

BUFFALO GROVE PARK DISTRICT 2011 SOFTBALL RULES

All rules will be according to the NSA rule book. Highlights and exceptions are noted as follows:

Rule 1: EQUIPMENT

- A) **NO metal spikes allowed**
- B) Balls will be furnished by the BGPD
- C) Park District will supply scorebook
- D) Uniform requirements will not be enforced
- E) No gloves or mitts are allowed in 16"
Only women may wear gloves in 14"
- F) **NSA Approved Softball bats ONLY**
(Please check NSA bat list for approved bats. No Titanium bats allowed. No Senior League Bats.)

Rule 2: PLAYERS AND SUBSTITUTES

- A) **A player can only play on one team per night. They can only be listed on one roster per night.**
- B) **Players can be added to the roster until June 1st for the summer league or September 20th for the Fall League (Added 2010). Players can be added to the roster but no players can be removed from the roster.**
- C) **Teams must field (at least) nine players at all times or risk forfeit.**
- D) Extra Player is legal and must be declared **prior to beginning of the game**
- E) Open substitution will be allowed as long as the team is roster batting. In all other cases, the re-entry rule will be used. **Definition:** Any starting player may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the line-up. Substitutions may not re-enter once withdrawn. The starting player and substitute may never be in the game simultaneously.
- F) **CO-REC SUBSTITUTIONS** – In co-rec softball games, for any substitutions, men must substitute for men, and women must substitute for women. Under **NO CIRCUMSTANCE** can a male player substitute for a female, or vice-versa.

- G) Roster Checks - All players must be able and ready to show proof of identity at all times. Site supervisors will have a copy of all team rosters on site. Captains/acting captains will have the ability to challenge a roster following this format:

Captains/Acting Captains must challenge a roster when the questionable player/s either takes the field defensively, or when the questionable player/s comes up to bat. WHICHEVER COMES FIRST!! (Examples: If a questionable player is on the home team, and they are in the field the player/s must be challenged then, before the completion of 3 outs. If they are the visiting team, they must be challenged when they come up to bat. If they do not make it up to bat during the visiting teams first at bat, then they must be challenged when they take the field. No roster challenges will be permitted after the completion of the first inning, unless in a substitute situation in which they must be challenged immediately.

- H) Non Rostered Players (To Avoid Forfeit) – *The intent of this rule to give an opportunity, to teams that are short players and the opposing team, to play a game. The declaration of non-rostered players in this situation is being done as a courtesy and not an exception.*

Any concerns regarding player eligibility, i.e. a team “recruiting” a player from another team prior to the start of their game, or any non-rostered players (used to avoid forfeiting), must be addressed with the opposing team captain before the first pitch. The team captain that is asking non-rostered players to participate must notify the opposing captain of their intent and the opposing captain has the right to agree to the player or not allow the player to play.

If the opposing captain agrees to allow the player to participate, then both Team captains must then notify the umpire AND the Field Supervisor that the opposing captain is allowing a non-rostered player. If both captains agree, the game will be played and will count for league/tournament standings. All decisions are final.

If these steps are not taken, any illegal players are subject to Roster Challenge Rule (Rule 2, Sec. F).

Players must be on a Buffalo Grove Park District Roster to be eligible.

- I) Players must be **18 years or older** to play
- J) If a player is ejected in the first game of a double header, they must sit out the 2nd game. No exceptions. (Added August 2008)

Rule 3: THE GAME

- A) FIRST team listed on schedule is the home team and they are responsible for the game book.**
- B) No new inning may begin 60 minutes after the first pitch. The game will be official after 4 complete innings. Ties are possible.
- C) First game is allowed a 10 minute grace period to start the game. Any grace time used will be subtracted from the 1 hour time limit. *If the home team is responsible for the delay, they automatically forfeit status as home team and become visiting team, in an attempt to get as much playing time as possible.* After the 10 minute grace period has expired, the game is a forfeit.**
- D) ALL LEAGUES: Batters begin with a 1 ball-1 strike count

- E) MERCY RULE is in effect after 4 innings (Losing team must bat 4 times)
- 1) 20/15/10 Mercy rule is in effect
 - 20 runs after 4 innings
 - 15 runs after 5 innings
 - 10 runs after 6 innings
- F) A regulation game shall consist of a minimum of 4 innings (see mercy rule), not to exceed 7 innings.
- G) In the event of the field lights turning off before the completion of a game, the score will revert back to **the last completed inning**.
- H) Infield fly rule is in effect at all times.
- I) CO-REC: A minimum of 4 women must play on the field at all times, AND the defense team shall field no more than one more male fielder than female.
- J) CO-REC: When a man is walked (under any condition) the woman following has the choice to bat or accept a walk.

Rule 4: PITCHING REGULATIONS

- A) Before the start of a half-inning or relief substitute, **no more than three pitches will be allowed**.
- B) No foreign substances may be used on the ball.
- C) ARC LIMITS for both 12" and 14" : **No less than 6ft no more than 10ft**
- D) The pitcher must begin with **one foot on the pitching rubber** and make no motion with the intent to deceive the batter.
- E) The pitching mound for men will be 53 feet. The pitching mound for Co-Rec will be 43 feet.

Rule 5: BATTING

- A) No "donuts", fans, pipes, etc may be used by the on-deck batter to loosen up. Only approved equipment.
- B) When a batter has "Two Strikes" against him and hits a foul ball, it will be considered a DEAD BALL, and the batter is out and runners must return to the base from which they started.
- C) Roster batting is allowed – If a player is hurt or ejected while their team is roster batting, then that team must take an automatic out anytime that player were to come to bat.
- D) **Home Run Limit – 4+1 up progressive rule**. Any home runs past the limit will be an out.

"1 Up" Progressive Rule – A team is allowed 4 home runs. After they have used the 4 home runs, they cannot hit another home run until the other team has hit at least 4 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.

- C) **CO-REC:** The batting order must alternate men and women throughout the entire game or teams may choose to "roster bat" provided that the batting order alternates between males and females. Teams must declare their intention to roster bat before the game begins. **Exception:** When a team has only 4 (four) eligible women at the game, men are allowed to bat back-to-back **only when they are at the last batter in the order and the lead-off batter.**
- D) You must have four women to begin any game, however in the event that a team has only 3 eligible women players at game time, to avoid a possible forfeit the team may begin batting with three women in the line-up, **provided that an "automatic out" is designated when any men bat back-to-back.** The team must have four (4) women to play the field prior to playing defense that first inning. Additionally, the field supervisor may switch home team status to allow players time to arrive to the field and avoid a forfeit.
- E) In the event that a player becomes unable to continue during a game, and no other eligible substitute is available, **than that spot in the batting order becomes an AUTOMATIC OUT**, for the remainder of the game. **Teams may not "fill" this spot at a later time during the game should another player be available.**

Rule 6: BASE RUNNING

- A) Base paths will be 70'.
- B) 12" and 14" - No lead-offs are permitted. Runners can advance after the batter makes contact or the ball has crossed home plate (i.e. Base on Balls). **NO STEALING IS ALLOWED. Runners may not be "picked off" at any time.**
- C) **CRASH RULE: THE RUNNER MUST AVOID CONTACT WITH THE FIELDER AT ALL TIMES. If the umpire rules the contact was flagrant, the runner will be declared OUT, and will be ejected from the game. ***BGPD DOES NOT enforce a "must" slide rule.**
- D) Courtesy Runners – Courtesy runners are allowed. The courtesy runner is the last out of that inning or the last out of the previous inning.
- E) CO-REC Courtesy Runners – In Co-Rec games, the courtesy runner rule is the same except that women must run for women, and men must run for men.

Rule 7: PROTESTS

In all cases, the captain must notify the umpire IMMEDIATELY of the protest prior to the next pitch. At that time, the protesting team must inform the opposing team and the field supervisor of their intent to protest. The protest being made must be done before the next pitch or, if it is the last out of the game, before the umpire leaves the field. **A complete written statement explaining, in detail, the event and the rule**

that was violated must also be submitted within 24 hours by the protesting captain to the Recreation Supervisor. A \$25.00 protest fee must accompany the written protest. There are no refunds regardless of the outcome of the protest. If any of the above procedures are not followed, the protest will not be acknowledged. Judgment calls by umpires cannot be protested.

Rule 8: OTHER - Rules and procedures

- A) NO alcoholic beverages are allowed at any time.
- B) League standings will be determined in the following order:
 - 1. Won-Loss record.
 - 2. Head to Head Record
 - 3. Run differential between tied teams.
 - 4. Total Points Scored
 - 5. Total Points Against
- C) Tie-Breaker – In case of a tie in the standings a tie-breaker will determine standings. Tie breakers will be determined by following the same format that league standings follows (Rule 8, Section C).
- D) Games that are canceled or postponed will be re-scheduled **to a date and time determined by the Recreation Supervisor.**
- E) Games will be canceled no earlier than 4:30pm weekdays, and 11:00am weekends. In the event that the weather changes after those times, the umpire and field supervisor will have the authority to make any decision at the time of the game. **Captains and players should contact the weather hotline 847-850-2192 for information regarding games.**
- F) All games will be played as scheduled.

BLOOD RULE: Should a player open a cut (begin to bleed) then that player must be replaced with a "courtesy player" until the bleeding has been stopped and the uniform part has been changed. THE INJURED PLAYER MAY RETURN TO THE GAME ONCE THE WOUND HAS BEEN CLEANED AND BANDAGED. Re-entry, designated player or extra player rules will be waived in this instance. In some cases, reasonable time will be granted by the umpire for all injured players to return.

TEAM FORFEITS: Any team that forfeits a game (regular season, play-off or tournament) will be subject to the following penalties:

- 1.) If any team forfeits a game for any reason, the team must pay a \$50 forfeit fee within 48 hours to the park district. Once the fee is paid, the team will remain eligible for league play as well as post-season play. If you cannot avoid a forfeit, please contact the athletic supervisor asap so that he can let the other team know.
- 2.) Any second occurrence will be treated as stated above with the exception of a 2nd occurrence with no call. This will result in loss of money and the team will be declared ineligible for post season, tournament, playoffs or league championship play. You will also lose "returning team" status for the next year. An additional \$50 fee must be paid within 48 hours.
- 3.) A third occurrence will result in loss of money and disqualification from the league from that date to the conclusion of the season. The team will be declared ineligible for post season, tournament, playoffs or league championship play. Teams will be allowed to return the following year upon the Athletic Supervisor's discretion. These teams will also lose "returning team" status for the next year if allowed back.

Adult Softball League Discipline & Suspensions

The goal of the Buffalo Grove Park District is to provide a safe and enjoyable experience for all participants, spectators, officials and staff involved in the Adult Softball program.

Listed below are rules and discipline for players, managers, and coaches in all Buffalo Grove Park District Adult Softball programs:

1. Fighting anywhere on facilities or grounds of Park District sponsored events: The incident will be reviewed by staff. Players involved in the fight are subject to a minimum one game suspension and maximum season suspension.
2. Under the influence or possessing alcoholic beverages: One game suspension. Repeat offenders are subject to permanent suspension.
3. Involvement in rough tactic – as deemed by umpire: Two game suspension.
4. Touching, pushing or striking an official or supervisor: permanent suspension from all Park District athletic programs.
5. Threatening an official or supervisor: minimum 3 game suspension, maximum – permanent suspension from all Park District athletic programs.
6. Verbal abuse of an official or supervisor: minimum one game – maximum one-year suspension. (Effective beginning on the date of this offense)
7. Player ejection from game: Ejections are at umpire's discretion.
 - a. First offense - 1 game additional suspension
 - b. Second offense - 3 game additional suspension
 - c. Third offense – one full year suspension from all Park District athletic programs (effective beginning on the date of this offense)
8. Team forfeiting: Forfeits include insufficient number of players to field a team and / or misconduct by team member or members that warrant umpire to call a team forfeit.
 - a. First offense - \$50 forfeit fee (to be paid by your next scheduled game)
 - b. Second offense - \$50 forfeit fee and \$25 fine (to be paid by your next scheduled game)
 - c. Third offense - Suspension from league for remainder of season – no refunds. \$50 forfeit fee and \$75 fine must be paid in order to sign-up for any future softball season.
9. Improperly listed as Park District resident, not listed on roster or playing without signing roster: Two game suspension for player and manager/team captain
10. A current trend in the world of softball is altering an illegal bat to look like a legal bat. Bats are banned because they perform too well and the chances of injury increase as the reaction time to make a play on a ball decreases. If a player is caught using an altered bat, he/she will receive a permanent suspension from play in Buffalo Grove Park District softball leagues.

If an altered bat is found to be on the bench and nobody takes responsibility for the bat, the manager/team captain of the team will receive the permanent suspension. This is a serious offense that puts the safety of your opponent at risk.
11. Any player caught participating in a league during a suspension: One-year additional suspension.
12. Team Captain is responsible for their team's sidelines, fans and overall team conduct.

* Ejected players must leave the premises immediately. Team forfeiture will result from non-compliance. (Premises means the facility or Park District grounds where programs are being held.)