

GRAYSLAKE PARK DISTRICT SOFTBALL RULES AND REGULATIONS

NOTE: Unless otherwise stated, all league play will be governed by rules and regulations of the American Softball Association.

The Grayslake Park District does not provide hospitalization or medical insurance covering players, officials or spectators. Players competing in our league are responsible for their own health. Any injuries incurred are not the responsibility of the Grayslake Park District. Players compete by **THEIR CHOICE** and must sign an injury waiver (team roster) **BEFORE** competing in any league. It is strongly suggested that each individual have personal insurance coverage in case of injury.

It is the Park District's policy that no alcoholic beverage be present on their properties. Offenders risk penalty of the law and forfeiture of their next game. Any player drinking before, during or after the game is ineligible for play. Spectators drinking may also cause forfeiture of the game.

I. LEAGUE RESPONSIBILITIES

- A. The Park District will provide: field equipment (excluding bats and gloves), an Athletic Supervisor, Softball Coordinator, reasonably maintained fields, new balls, rules and regulations (to captains).
- B. The Softball Coordinator and Athletic Supervisor will be responsible for: enforcing all league rules, supervising league play, tournaments, scheduling umpires, maintaining league standings and equipment, scheduling rain-outs and communicating information to team captains.
- C. The Softball Coordinator will be responsible for setting up fields and serving as a communicator between team captains and Athletic Supervisor
- D. Umpires are responsible for maintaining the orderly progress of each game as defined in the ASA Official Rule Book and the Grayslake Park District League Rules.
- E. Team captains are responsible for being the only spokesperson for their team, for dispersing all rules and regulations, and for control of their team members and any spectators. Any player/spectator verbally or physically abusing an umpire, field supervisor or opposing player will be ejected from the game and possibly from the league, depending on severity of the action. A team fine will be assessed if an ejection occurs.
- F. Team fees are due upon registration.
- G. Schedules will be distributed to team captains via e-mail @ one week prior to the first game. Hard copies of the schedules will then be available for teams on site of the first game.

II. LEAGUE ROSTERS

- A. To be eligible to play, all players must be 18 years old and out of high school before the first game of the season.
- B. All players' names must appear on the office copy of the team roster. ****If a player's eligibility is contested and the name is not on the roster, he/she is considered an illegal player****. Players must carry picture ID at all league games for roster verification.
- C. Rosters will be unlimited; however only 18 player individual awards will be distributed if the team wins the league or unless a plaque will be provided. All players must complete and sign the team roster prior to playing in the first game of the season. **Roster will be frozen at the start of the teams second game with the exception of the "four person free agent rule". This rule states that each team will be allowed to add to their official roster four new players (each player must read and sign waiver form before playing and they cannot be rostered on another team in the league) during the season. Like everyone else on the**

roster they must play in at least 3 regular season games to play in the playoff. If a player is found to have played in a game without having signed the roster, the game will be forfeited.

- D. Players may be replaced on a roster only in the following instances: accident, illness, moving or business transfer. A letter written on business letterhead for transfer or a doctor's note on his prescription form for accident or illness must be given to the Athletic Supervisor along with the new player's name and address. The replaced player is then ineligible for play until the following season. Roster changes will not be made for play-off games.
- E. Captains are responsible for notifying the Grayslake Park District office of a change of address or phone number. If a team member replaces the team captain, the old captain should notify the Athletic Supervisor of a new captain.
- F. Players must play in at least 3 regular season games in order to take part in the play-offs.

****All games played with ineligible players will be forfeited and will result in a \$50 fine*****

III. LEAGUE PLAY (All Teams)

- A. Co-Rec & 50+ League will use a 14" Mush Ball; Men's & Women's League will use a 12" Restricted Flight Softball.
- B. Double Base – If there is a double first base for safety and (base runners must use the orange side of base, fielders the white side) to avoid collisions. If the base runner uses the white portion and causes contact with the fielder, he/she will be called out.
- C. A Pitching Mat will be used to determine balls & strikes. If the ball hits home plate and the mat at the same time, that will be called a "strike". If the ball does not hit the mat and lands only on the plate, it is a "ball".
- D. Forfeits - Forfeit time is 10 minutes after the stated game time for the first scheduled game of the evening. Forfeit time is game time for other games. A forfeit will be declared when a team cannot field 8 players at any time during a game (4 men and 4 women must be present for Co-Rec, or abundance of women). In the event that neither team can field 8 players, a double forfeit will occur. If a team has 8 players at game time, the game will begin on time.
 - a. When a game is declared a forfeit, both captains will be notified at once. The official score a forfeited game is 7-0, in favor of the team that does not forfeit.
- E. Four innings must be played to make an official game.
- F. Time Saving Rules: In order to keep the games moving and prevent delays, the following rules have been put into effect:
 - a. Warm-up Pitches - Five (5) warm-up pitches are allowed in the first inning. Two (2) warm-up pitches are allowed in each inning thereafter.
 - b. Warm-Up Balls - Infield and outfield balls are allowed in the first inning only, and only while the pitcher is warming up.
 - c. Ball-Strike Count - All at-bats begin with a "1 & 1" count. **A "2 & 2" count will begin at the top of any inning starting after 45 minutes of play.**
- G. Outfielders may not be on the infield surface.
- H. A minimum 6' – 12' maximum arc from the ground will be used. The umpire will call "high" or "low" ("flat") pitch only after the ball has crossed the plate. It is the batter's decision to hit the ball or not.
- I. 3rd Strike Foul Ball – If a batter has two strikes and hits a foul ball, that will be considered the third strike, and the batter is out.
- J. In Co-Rec & 50+: A "NO CONTACT" rule, rather than a "NO SLIDING" rule for base runners will be used. A base runner can run into a base, but he/she cannot make contact with a fielder – if incidental contact is made, the base runner is out. If flagrant contact is made, the base runner will be ejected from the game.
- K. There are no lead-offs for base runners; base runners may only leave the base when ball makes contact with the bat.
- L. Umpires will collect the game ball after each game.
- M. Teams will be allowed to bat up to 12 players in the line-up. If a player is removed from the game and no subs are available, an out will be given in that place in the batting order.

- N. Co-Rec Male and female players must alternate in the batting order, with a female player batting first.
- O. If you start the game with 8, 9 or 10 players, you may add 1,2 or 3 additional players at the end of the line-up during the game, provided your leadoff batter has not batted twice. At the point where you reach the last batter in your batting order, if the additional players you want to add have not shown up, you have two options:
 - a. Add the players to the line-up and take an out in their batting spot until they show up, or
 - b. Play with the amount of players you currently have in your line-up, and use the other players only as substitutes.
- T. Home Run Limit – 3 + 1 up progressive rule. Any home runs past the limit will be an out. “1 UP” Progressive Rule – A team is allowed 3 home runs. After they have used the 3 home runs, they cannot hit another home run until the other team has hit at least 3 home runs. A team can never be more than one home run up on the other team. NOTE – The home team cannot go “1 up” on the visiting team in the bottom of the 7th inning.
- U. Slaughter Rule – The slaughter rule will be **15 runs after 4 innings**. 10 runs after 5 innings (10 runs after 3 innings if playing with less than 10 players).
- V. Ties in league standings will be broken in the following order:
 - a. Win/Loss Records
 - b. Head to Head Records
 - c. Run Differential Between Teams Involved
 - d. Total Runs Scored Against Teams
- W. Protests: The team must immediately declare that the game is under protest. Protests must be turned in to the Softball Coordinator in writing along with \$25.00 within 24 hours of the incident. Judgment calls on the part of the umpire cannot be protested. Roster checks can be requested – all players must carry picture ID at all times.
- X. Any team forfeiting a game during play-offs will not be asked back the following year.
- Y. Rainouts – **Recreation Supervisor will notify all team captains on updates on when games will be made up.**

II. CONDUCT-

All players will abide by the following rules and those stated in the ASA Softball rulebook. Only the captain will be allowed to discuss a play or rules with the umpire.

- A. Players and managers must wear a shirt at all times while playing on the field.
- B. Smoking by any player, manager or umpire immediately before, during and immediately after the game, while on the field, in the dugout, or coaching a base is strictly prohibited. Any infraction is cause for ejection.
- C. Verbal abuse perceived by the umpire as being excessive or unsportsmanship-like will result in:
 - a. Expulsion from the game and leaving the premises.
 - b. Forfeiture of the game.

NOTE: Threatening verbal abuse and/or gestures towards another player, umpire, supervisor or Park District official will result in expulsion from the league.

- D. Any physical conduct (abusive, in the umpire’s eye) with the umpire, player of the opposing team, spectator, or field supervisor will result in immediate and permanent expulsion from the league.
- E. A player who intentionally throws a bat (before, during or after a game) on the ground, at the fence or into the dugout, will be ejected from the game.

The Athletic Supervisor reserves the right to interpret and/or change any of the rules at his/her discretion. In all cases, the Athletic Supervisor has the FINAL SAY regarding all rules, i.e. league structure. However, teams being affected by any rule change will be notified as soon as possible.

CO-REC SPECIFICS RULES

1. Co-Rec uses a 14” Mush Ball
 2. Men Walking Rule – “If a walk is intentional to a male batter (3 straight balls called with no strikes called or swings), that batter will be awarded 2nd base and the following female batter has the option to bat or walk. If a strike is thrown during the at bat, this walk rule will not be in effect. If the batter is “unintentionally” walked, he will only be awarded first base.
 3. A “NO CONTACT” rule, rather than a “NO SLIDING” rule for base runners will be used. A base runner can run into a base, but he/she cannot make contact with a fielder – if incidental contact is made, the base runner is out. If flagrant contact is made, the base runner will be ejected from the game. **All base runners must touch the orange first base. If there is contact between the fielder and base runner the base runner will be called “out” if he/she did not touch the orange base.**
 4. Line-Up Regulations –
 - 10 players will be played in the field, with each position alternating male/female. (A minimum of 8 players, 4 men and 4 women must be present at the start and end of the game.)
 - ***All positions must be alternated in field by gender – with pitcher/catcher of opposite gender.***
 5. Continuous Batting Rule – We will use a continuous batting rule stated as follows: “Your team can bat as many persons as desired as long as the batting order does not change. You can have an abundance of women in the batting line up and you must declare in advance of the start of the game how many players you are batting to the umpire and opposing team captain. The players in the batting order will have free substitution in the field (can change any players in field). If you have substitutes that are not in the batting order (extra male players), these players must follow the ASA rule of substitution which is “any of the starting players may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup.”
 - If team has 9 players with more men than women. There will be an automatic out at the end of the order. Team must have equal amount of men/women or more women is allowed.
 - If team has 11 players (6 men and 5 women), must still bat women/man/women/man etc. Must be agreed upon by captains and umpire prior to game start. If not agreed upon then team must play with 10 (5 men and 5 women).
- NOTE: If a team is using the continuous batter rule, and a player or players are removed for any reason during the course of the game and no substitute is available, the player removed shall be scored as an out when his/her turn comes up in the batting order. In the event this occurs, the player immediately following the removed player is simply by-passed as a batter, but may still remain in the game as a defensive player.
6. Men cannot wear gloves; women can wear gloves if desired.