**Park District of Forest Park**

**Men’s 14” Rules**

**2022**

# FEES & ROSTERS

* 1. Entrance fee for the 2022 season is $675.00 per team (contingent on # of teams).
	2. Team Rosters are limited to 20 players. Players must be at least 18 years of age.
	3. LEAGUE FEES & ROSTERS ARE DUE BY THE FIRST GAME.

NO EXCEPTIONS.

* 1. League play will begin on Thursday, May 5, 2022.
	2. NO roster changes may be made after May 19, 2022.
	3. When a team has a second forfeit, a forfeit fee of $50.00 must be submitted to the League Supervisor or Assistant Director before the forfeited teams next scheduled game. If for any reason this fee is not submitted by the teams next scheduled game, the team in question will be placed on suspension until fee is paid in full. If a team forfeits a third time, the will not be allowed to return the next season.

# PLAYING FIELD

* 1. Pitcher’s mound: 37 feet from home plate.
	2. Bases: 60 feet long
	3. Dugout: All players, except the base coaches, batter and the equipment person, must remain in the fenced-in area. All equipment must be kept in the dugout as well.

# THE GAME

* 1. Scheduled games will be played at, 7:00 pm, 8:00 p.m. & 9:00 p.m. on Thursday nights.
	2. Make-up games or schedule changes may be made by the Park. Managers will be notified of the make-ups or changes at least five days in advance. Managers will NOT be allowed to protest a game assignment.
	3. The Park will not make a schedule change to accommodate other league commitments.
	4. Game time is forfeit time. NO EXCEPTIONS! A forfeit will be declared by the League Supervisor if either team cannot field nine players.
	5. Every batter will have 1 ball and 1 strike count when going up to bat.
	6. Each team must start and finish with at least nine men.
	7. 4 ½ innings must be played to make the game official.
	8. Slaughter Rule: 10 after 5 innings.
	9. A team may use an eleventh man in the line-up. Any 10 out of the 11 can play the field. Fielding positions may change from inning to inning among the 11, but the original batting order stays the same. At game time if you have more than 10 men ready to play you must decide if you are going to use the 11 man option. If you choose the 11 player option and one of the 11 players cannot complete the game or is ejected and you do not have a substitute on the bench, your team will take an out every time the absent player comes up to bat. The 11th man may not be added to the line-up later in the game. If you only have 9 players at game time and a 10th man shows once the game is started, he may be added to the line-up upon arrival.
	10. Re-entry: Any of the starting players may withdraw and reenter once, provided such player occupies the same batting positions whenever he is in the line-up. A sub who is withdrawn may not reenter.
	11. The Pitch: The pitcher must present the ball with one or both feet on the mound. The pitch shall be released at moderate speed, which shall be determined by the umpire. The ball must be delivered with a perceptible arc of at least 6 feet and shall not reach a height of more than 12 feet above the ground. The pitcher must keep at least one foot on the mound during the pitch. An illegal pitch will be called in the air.
	12. Pick-off Rule: A base-runner shall be permitted to lead off at any time, but is subject to being thrown out. The base-runner can not advance under any circumstance.
	13. Rain Outs: The phone number in case of rain outs is 708-242-0665. Games will not be called before 5:00 p.m. Captains, it is your responsibility to inform your team of the number and information.

## PARK GROUND RULES

* 1. Foul Ball Rule: The first foul ball after the second strike will make the batter out and the ball dead. Runners may not advance (even if the ball is caught.)
	2. Left Field Line: The second white line is the out-of-play line. No ball may be caught over this line. In order to make a legal catch, the player must have both feet in play at the time of catch. If a ball is caught legally and the player then crosses over the out-of-play line, all base runners will be awarded the next base. If a ball hits fair, then crosses the second line, the ball is out-of-play: GROUND RULE DOUBLE.
	3. Right Field Line: The second white line is the out-of-play line. No ball may be caught over this line. In order to make a legal catch, the player must have both feet in play at the time of catch. If a ball is caught legally and the player then crosses over the out-of-play line, all base runners will be awarded the next base. If a ball hits fair, then crosses the second line, the ball is out-of-play: GROUND RULE DOUBLE.
	4. If the ball is hit in fair territory and goes over the fence, it is a homerun.
	5. If the ball is hit over the fence along the expressway, the team that hit the ball over must provide the best ball they have for play. The park will NOT provide a new ball.
	6. The home team will keep the ball after the game. If the home team forfeits, the park will keep the ball.
	7. In games where the home team is determined by a coin flip, the winning team will keep the ball.
	8. Each team can have 2 courtesy runners per game but they do not have to name them in meeting with umpire before the game.

## CONDUCT

* 1. All players will abide by the above rules and those stated in the ASA Softball Rulebook.
	2. Only the manager or captain will be allowed to discuss a play or rules with the umpire.
	3. An individual or team, not ejected from a game, but reported by the League Supervisor for unsportsmanlike conduct before, during or after a game will receive a written reprimand from the Assistant Director. If a second complaint is received, the individual or team will receive further disciplinary action.
	4. Any player who argues with the umpire to a point of aggravation will be ejected from the game. Any player ejected from a game must then sit out the next game his team plays.
	5. Two separate ejections will suspend the player from the league for that season and the next.
	6. Any manager or player who uses foul language towards an umpire, league supervisor, park representative or another player, or physically threatens an umpire, league supervisor, park representative or another player, will be ejected from the game. The ejected player must sit out the next game his team plays.
	7. A manager or player who physically grabs an official (umpire, league supervisor, park representative, etc.) will be suspended for the remainder of the season or tournament in which he is participating plus all sports activities for one calendar year, depending on the severity of the incident, the individual could be placed on permanent probation. If involved in another similar incident, the player will be permanently suspended from all sports activities.
	8. Any team which is involved in a “team” (most or all of the team members involved) fight will forfeit that game and be eliminated from the remainder of the season and the next.
	9. A player, who intentionally throws a bat (before, during or after a game) on the ground, at the fence, over the fence into the dugout, will be ejected from the game.
	10. Slide Rule: When the defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out; the runner is out, the ball is dead and all other runners must return to the last base touched at the time of the collision. NOTE: If the act is determined to be flagrant, the offender shall be ejected.
	11. There is NO SMOKING on the field at any time.

## PROTESTS

* 1. No protest of an umpire’s decision will be considered on the claim that the umpire was incorrect in his decision as to whether a ball was fair or foul, a base runner was safe or out, a pitched ball was a strike or ball or any other play involving the accuracy or judgment. No decision rendered by the umpire will be reversed by the rules committee, unless they shall be convinced that the umpire made a mistake in the interpretation of one or more of the playing rules. The Assistant Director and the Head Umpire will make up the Rules Committee.
	2. In case of a disputed play or call during the game, the umpire and league supervisor must be notified by the team captain before the next pitch that the game is being played under protest. In order to file a protest a $25.00 Protest Fee along with the protest, in writing, must be submitted to the Assistant Director within 24 hours of the game.

## FORFEITS

* 1. A decision to declare a forfeit will be made by the league supervisor based upon rule III, D. When the game is declared a forfeit, both mangers will be notified at once. The official score of the game that is forfeited is 7-0 in favor of the team that does not forfeit.
	2. A team that forfeits three or more games will be barred from the league next season. No team with more than five rostered players from the disqualified team will be allowed in the league next season.
	3. A team that forfeits three or more games will be allowed to finish the remaining season but will be ineligible for playoff competition. (please also refer back to I, C)

## EQUIPMENT

* 1. Ball: Official 14” Softball.
	2. Bat: Official bats only! Bats shall not exceed 34 inches and shall not be more than 2 ¼ inches in diameter at its largest part of the barrel and its weight shall not exceed 38 ounces. The bat shall have a safety grip or tape at least 10 inches long, but less than 15 inches long. The b at can be hard wood or aluminum and must be marked with the manufacture’s stamp of “OFFICIAL SOFTBALL.” If the stamp is worn off it will be up to the umpire to decide if the bat is legal.
	3. Metal spikes are prohibited. Shoes must be worn by all players.

## LEAGUE PAIRINGS

* 1. The league will consist of 8 teams.
	2. Each team will play every team twice.
	3. League playoffs will consist of the top six teams.

## TIEBREAKER

* 1. Head to head competition of games played.
	2. If head to head games are tied, it will be decided by run differential between the two teams.
	3. There is NO slaughter rule in the Championship Game ONLY!

## AWARDS

* 1. League 1st Place - $475.00
	2. League 2nd Place - $200.00
	3. Playoff 1st Place - $200.00
	4. Playoff 2nd Place - $100.00