **ALL PLAYERS MUST BRING A PHOTO ID** with them to check in. If a player arrives after first pitch of the first game, they must check in and have their name added to the roster at the registration table prior to playing in the game. Should a team request a roster check during a game, the game will stop and photo identification of all players on **both** squads will be checked. Any players unable to produce photo identification at that time shall be declared an unrostered (illegal) player. Roster must be turned in prior to your first game, no exceptions. All players must sign the roster form. **NOTE: All roster checks must be called prior to the completion of the 2nd inning.**

XVIII. RAIN OUTS

- Once a game begins, it will be the umpire's and tournament officials' discretion on rain delays.

XIX. SCHEDULES

- The Schaumburg Park District reserves the right to change and/or adapt all softball schedules or rules in any way necessary to operate the league/tournament.