

SCHAUMBURG PARK DISTRICT

2021 ADULT SOFTBALL RULES (updated 02/04/21)

OBJECTIVE

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

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. A player may play in multiple leagues but not on different teams in the same league.

EQUIPMENT

The Schaumburg Park District provides one (1) new game ball, extra used game balls, and umpires for all games. Each team is responsible for supplying all other equipment.

- **Balls:** A .52 Cor/300 lb. compression yellow ball will be used for 12”.
 - **Bats for 12”:** All bats for 12” must meet ASA specifications. We will keep you updated as information becomes available. All other bats (wood or older bat without certification stamp) must fit the ASA Ring test. *All bats that are to be used in games must be stickered by the Schaumburg Park District Softball Coordinator on site. Please bring all bats to the softball equipment building near field 5.*
 - **Caution:** ASA evaluates bats throughout the season; there is a possibility that a bat may be legal at the beginning of the season and then banned or recalled for adjustment by mid-season. 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 league.
 - **Bats for 16”:** Official Softball Bats only, must pass the ASA Ring test. Aluminum or Wood bats must have a grip on the handle. No oversized bats.
 - **Gloves:** Used for 12" and 14" Hardball only.
 - **Official scorebook/rule book:** Each team will be provided with a new scorebook each season.
- NOTE:** No metal spikes or metal cleats allowed.

FIELD SUPERVISORS

There will be field supervisor(s) present while games are being played. They are mainly positioned next to the maintenance garage. Feel free to ask them for help, first aid assistance, or to report a problem. The supervisors will do their best to assist you with a problem. Softball questions that the supervisors cannot answer shall be directed to the Softball Coordinator or Athletic Supervisor.

PROTOCOL

- The home team may keep the game ball, with the exception of the first four weeks of the season. Game ball must be returned to the umpire during the first four weeks of the season.
- The winning team’s captain or team rep must sign the scorecard at game’s end. Failure to do so could result in a forfeit. Standings have been wrong because the captains have not read the scores correctly prior to signing. Please read the score to make sure it is correct before signing the card.

SCHEDULES/ STANDINGS

- Standings, league information, and schedules will be posted on the park district's Team sideline website, www.Teamsideline.com/parkfun. Typically, game results will be posted within 24 business hours of being played.
- Schedule changes will be made on the web site. Be sure to check the web site for changes and updates regularly, as changes may be made due to rainouts.
- The Schaumburg Park District reserves the right to change and/or adapt any softball schedules in any way necessary to operate the leagues.
- Anytime there are make-ups, rescheduling, rainouts, playoffs, tournaments, etc., they will be scheduled in accordance to the availability of Park District facilities and staff. **If necessary, teams may have to play makeup games on nights, times and at other facilities, other than their normal league night. More than 7 days' notice would be made for this scenario.**

THE GAME

- A.S.A. Rules will apply unless otherwise stated.
- A game shall consist of 7 innings with the exception of the slaughter rule or a game called by the umpire. Any game called by an umpire due to weather shall be regulation if five or more complete innings (4½ if the home team is ahead) have been played. See Rainouts/Postponed Games for further details.
- Game time is forfeit time. The umpire's watch will serve as the official game clock.
- **Slaughter Rule:** 12 runs after 5 innings; 10 runs after 6 innings.
- Batters start with a 1 and 1 count.
- There is no stealing in Men's or Women's 12" and Co-Rec. Leagues.
- 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 must declare before the game how many they are batting.**
- **Note:** Teams starting with 12, 11, or 10 players may play with as few as 8 players due to injury/ejection. An automatic out will be recorded each time that player's turn at bat comes.
- Any team beginning the game with fewer than 10 players, may add players at no penalty up until the allowed amount of 10.
- **A 6' - 12' pitching arc will be enforced in all leagues.**
- The batter's box is open and unmarked. 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 catcher or umpire.
- 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 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.
- Use of the **extra player(s)** (EP) is optional. Teams may bat up to 12 players in men's leagues. 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. Extra players in the batting order may substitute freely on defense. Co-Rec teams should see additional co-rec rules.
- Starting players may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the line-up. Players who began the game as Substitute Players may not re-enter the game once withdrawn. The starting player and substitute player may never be in the game simultaneously. This rule applies for men's and women's leagues. Co-Rec, please see additional rules section.
- Games are limited to **one hour**. No new inning may start after 60 minutes of play, unless the game is tied. At the end of the current inning, the game is over. If a game is tied after seven innings or 60 minutes of play, a 3-2 count will be used and the offensive team will start with their last batted out on second base until a winner is decided regardless of time limit. (Note: Once the top half of the inning has started the bottom half must be completed if necessary, regardless if past the hour time limit). (Women will not receive a second foul ball after the hour time limit). Regular house

rules apply for all playoff games, except time limit. **Championship games will have no time limit.**

- 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 and Timbercrest Parks. 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 brief summary of what occurred.

RAINOUTS/POSTPONED GAMES

During the regular season, if four and one-half innings have not been completed, games will start over when made up. Games that are at or past the 4 ½ inning mark (5 innings if home team is losing), will be considered a complete game. During the playoffs, games will resume from where they left off.

HOME RUN RULE

The home run rule is 3 and 1 up. Once a team hits its third home run over the fence they cannot hit their fourth until the opposing team has hit 3 home runs. Result is an out.

RETRIEVING BALLS

Any batted balls that leave the field of play (i.e. home run balls or foul balls) should be retrieved. It is the responsibility of the team who hit the ball to retrieve it. Exception: If the ball is hit to an area that is irretrievable (i.e. into the skate park, or behind the home run fence of Field 3), then the ball need not be retrieved).

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. If a player is injured during the game, they can be added to the list at the time of the injury.

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.

The only situation a courtesy runner will get more than one base is if the defensive team causes a ball to go out of play. Courtesy runners will be awarded the extra base for the ball going out of play.

GROUND RULES

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 and left field line out of play fences.

A home run shall only be awarded if the ball completely clears the fence.

PITCHING RUBBER/BASE DISTANCES

12" and 14" Hardball will use a 50' pitching rubber and 70' bases (ASA). Men's 16" uses a 38' pitching rubber and 60' bases (ASA), Co-Rec. 14" Mush Ball will use a 38' pitching rubber and 70' bases

MEN'S 16" ADDITIONAL RULES

- Lead-offs are permitted. **The only time stealing is allowed, is if the pitcher plays on the runner at first base when second base is not occupied.** A "play" on the runner is defined as a **throw** towards the base the runner currently occupies. Runners may only advance to second base.
- The pitcher may play on the runner once in an at-bat. If the pitcher plays on the runner a second time, it will be declared a ball on the batter.

- Drag steps are permitted, one step in each direction as long as you start with your foot on the pitching rubber.

ADDITIONAL CO-REC 12” AND 14” RULES

Unless stated otherwise, each of these rules applies to both 12” and 14” Co-Rec divisions

- A.S.A. Rules apply unless otherwise noted.
- Teams must field 5 men and 5 women at all times. See exceptions below.
 - If a team starts with 5 women and 4 men, the 10th batter will **NOT** get an automatic out.
 - If a team starts with 5 men and 4 women, the 10th batter **WILL** get an automatic out.
 - Teams may play with more women than men, **example: 6 women, 4 men.**
- **Batting lineups must alternate man, woman, man or vice versa.** EXCEPTION: If there are more women’s players than men’s players on a team, then the extra women may be inserted at the bottom of the order, so there may be consecutive women at the bottom of the batting order.
- **14” Co-Rec only:** Infield positions must alternate man, woman, man or vice versa and Outfield positions must alternate man, woman, man or vice versa. EXCEPTION: If a team has at least 2 more women than men in the field (i.e. 6 women and 4 men, or 5 women and 3 men, then 2 women are allowed to be next to each other, but there can never be 2 men next to each other in the Infield or Outfield.
- The pitcher and catcher must consist of a man/woman combination (No exceptions).
- There must be 4 outfielders with 10 players on the field.
- Women are allowed one extra foul ball on a second strike.
- Gloves for males and females are permitted and are highly recommended for 12” and 14” hardball.
- Any "walk" (base on balls) to a man will result in the following woman also being awarded a base on balls. Note: Woman will have a choice to walk or to hit. **The male player will be awarded second base regardless of the woman’s decision to walk or hit.**
- Courtesy runners will be allowed within the same gender. (See “courtesy runner” in above section.)
- A team may bat all rostered players (up to 20), but only field 10. Batting lineup rules apply as above; man, woman, man or vice versa. Example: If there are 7 men and 6 women, an automatic out will occur in the 14th batter spot. There is a maximum of **10 men and 10 women** in the batting order that must rotate man/woman. Teams may **never** have 2 men bat in succession without an out; **however, you may bat women back to back.**
- Two players may hold the same spot in the batting order as long as they alternate each time up to bat. These players may rotate freely on defense.
- When a woman or man is batting, the outfielders **must** play in the outfield grass. Once the ball is hit into play, the outfielders may enter the infield.

CAPTAIN RESPONSIBILITIES

- All teams must send a captain or team representative to the pre-season captain’s meeting.
- All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter to ensure that no violations occur.
- It is the captain’s responsibility to make sure that all league fees and rosters are submitted and paid.
- Rosters must be handed in prior to the first game, and **WILL** be accepted at the field the first night.
- All captains are expected to inform their players of scheduled games, schedule changes and make-ups. The web site will have the updated schedule changes.
- Captains are responsible for notifying the Schaumburg Park District of a change of address, phone number, or email address.
- It is the team captain’s responsibility to check the score on the **umpire’s scorecard** each inning. **The home team will keep the official scorebook.** Teams need to report runs scored to the umpire each inning.
- 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.

- The Schaumburg Park District reserves the right to approve of all team names that are posted on our league webpage. Each team should provide an **appropriate** team name that will be posted on our schedule and standings page. Names should be kept clean and not be deemed racist, sexist, sexual innuendoes or otherwise inappropriate. Should a team name be deemed inappropriate for the webpage and the team does not give an appropriate name the captain's last name or modified name will be used on the schedule/standings.

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 subject to **at least a one game suspension**. Any additional suspension may come from the Athletic Supervisor based on the severity of the incident.
- Any player or captain ejected from a game is required to leave the park **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.
- If an ejection is made in the first game of a doubleheader/tripleheader night (this includes playoffs) the player must sit out the following game(s) that night, plus any additional games deemed by the Athletic Supervisor.
- 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 at least a three game suspension. A second offense will result in a 1-year suspension beginning the day of incident, for the player and possibly the team involved. The Athletic Supervisor has the right to extend either of these punishments.
- Alcoholic beverages are prohibited on park district property. Teams violating this policy are subject to removal from all league 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 or Timbercrest parks.
- The SPD reserves the right to eject any player or team from the adult softball program without warning or refund at any time in cases of severe circumstances or more than 2 forfeits.
- Warnings or ejections may be given before, during, or after a game.

PROTESTS

All protests must be submitted **in writing** to the Schaumburg Park District Athletic Supervisor at the Meineke Recreation Center, 220 E. Weathersfield Way, Schaumburg, 60193 by 3:00pm the following day. Protests are often relayed to ASA officials for clarification before judgment is made. Protest sheets will be made available at the field. **A captain from each team, umpire, and field supervisor must sign these sheets at the field at the time of the protest. From the point of the protest, the exact game situation must be written down by a field supervisor before the game can resume.** Protests cannot be made over the phone or via e-mail. A \$35.00 fee must accompany all protests. If the protest is found to be valid, the fee will be returned. If the protest is not valid, the fee will not be returned. A team's intent to protest must be stated to the umpire before the game can continue. Park District staff must document the exact game situation. The opposing team should document the situation as well. The only protests that 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.

FORFEITS

Game time is forfeit time. The umpire's watch will serve as the official game clock. Should a team not have enough players at game time; the game will start with the team that is short players being declared the away team and batting first. Once a spot in the order comes up that can't be filled due to not having enough players that spot in the lineup will count as an automatic out. For Co-Rec leagues, all batting order rules still apply. The lineup must alternate males and females, so if there are fewer females than males present, then each spot in the lineup that should be occupied by a female will be an automatic out. If a team still does not have enough players once the batting order has been completed once, they will then forfeit the game. A team with more than two forfeits may be removed from the league with no refund and will lose their returning team status the following year. **Any team that forfeits more than one game in the season MUST pay a \$35.00 forfeit fee to the Schaumburg Park District prior to their next game. Failure to do so will result in another forfeit. Any team that no shows a game and does not give at least 4 hours' notice to the Athletic Supervisor via email, will also be subject to the \$35.00 fee, even if it is their first forfeit of the season.** Teams that post a forfeit will receive a 7-0 loss. All fees must be paid at Meineke Recreation Center, and a receipt showing the payment of the \$35.00 fee must be presented to the Softball Coordinator in order to play your next game. Checks should be made payable to Schaumburg Park District.

ROSTER CHECKS

A copy of each team's roster will be kept on file at the game site and the original will be kept at the office of the Athletic Supervisor. 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. If a player is found to be ineligible, that player will be ejected from the game, and all normal ejection rules apply. Players **MUST** bring a photo ID to the field each game. The time taken for the roster check will count toward the one hour time limit for the game. Rosters must be turned in prior to your first game, no exceptions. They may be handed in at the field the first night. All players must sign the roster form. The Athletic Supervisor will not take any roster changes after the 4th game of the season is complete, but may accept changes due to injuries or employees on a corporate team that have left the corporation. **NOTE: All roster checks must be called prior to the leadoff hitter coming up to bat a second time. Captains are expected to have a copy of their own team roster at each game.** Roster Checks can only be called by the captains of the two teams playing.

RAINOUTS

Field conditions will not be determined until 4:00 p.m. on Monday through Friday games and 2:00 p.m. on Sundays. At that time, please use the "Good Time" number at **847-490-7870 ext 1**. Due to heavy call volume, please have only the captain of each team call. Lines may be busy for a long period of time. Also, please check for field conditions on our web site: www.parkfun.com (click on "Parks" then select "Baseball/Softball Field Conditions," then scroll down to Olympic Park). If inclement weather occurs after 4:00 p.m. during the week or one hour prior to game time on Sundays, and the hotline and web site have not been updated, teams should plan on arriving to the fields where the umpire will make the decision.

TIE BREAKING PROCEDURE (Modified Summer 2019)

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

Any team who has a forfeit during the season automatically loses all tiebreakers.

- **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. If the teams are still tied, run differential throughout the season will be used. We will take the amount of runs scored minus

the amount of runs given up to determine this number (Max 10 run advantage per game). The team with the higher number will win. A 1-game playoff will be played to determine the winner if time permits. The decision to play a 1-game playoff will be decided by the Athletic Supervisor.

- If the top two teams are tied at the end of the season and have not played each other, a 1-game playoff will be scheduled before the playoffs begin to determine the winner. All other ties for playoff teams that have not played each other will be broken by run differential throughout the whole season.

Example: Team 2 played Team 1 twice. Team 2 was victorious in the first contest 24-10 while Team 1 won the second contest 31-4. Team 1 would win the tie due to more runs scored in the differential.

- **3 or more teams tie** – If 3 or more teams are tied at seasons end, the teams in question will be placed together in a pool where the teams’ head to head results will be checked. *Note: If the 3 or more tied teams do not all play each other at least once, the best team will be determined by overall run differential throughout the entire season. Teams must also play each other an even amount of times. Once the best team is determined after run differential, the next spot will be determined by head to head if possible.*

- 1) The teams will be ranked based on their records in H2H play among the pool of teams. This step will always supersede any of the steps listed below, which will only be used to break any ties that remain after Step 1 is applied.

A) If after Step 1, SOME teams are still tied in pool play, then the tie between only those tied teams will be broken as follows:

- 1) H2H records against only the teams that are still tied.
- 2) H2H Run Differential among the teams that are still tied (Max 10 run advantage per game).
- 3) Overall Run Differential against all teams in the league (Max 10 run advantage per game).

B) If after Step 1, ALL teams are tied in pool play, then proceed to step 2 to determine the BEST team:

- 2) H2H Run Differential within the pool of tied teams (Max 10 run advantage per game).
- 3) Overall Run Differential against all teams in the league (Max 10 run advantage per game).
- 4) Overall Lowest Runs Allowed.
- 5) Once the best team is determined by either Step 2 or 3, the next spot will be determined again by head to head record among those teams that still remain. If these two teams are still tied, then H2H run differential will be taken, followed by Overall Run Differential.

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

Team 1

Beat team 2: 8-4
 Lost to team 3: 12-1
 Total run diff.

$$4 - 11 = -7$$

Team 2

Lost to team 1: 8-4
 Beat team 3: 9-1
 Total run diff.

$$-4 + 8 = +4$$

Team 3

Beat team 1: 12-1
 Lost to team 2: 9-1
 Total run diff.

$$11 - 8 = +3$$

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

TOURNAMENT/PLAYOFFS

- The top four (4) teams in each league, unless otherwise specified, will advance to the post-season single-elimination tournament. On tournament nights, teams may have to play at alternate times and dates other than what they are regularly scheduled. Plus, teams who win their semifinal game will likely be scheduled for more than one game on tournament night.
- Teams will be seeded according to where they finished in the final league standings.
- The home team will be the higher seeded team.
 - 1) D and Recreational leagues will play a double elimination tournament in the replacement of cash prizes.

SUMMER AWARDS

Competitive, 16" & Corporate Leagues

- Regular Season 1st = \$350
- Regular Season 2nd = \$150
- Tournament Champs = \$150 & Plaque
- Single Elimination Tournament

Recreational Leagues:

- Regular Season 1st: \$50.00
- Tournament Champion: Plaque
- Double Elimination Tournament

FALL AWARDS

Competitive, 16" & Corporate Leagues

- Regular Season 1st = \$250
- Regular Season 2nd = \$125
- Tournament Champs = \$125 & Plaque
- Single Elimination Tournament

Recreational Leagues:

- Regular Season 1st: \$50.00
- Tournament Champion: Plaque
- Double Elimination Tournament

*****All monetary payouts will be awarded as League Credits which can be used for all future SPD Leagues.**

Teams will not share award money. (I.e. if two teams tie for 1st, then the tiebreaker will determine who receives the 1st place award money and who receives 2nd place.) All trophies will be given on tournament night. Monetary awards will be mailed to the captain's address shown on the team's registration form. Please make sure that this address will accept the park district mailings, and if applicable, that suite # is included. We have had mail sent back in the past because captains have used their work addresses. **Please note:** For accounting reasons, monetary awards cannot be mailed out until **all** softball leagues have ended. Checks generally go out one month after all leagues have ended. Award money may NOT be rolled over to use on registration fees for a future season of softball. Please plan accordingly.

Contact Info

Nick Kuta, Athletic Supervisor, 847-985-2144. nikuta@parkfun.com

Rainout #: 847-490-7870 ext 1.

No softball play is allowed on the soccer fields at Olympic Park.

The Schaumburg Park District reserves the right to change or adapt any rules or regulations at any time in the best interest of the game and the Park District.