

LINCOLNWOOD PARKS AND RECREATION DEPARTMENT

6900 N. LINCOLN AVENUE

(847) 677-9740

2009 SUMMER SOFTBALL RULES

ROSTERS

1. All teams must have a roster on file before the first game of the season. Rosters must be complete with names, addresses, phone numbers and proof of residency for all players.
2. Each roster is limited to twenty players.
3. Roster changes may be made until 5:00pm on Friday May 8, 2009.
4. Any violation of these rules will cause for forfeit of all games played with an illegal roster on files.
5. Each team player must sign-in on the scoresheet before beginning play. A player must participate in 6 regular season games to be eligible for the league tournament.

LEAGUE FORMAT

1. Teams with the best won-lost record will be declared League Champions.
2. Any ties will be broken in this order:
 - a. Team with best record in head-to-head competition.
 - b. Team with most runs in head-to-head competition.
 - c. Team allowing the least amount of total runs during season.
3. A single elimination tournament will be held after the league season as follows.
4. The second team listed on all league schedules will be the home team.
5. The official score shall be kept by the team at bat on the double-sided scoresheet provided by Lincolnwood Recreation. The number of runs scored each 1/2 inning shall be recorded by team at bat. If there is a discrepancy over runs scored, the umpire should be notified immediately. Each team should have their own scorebook.
6. A new ball will be furnished for each game by the Recreation Department, with the home team keeping the ball.

SCHEDULING

1. If there are any questions as to whether or not games are going to be played, call the Softball Hotline at (847) 366-6855 AFTER 8:00am on SUNDAYS or after 5:00pm on Fridays.
2. Make-up games will be scheduled on Fridays or Sundays following the regular season games (depending on league). This may mean some teams will have to play double headers. If we have scheduling problems, make-up games may have to be played on a day other than league play.
3. All changes in schedules and dates for make-up games will be reported to team managers by Lincolnwood Recreation. When notified, teams **MUST PLAY OR FORFEIT**.
4. Schedules and league results will be posted on the bulletin board in the hallway outside of the Recreation Office in the Village Hall and e-mailed to captains.
5. If you are unable to play a league scheduled game, it will be considered a forfeit. The league is not responsible for rescheduling games.

GENERAL LEAGUE RULES

1. Alcoholic drinks are not permissible on the premises. Participants showing evidence of being under the influence of alcohol or any other illegal drug will be subject to immediate ejection from the game. Teams will be responsible for the actions of their fans.
2. No metal spikes are permitted (rubber or composition spikes only). Umpires will enforce this rule and failure to comply will cause offending team to forfeit any games in which players use metal spikes.
3. In the event of darkness or rain a game will be considered official after **4 ½ complete innings**. Umpire's decision is final in determining when a game is called due to rain. The game will be continued if canceled prior to 4 ½ innings. Scoresheets remain the same unless different players are there.
4. **INSURANCE** - The Lincolnwood Recreation Department DOES NOT provide insurance to cover injuries which occur during games or practice sessions. Each participant's individual hospitalization plan must cover health care costs.
5. **TIME LIMIT**: No inning shall start after 1 hour and 10 minutes of play. The only exception to this rule is if the game is tied.

PLAYING RULES

1. All 12" softball leagues will be governed by the OFFICIAL RULES OF THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA.

The only exceptions to the above rules are as follows:

- a. The official diamond for all leagues shall have 70 foot base lines with a pitching distance of 50 feet.
- b. SLAUGHTER RULE: A team ahead by 10 runs after 5 complete innings shall be declared the winner. 4 1/2 innings if home team is winning. This rule does not apply to the championship game at the end of season tournament.
- c. Uniforms are not mandatory.
- d. It is the responsibility of all players to know the league rules.
- e. A team must start and finish a game with at least 9 players. There will be a 10 minute grace time before the game is called a forfeit. However, a team will be expected to start the game with 9 players and cannot use the 10 minute grace time to wait for a 10th player. If the 10th player arrives after the game has begun, that player can enter the game at any time but must bat in the 10th spot in the lineup. If there is an emergency, the umpire will make the sole decision.
- f. BATTING - The batter will be called out for throwing the bat in a reckless or dangerous manner following a hit foul or fair ball.

Batter's Box rule: You may not step outside the batters box while hitting the ball. If your 1 foot is **completely** out of the box, you will be called out. The batter will be called out if while hitting a foul or fair ball, steps on, in front of or behind the plate. The batter is called out for hitting bunt or a chopped ball fair or foul. The batter is called out for hitting a foul ball with 2 strikes. **(Batter is out, ball is dead and runners may not advance.)**

BAT RULE

All bats must comply with the ASA rules. An illegal bat is determined by the ASA official bat list (http://www.asasoftball.com/about/build_batlist_w_pics_2000.asp)

ILLEGAL BATS:

1ST OFFENSE: You will be charged with an out, your team will receive one warning and you cannot use the bat anymore.

2nd OFFENSE: Results in an automatic forfeit. No exceptions!

PITCHING

- h. Pitching - The pitcher shall take a position facing the hitter with one or both feet in contact with the rubber .. The pitch shall be delivered at a slow rate of speed with an unlimited arc (minimum arc will be at the discretion of the umpire). The pitcher may take one step forward or backward while keeping one foot in contact with the rubber. No hesitations are permitted.

THE AREA AROUND HOME PLATE KNOWN AS THE "WELLS" SHALL CONSTITUTE PART OF THE STRIKE ZONE.

BASE RUNNING

- l. Runners must hold the base until the pitch crosses the plate.

Overthrows - (Those balls thrown past the line designated as out of bounds). The ball is dead, and the runner will be awarded 2 bases. When overthrow is the first play by an infielder, the umpire, in awarding bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the overthrow as made.

Appeals Plays - Appeal plays may be made while "time is in" and before the next legal pitch. Any runners on base at the time of the appeal can advance any number of bases at his/her own risk while the appeal is in progress. If an appeal is made during time out or when the pitcher has ball on the mound base runners may not leave their base.

Slide Rule - There will be no mandatory slide rule, but any player, in the umpire's judgment, making contact that may be avoided or is unsportsman-like in manner shall be called out and is subject to ejection from the game.

- j. Batters will start with a 1 & 1 count.
k. Any batted ball to the outfield that bounces over the fence or rolls under the fence results in 2 bases (ball is dead).

ADDITIONAL HITTERS

1. An additional hitter (AH) is optional, but if one is used, it must be announced to the opposing manager before the game while going over the ground rules with the umpire.
2. If the AH is used, he must be used the entire game. If a team starts with 11 (or 10) and there's an injury or ejection there will be an automatic out for that batter's slot.

3. If a team is using an AH and batting 11 players, all 11 players bat, but only 10 play defense. Changes with the defensive players may be made at any time; however, the batting order may not change.
4. It is the responsibility of the opposing team to keep track of the official batting order for any appeals to be made.
5. All players can bat as long as the lineup remains the same at all times.

RE-ENTRY RULE

1. All players can re-enter as much as needed, however the batting order must remain the same. This applies if you are batting all players. All other re-entries rules are in compliance with the ASA.

COURTESY RUNNER

Once a courtesy runner is used for a batter, that batter must always use a courtesy runner (last batted out).

PROTESTS

All protests of games must be made on an infraction of the playing rules and not on matters of judgment. Only protests made on this basis will be considered. The following procedure should be followed on infractions of the playing rules:

1. The umpire must be notified of the intention to protest **immediately** at the time of the play infraction. This must be done before play is resumed and a legal pitch is made to the next batter.
2. A protest will only be considered if it is placed in writing and submitted to the office within 48 hours after the completion of the disputed game. The official score sheet must be turned in immediately after the game if there is a protest. No protests will be considered if it is not on an official score sheet.
3. All protests must be accompanied by a fee of \$50.00. If protest is denied, the \$50.00 fee will be forfeited.
4. The Superintendent of Parks & Facilities and Chief Umpire shall decide all protests.

All Protests will be declined if steps 1 through 3 are not followed properly.

PLAYER CONDUCT AND FORFEITS

1. Any player directing profane or vulgar language or gestures toward an umpire is subject to ejection from the game without prior warning. Determination of this ejection rests with the umpire. In addition, the player will be suspended for the next game as well and future vulgar and unsportsmanlike behavior will result in possible expulsion from the league.

2. Any player making any type of bodily contact with an umpire (kick, spit, punch, etc.) or using any object (bats, balls, sticks, etc.) against an umpire, in an aggressive or argumentative posture will
 - 1st. Be ejected from the game without prior warning and suspended the next game.
 - 2nd. Be suspended from league play for no less than the remainder of the season, and possibly as long as life. The duration of suspension shall be determined by league directors and chief umpire.
 - 3rd. Shall immediately cause his team to lose the game being contested by reason of disciplinary forfeit.

3. Any team suffering 2 disciplinary forfeits in the span of one season shall be expelled from league play for the remainder of the season, with no refund of any fees paid to the league. Furthermore, that team will play the following season under probation. Probation will mean that 1 team forfeit, for disciplinary reasons, shall mean immediate lifelong suspension for that team and all rostered players, with no refund of any fees paid the league.

4. Any team having 3 or more players ejected from a single game shall lose the game being contested and the next scheduled game (2 games total) by reason of disciplinary forfeit. (Ejections do not have to be at the same time or for the same incident.) This ruling will be immediately in effect upon ejection of the 3rd player.

5. Disciplinary measures apply to all team members including players, managers, coaches, equipment handlers or any other person obviously acting on behalf of a team.

CANCELLATION: If a regularly scheduled league game or single elimination tournament game has to be rescheduled due to a rain out and one or both teams are unable to play on the rescheduled date the following procedures apply:

1. The manager of the team unable to play on the rescheduled date must notify the Superintendent of Parks & Facilities 48 hours after receiving notification.
2. The team unable to play will lose the game.
3. The manager of the team winning the game must call the Superintendent of Parks & Facilities 48 hours prior to game time and confirm that the opposing manager has notified him of his decision to cancel.
4. This cancellation rule ONLY applies to games having to be rescheduled due to rain-outs.