

Pleasant Dale Park District Men's 16" Softball League Rules & Regulations 2021

These rules and regulations are set forth by the Pleasant Dale Park District to govern any adult softball league organized by the Park District. The rules are designed to serve as a guide for enjoyable participation. The spirit of the rules expresses a positive approach and it is essential for each team member to fully support the concepts herein.

ELIGIBILITY

1. Players must be 18 years old or high school graduates. Teams that are found to use teens still in high school will forfeit the rest of the season without a refund.
2. A maximum of 20 players is allowed on each team.
3. **Players must sign an individual waiver and hold harmless agreement before the playing in any game.** By signing the roster, you are confirming that the individual waiver on the back is signed.
4. Anyone intentionally misstating or withholding roster information will be ineligible. All games that an ineligible player participates in will be considered a forfeit.
5. Rosters must be submitted to the Athletic Supervisor, League Coordinator, or Field Supervisor prior to the **first game**. No additions can be made to the roster before the third game.
6. A player may only be signed up on one team. Any team that uses a player from another team in the same league will automatically forfeit their game.

FEES

1. Team registration fees will be set each year by the Park District according to feasibility.
2. Teams must pay a \$100 nonrefundable deposit that will be applied towards the league fee at the time of registration.
3. Each team must have the **entire fee paid before** their third game. No team will be allowed to play unless the entire fee is paid at the time of their third game and each scheduled game thereafter will be scored as a forfeit until the entire fee is paid.
4. The fee for 16" is \$509 for residents and \$659 for non-residents. Resident teams are those with 51% or more team members that live within the Pleasant Dale Park District boundaries. Rosters will be checked to substantiate resident/non-resident status.

5. If team payment (Partial/Entire) is coming from company sponsorship and will not be turned in prior to the 24th, an official letter from sponsoring company must be submitted to the park district verifying the upcoming payment.

EQUIPMENT & PERSONNEL

1. The Park District will provide:
 - a. Game Balls
 - b. Scorebooks
 - c. Scorecards
 - d. Umpires
2. The winning team is responsible for completing the scorecard and returning it to the Field Supervisor on the day of the game. It's important to complete the scorecard in its entirety, including date, team names, and scores. Incomplete scorecards may be considered automatic forfeits.

It's important to complete the scorecard in its entirety, including date, team name, and obtaining the umpire's signature in order for the intended game to be considered "legal." Incomplete scorecards may be considered automatic forfeits.

FORFEITS

1. Forfeits will be recorded as 0-7 loss for the forfeiting team.
2. Ten players will make up an official softball team; any team with less than nine will constitute forfeiture.
3. Any game in which ineligible players take part will be an automatic forfeit.
4. Should both teams have less than nine players then they both receive a loss and the scores will be recorded as 0-0.
5. There is a FORFEIT time of 15 minutes after the game time **ONLY ON THE FIRST GAME PLAYED ON THAT FIELD.**
6. A team that forfeits two games may be dropped from the league. This team may also not be allowed back into the league for one full season.

POSTPONEMENTS

1. Managers and teams cannot reschedule games for any reason.
2. Team managers may obtain field conditions by calling the park's rainout hotline # at (630) 348-8066 **NO EARLIER** than 4:00 pm on game day. The umpire will be responsible for calling a game after that time.

3. Five innings must be complete for an official game.
4. Make up games will be rescheduled as soon as possible. An attempt to make up these games on Monday or Wednesday will be made.

PROTESTS

1. Protests based solely on a decision which involved accuracy of judgment on the part of any umpire, will not be considered. Once a call is made it is final.
2. Rule interpretation protests must be filed in writing at the Park District office by the next day (after the game) by 5:00 pm.
3. A protest fee of \$50.00 must be submitted with the written protest.
4. Eligibility protests must be stated prior to the start of the game. To avoid this issue, please make sure that all participants have signed the team roster.
5. If there is an eligibility protest, all participants in question may be asked to provide identification to the supervisor on duty.

PLAYER/TEAM CONDUCT

1. Any unsportsmanlike conduct such as abusive language, fighting, obscene gestures, etc., displayed during or after any game towards umpires, field supervisors, league supervisors, players, fans, or facilities may disqualify the offending player and/or manager for two games on the first offense. The second offense will result in automatic ejection of player and/or manager from the league. **THIS INCLUDES PLAYOFFS!!!**
2. The Park District reserves the right to dismiss any team or individual at any time.
3. Persistent poor behavior by any team will result in the dismissal of that team from the league without refund.
4. There is absolutely NO alcohol allowed on any Park District property including the parking lot.

TOURNAMENT

1. If there are no rainouts, the playoff tournament will start directly after the regular season.
2. The seedings will be based on your final standings for the regular season.

3. The tournament will be double-elimination style. The park district reserves the right to change to double elimination tournament due to weather/time constraints.

GENERAL RULES

1. The league will operate under ASA rules unless otherwise indicated.
2. Bases will be 60 feet apart.
3. Teams should exchange lineups before the start of the game.
4. All games will start at the exact time designated by the Park District and listed in the league schedule.
5. Games will be limited to one hour from the start of play. No new innings are to start after one hour. If a game is tied at the end of the one-hour time limit, they will go into extra innings with a 1-1 count. They will play until there is a winner and a loser. ***During playoffs, there will be NO TIME LIMIT but once the one hour time hits, we will start 1-1 count until 7 innings have been played or 4 ½ or 5 if slaughter rule comes into effect.
6. Uniforms shirts are preferred. If this is not feasible, it is requested that players on a single team, wear the same color shirts.
7. Teams may secure commercial sponsorship for uniforms and entry fees.
8. A 12 run lead after 4 ½ or 5 innings of any game constitutes slaughter and the game is over.
9. The bat shall have a grip of cork, tape, etc. (minimum 10 inches, maximum 15 inches) and no cracks or binders. The bat must be no bigger than 2 ¼' diameter, 34" long and 38 ounces in weight. If the words official softball bat cannot be read because of wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. (Umpire's decision)
10. Steel spikes are illegal and are NOT ALLOWED!!!
11. Any player (starter or sub) may be substituted or replaced and re-entered once, providing players occupy the same batting positions in the line-up.
12. There is no bunting allowed.
13. A chopped hit ball is one at which the batsman strikes downward without a full swing of the bat; the batter shall be declared out.
14. Each batter will begin with 0-0 count.
15. Any ball hit into weeds or creek on the fly on the West diamond (right field) or over the snow fence on the East diamond (left field) is a home run. If it rolls into the weeds or

creek it is a three base award. On White Buffalo any ground of fly ball that goes into the weeds (right field) is a three base award.

16. A foul ball on the third strike is an out.
17. Ten men comprise an official team. Teams can play with a minimum of nine players present at game time, and must finish the game with at least nine players. A tenth player can be added at any time.
18. If a teams starts with 10 or 11 players and one gets injured they can finish with 9 or 10 respectively, but the vacant spot in the line up will be an automatic out if there are no subs to replace that player.
19. A regulation game consists of seven innings.
20. A pitcher can make 2 hesitations but must pitch a ball on the third attempt. Any attempt by the pitcher to pick off a runner will be considered a hesitation. Any pick-off attempt to first base will count as a hesitation.
21. There will be a 12-foot arc maximum and a 6-foot minimum on all pitch balls.
22. Drag foot pitching is permitted. The pitcher is allowed one step off the mound in any direction except forward. The foot he lands on first becomes the pivot foot. Trailing foot can be moved but not in advance of the pivot foot.
23. (A) Should the pitcher throw the ball to first base in an attempt to put out a base runner, that base runner may advance to second base only if the base is unoccupied. The throw from the pitcher must be made to the base in order to steal. No other base runners in the above situation may advance.
(B) No runners may advance if played on by the catcher.
24. A no contact rule will be enforced. A runner must avoid contact with any player when there is a close play or tag involved. If the runner does not slide or avoid contact, he is automatically out and could face suspension.
25. Extra hitter- Each team will be allowed to add to their batting order. An extra hitter may be used making the number of batters eleven. The extra hitter must be used at the start of the game if he is going to be used. The extra hitter can be substituted at anytime but substitutes must bat in the extra hitter spot. If an extra hitter is used in the game there must be an extra hitter throughout the whole game.
26. A fly ball caught in fair territory and carried out-of-play will be called a dead ball. The runners will be awarded one base without the chance of being put out.
27. Courtesy runner should be used for injured players. These courtesy runners should be identified at the pre-game conference. Players injured during the game may receive a courtesy runner. The courtesy runner must be the person who made the last batted out from the previous inning. The last batter in the line up is used if no outs have been made in the first inning and a courtesy runner is to be used.

Addendum

- General Rules
 - Section 23
 - Line A
 - The runner may advance as many bases as they want as long as the bases are unoccupied
 - Section 27
 - The courtesy runner will be the last batted out of the current inning