

WAUCONDA PARK DISTRICT

2022 SOFTBALL LEAGUE RULES

The Wauconda Park District reserves the right to make changes to this document as necessary during the course of the season. These will regard only matters of very unusual circumstances to be deemed necessary by the Athletic Supervisor of the Wauconda Park District.

All leagues operate under A.S.A. Slow pitch Rules. We will use the N.S.A. Non-Approved Bat list. No metal spikes allowed. **No dogs are allowed in the spectator area of the softball fields.**

OFFICIAL SCOREBOOK

To avoid confusion throughout the game, the home team will have the official scorebook. Any questions regarding scores, outs, or innings will be the responsibility of the home team. The home team will be listed first on the schedule. Captains must sign the score sheet filled out by the umpire to verify the score.

GAME BALL

The home team will receive the game ball after completion of the game.

PITCHING

****Strike Mat will be directly against home plate; if legally pitched ball hits ANY part of the strike mat, regardless of if it makes contact with home plate, is a strike.**

12 inch- The pitcher will take a position with one foot firmly on the ground and one or both feet in contact with the pitcher's plate. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. The pitch must have a 6' to 12' arc and must clear the white of the plate. **No hesitations or drag step allowed.** Pitching mound will be set at **50 feet** from home plate.

14 inch- The pitcher shall take a position with both feet firmly on the ground and one or both feet in contact with the pitcher's plate. Pitch must have a 6' to 12' arc. **No hesitations or drag step allowed.** Pitcher's mound will be set at **43 feet** from home plate.

BATTING

All bats must be regulation N.S.A. or "official softball bats". The bat must have a minimum of 10 inches of tape on the handle. **Umpires will have the final decision when necessary.** Maximum barrel diameter should be 2 ¼", 34" in length, and 38 ounces in weight. **All batters start with a 1 and 1 count.** If 2 strikes are on the batter and a ball is hit foul and is not caught, the foul ball will be considered a strike and the batter will be called out. The ball will then be considered dead. If the foul ball is caught, the ball will be a live ball and runners may advance at their own risk. A batter will be called out if they step across, on or in front of home plate when the ball is struck resulting in either a fair or foul ball. **A home run limit of (5) per game per team is in effect for all leagues. After (5) home runs have been hit, any home run hit after that point will be considered an out. UNLESS if both teams have (5) home runs, then they each get one more (unless if it is the bottom of the last inning). If a homerun goes over the fence and is touched by a fielder, it will not count against the five homeruns.**

BASE RUNNING (COURTESY RUNNER)

70 foot bases will be used for ALL Adult softball leagues.

12 inch & 14 inch- No leadoffs allowed. No stealing allowed.

Courtesy runner- Teams who have injured players who can bat but not run will be allowed a courtesy runner. The batter must reach base before a courtesy runner may start. The courtesy runner will be the last out of that inning. If there are no outs, the runner will be the last out of the previous inning. **Three courtesy runners per team per game. This rule will be discussed with captains before the game if a team needs additional courtesy runners. Also, if a Courtesy Runner is used in the inning and his/her place comes up again in the same inning then it is ok to use that same courtesy runner again and it will not be counted towards your 3 courtesy runners.**

Crash Rule- When a defensive player clearly has the ball and is waiting for the runner and the runner, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, the offender shall be ejected. (Umpire's judgment)

GAME LENGTH AND RESCHEDULING

All scheduled games will be 55 Minutes in length or 7 innings (if time is not reached). After 40 minutes the count will go to 2 and 2. This will be at the top of the next inning. A new inning will not start after the game is 55 minutes old, unless the game is tied. A game begins at the time of the first pitch. If every player hustles in and out, the time limit should not come into effect. A game called by the umpire due to rain or darkness shall be regulation if five or more complete innings (4 ½ if the home team is ahead) have been played. A team that is ahead by 20 or more runs at the end of four innings (3 ½ if the home team is ahead), 15 or more runs at the end of five innings (4 ½ if the home team is ahead), or 10 runs at six innings (5 ½ if the home team is ahead) shall be declared the winner.

PLAYER INFORMATION

Extra player(s) - Extra player(s) is optional, but if used, it must be made prior to the start of the game and listed in the batting order. EP(s) must remain in the same position in the batting order. Any 10 of the 12 players can play defense. Only a player who has not been in the game may substitute for the EP(s). If the EP(s) is removed from the line-up (**for any reason other than an injury**), his/her position is recorded as an out when that space comes up in the order.

Substitution- Any player, including the EP(s), may be withdrawn and re-entered once in the original batting order.

Minimum players- All teams must have a minimum of **eight** players to start and finish a game. If eight players are not available from the team roster, the team must forfeit. If a team loses players and is under eight players during the game, the game is considered a forfeit. **CO-ED LEAGUE:** Must have minimum of 4 girls and 4 guys; If you don't have an equal amount of men/women at the start of the game then you can discuss with the opposing captain about playing with an odd amount of players before the game starts. Both captains have to agree that this is ok for it to be a legal game. Picking up players is allowed only to avoid a forfeit. We still play with the male/female alternating batting order and you would take an automatic out if you don't have an equal amount of men/women **(See Amendment on next page)**

10 minutes after the original game time is forfeit time. This rule is only for the 1st game of the night. All other games will start on time and the game time is forfeit time.

Roster- There is a 12-player roster minimum and a 20-player roster maximum. There is a 30-player roster maximum for Co-Ed League ONLY. Players are allowed to be on more than one roster if it is not for the same night of play. Players must be 18 years or older as of their first scheduled game. **All rosters must be in BEFORE your third game.**

Teams will not be allowed to play anytime after until rosters are turned into the Athletic office. Signatures of all rostered players must be on the roster prior to that players participation.

PLAYERS CAN BE OBTAINED FROM OTHER TEAMS FOR NIGHTLY PLAY; PLEASE STATE THIS TO THE UMPIRE AND OPPOSING CAPTAIN BEFORE THE GAME STARTS.

CO-REC RULES

A full team is 5 men and 5 women. Batting order must alternate. Placement of fielders will be 2 men and 2 women in the outfield (**on the grass when the bat contacts the ball**) and 2 men and 2 women in the infield. Pitcher and catcher must be 1 man and 1 woman. There must be male- female alternate batting order. If a male batter is walked, the next female batter has the option to walk or bat. (Regardless of how many are out.) Gloves are optional for women only. **Men cannot wear gloves of any kind for 14" mush ball.** Co-Ed League is allowed to "roster bat" (all players can bat but not play the field) but they **must declare it at the start of the game.** Roster bat must be an **even number** of males to females. You must have a substitution for others to play the field. You can not play more males than females. You must have an even number of males & females. **If you don't have an equal amount of men/women at the start of the game then you can discuss with the opposing captain about playing with an odd amount of players before the game starts. Both captains have to agree that this is ok for it to be a legal game. We still play with the male/female alternating batting order and you would take an automatic out if you don't have an equal amount of men/women.** **AMENDMENT A: More females than males can play but the Pitcher and Catcher must still alternate male/female. The remaining males must then be placed as best as possible in the infield and outfield as outlined in the original rule. There is no automatic out for women batting back-to-back at the end of the order.**

There are no banned bats for Co-Ed only. Bats still have to be N.S.A. or official softball bats and must follow our bat guidelines on page 1.

CONTINUED = For any extra inning game, each team will start with a runner on 2nd base. This runner must be the last batter from the previous inning.

RULE PROTESTS

Teams may protest rule interpretations only. Judgment calls cannot be protested. The team captain must inform the umpire of their intent to protest prior to the next pitch. At that time, the protesting team must notify the Park District representative. If possible, the protest will be settled immediately. If not, the protesting team must explain in detail the events and the rule that was violated. A protest fee of \$25.00 is to be submitted with the written protest. If a team does not follow the procedure above, the protest will not be considered.

ELIGIBILITY PROTESTS

Eligibility protests may be made at any time prior to the end of the game. Eligibility protests should be made as soon as the ineligible player is discovered. It is very difficult to prove ineligibility if the player has left the field. Therefore, we encourage teams to contact the Park District representative immediately. No fee is required.

APPEAL PLAY

An appeal play is one in which an umpire cannot make a decision until requested to do so. (Examples- missing a base, leaving too soon on a caught fly ball). The appeal may be verbal or non-verbal, may be made when the ball is live or dead, and **must** be made before the next pitch.

INFIELD FLY

An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort with runners on 1st and 2nd or with the bases loaded before two are out. The pitcher, catcher and any outfielder who positions themselves in the infield on the play shall be considered infielders. The ball is live and runners may advance at the risk of the ball being caught or tag up, and advance after the ball is touched. The ball does not have to be caught to be considered an infield fly situation. Any infield fly is the discretion of the umpire.

INTERFERENCE

An act of an offensive player (batter, base runner, on-deck batter, coach, or teammate) which impedes, hinders or confuses a defensive player. Defensive players must be given the opportunity to field the ball anywhere on the playing field.

OBSTRUCTION

The act of a fielder while not in possession of the ball or not in the act of fielding a batted or thrown ball, which impedes the progress of a base runner who is legally running the bases. The obstructed runner and any other runners affected by the obstruction will be awarded the base(s) they would have reached had the obstruction not occurred.

OVERTHROW

If a ball is thrown out of play, time will be called. The umpire shall award the base runners two bases from the base last touched when the throw was made.

RAINOUT INFORMATION

Park District staff will make all decisions regarding rainouts prior to game time. On questionable days, **call the league line at 526-4606 after 4:00 p.m.** for game decisions and rescheduling information. An updated recorded message will be available at the same number after 5:00 p.m. If inclement weather should occur after this time, please report to the fields and the umpire will make the final decision. **Please do not call the office. They have been instructed not to give out any weather information! After a rainout, make-up game dates and times will be available on the website at www.waucondaparks.com the next business day.**

FORFEITS – Any team that is a No-Show will automatically be fined \$30

If at any time a team does not have at least eight players, the game will be forfeited. The umpire's decision is final on all forfeits. **10 minutes after the original game time is forfeit time.** When a team forfeits a game, there will be a \$30.00 team fine. If a second forfeit occurs, another fine of \$30.00 will be levied. A third forfeit will result in ejection from the league and a forfeit of their entry fee. All fines must be paid in full at the Park District office during regular business hours before the next scheduled game. Any game in which ineligible players take part will be an automatic forfeit. If you know that you have to forfeit, please call the Athletic Supervisor to let them know.

STANDINGS

It is the responsibility of each team's Captain to verify and initial game results at the conclusion of each game. League standings and game results will be distributed weekly. Each team Captain is responsible to check these results for accuracy. Any questioning of the recorded game results must be made to the Park District within three weeks of the date of the game in doubt. After three weeks, all recorded game results are final. **No questioning of recorded game results will be considered after the end-of-season tournament brackets have been released.**

All tournament games will be played the same as the regular season. TOURNAMENT GAMES WILL HAVE MANDATORY ROSTER CHECKS, SO PLEASE HAVE YOUR TEAM BRING IDENTIFICATION.

Awards will be given out at the end of the playoffs to the top teams in their division for regular season. Awards will be given for the playoffs to the top 2 teams overall. Winnings will be based on the number of each league. ALL AWARDS ARE GIVEN AS CREDITS ON THE CAPTAIN'S ACCOUNT.

POSSESSION OF ALCOHOLIC BEVERAGES/DRUGS

No alcoholic beverages or drugs are allowed in the parks at any time. Any player/manager/fan under the influence of alcohol or drugs will be immediately suspended from any Park District properties/events/leagues for 1 year for that individual. It is up to the team to inform fans of this policy.

TEAM CONDUCT

Any team or individual exhibiting unsportsmanlike conduct towards members of another team, any umpire, or any Park District representative before, during or after the game risks forfeiture of the game. The Park District reserves the right to forfeit any game following complaints by the umpire's association or Park District representative even if the umpire does not do so. Any team or individual which the Wauconda Park District feels does not display the high degree of sportsmanship that the Wauconda Park District have built up in our leagues will be suspended or expelled and will possibly lose their right to participate in the Wauconda Park District Adult Softball Program. Any player ejected from the game by an umpire will be suspended for a minimum of one game. Any player who threatens, pushes, strikes, an official, umpire or another player in any manner will be issued an automatic 1year suspension from all Park District programs for that individual. **Ejected players must leave the park grounds immediately. Team forfeiture will result from non-compliance.**

SCHEDULES

The Wauconda Park District reserves the right to change all softball schedules, with proper notice either in writing or by phone. Make up games, rescheduling, rainouts, playoffs, etc. will be rescheduled at the convenience of the Park District facilities and staff. **CONTINUED THIS YEAR:** The Athletic Supervisor has the right to switch a team if they are in an incorrect division. This can happen at any time during the season.

TIEBREAKER

In the event of a season tie, the tiebreaker will work as follows:

1. Head to head competition.
2. If still tied, runs scored in those games.
3. If still tied, total runs scored for the season.

CAPTAINS RESPONSIBILITIES

All captains are expected to inform their players concerning all rules and regulations. Make sure **all** league fees, rosters and release forms are in and paid by the set deadline. They will inform all players of scheduled games, schedule changes, make-up games and standings. After a rainout, Captains are responsible for calling the league information line at 526-4606 to get make-up game information. Captains are also responsible for notifying the Park Office of any changes in their address, phone number, etc. Captains also must check the score of games periodically to insure accuracy and to **check and initial the final score. If a captain chooses to not make note of any discrepancies at the conclusion of ANY game, or does not initial the card, the recorded score card will be submitted and the game is official.** Home team has the official scorebook. Team captains are responsible for their team members as well as team spectators.

NOTE: All questions regarding anything in this packet should be directed to the Athletic Supervisor. The phone number for the Wauconda Park District office is 526-3610.

WAUCONDA PARK DISTRICT FINES AND SUSPENSIONS

- 1. Players, Managers, or Fans fighting anywhere in facility or on property:**
Immediate suspension from park properties/events/leagues for 1 year for entire team.
- 2. Players, Managers, or Fans under the influence or in the possession of drugs or alcohol:**
Immediate suspension from park properties/events/leagues for 1 year for that individual.
- 3. Players, Managers, or Fans who push, strike, or touch an official in any manner:**
Automatic 1 year suspension from all park properties/events/leagues for 1 year for those individuals.
- 4. Players, Managers, or Coaches who threatening an Official or Supervisor:**
Season suspension for those individuals.
- 5. Continued use of profanity after a warning has been issued to stop:**
Forfeit from current game, possible suspension from league for those individuals.
- 6. Player improperly listed as Wauconda Park District resident:**
Season suspension of player.
- 7. Ineligible player (Under the age of 18 or not on roster):**
Forfeit of current games, plus season suspension of player.
- 8. Players or Managers ejected from a game:**
Minimum of a one game suspension for those individuals. It does not matter the cause of the ejection.
- 9. Players or Managers ejected from a second game:**
Team Season Suspension.
- 10. Fans who, after a warning and continue to harass umpire will be asked to leave the park and suspended from the park for a minimum of one game.**
Two game suspension for those individuals. If it is a fan then two game suspension from parks.
- 11. Suspended/Ejected Players may not appear on site/field in any capacity:**
Player suspended for the season.
- 12. Team forfeiting first game:**
\$30 team fine.
- 13. Team forfeiting second game:**
\$30 team fine.
- 14. Team forfeiting third game:**
Team dropped from league-No Refund!

Player's fines must be paid at the Park District Office before they play in another game. Teams cannot play until their team fine is paid. Make checks payable to the Wauconda Park District.

Written notification will be given for all suspensions. Player must present written notification and receipt for fine payments before playing again. Suspensions will be kept on file in order to ensure proper enforcement of these regulations.

Unpaid individual fines will result in suspension from Park District sports. Unpaid team fines will result in suspension from Park District sports for all team members. The Athletic Supervisor has final discretion on all fines and suspensions.

The following bats designated as illegal by N.S.A. will be prohibited for use in all Wauconda Park District 12" Softball Leagues. These bats provide an unfair competitive advantage and are inappropriate for use in the Park Districts Recreational Softball Programs. Even though we use A.S.A. rules, we will use the N.S.A. banned bat list. These bats include: CE Composites Lady Virus VIRSP3, Easton SCX2 Synergy, Easton Ghost, Louisville Slugger SB34 Genesis, Miken Ultra, Miken Ultra (Maxload), Miken Ultra II, **ALL bats from Boombah, Inc., ALL bats from Monsta Athletics** For more information on Approved Bats go to Approved Equipment list at www.PlayNSA.com.