



**MEN'S 50 & OVER SOFTBALL
2022 LEAGUE RULES**

LEAGUE PLAYING RULES

- All softball games will be played in accordance with USA Softball (formerly Amateur Softball Association of America) with the exception of any rule changes specifically stated in these rules or on the team schedules as pertaining to local situations.
- The Athletic Supervisor shall arrange all schedules and assign all umpires where necessary.
- The home team will keep the game ball.
- All players must be 50 years of age or older during the current calendar year in order to play in the Men's 50 & Over Softball Program. Exception: 1 player maximum on the roster can be 45-49 years old by October 1, 2022.
- Games will be 7 innings. (Time limit rule will be in effect).
- Teams will be allowed to take the field with eight players with a borrowed catcher from the opposing team that does not bat and does not participate in any play other than catching pitches from the pitcher.
- Teams will be responsible for keeping their own score sheet while at bat.

PROTEST

- A protest must be submitted in writing within 24 hours after the end of the game to the Park District Office. Protests will be decided on by a Protest Committee consisting of at least three (3) of the following: Athletic Supervisor, Chief Umpire, Softball Supervisor, Manager of Program Services and Assistant Director of Recreation Services.
- Protests must involve a rule interpretation and must have had a significant impact on the outcome of the game. Protests involving umpire judgement calls (for example, safe or out) will not be considered.
- Teams are allowed a maximum of 20 players on the team roster. All players must have their signature on the roster in order to be eligible. Players may not be added to the roster once the final regular season game has begun.
- Roster Protest: No fee will be charged for roster protests. Below is the procedure to request a roster protest:

PROCEDURE:

- Protest the player before the player takes an official turn at bat. If the player steps into the batter's box and a pitch is thrown or a pickoff attempt is made, that player will be ruled eligible and cannot be protested during the rest of the game.
- Notify umpire, opposing team captain and Field Supervisor of protest.
- Player in question must sign the scoresheet and also print his name and produce identification. Failure to sign or refusal to sign the scoresheet will result in the questioned player's team forfeiting the game immediately.

- The signed scoresheet will be checked privately between the umpire and field supervisor who will determine if the signature matches the team roster. If they disagree, the umpire's judgement will rule. The game will be delayed while this is occurring and no more than 5 minutes of time will be added to the end of the game to compensate for the time it takes to check the roster.
- If the signatures do not match or if the team does not have a roster on file, the player is ineligible and an automatic out will be recorded for the first time the batter is due up in the game. If it's the first inning and the ineligible player's team had not yet written the batting order on the official scoresheet, that team will start their half of the first inning with one out. If no roster was on file, one must be filled out and signed by all players present by the end of the game.
- A player who is ruled ineligible may be replaced in the lineup and on the field. If there is no replacement for the ineligible player, an out will be recorded each time that player was due up to bat.
- The umpire's decision on comparing signatures is final.

BATTING ORDER

- There is an option of teams placing as many players as they choose for the game in one big batting order and using free substitution on the field. This method can be used in place of the standard re-entry rule. The two methods cannot be combined. At the start of the game, the team must decide which method to use.
- If teams use the re-entry rule, it is used as follows: Any player may be replaced and re-entered once, provided players occupy the same batting positions whenever in the lineup. Substitutes and person they replaced may not be in the line-up at the same time.
- If teams choose to use the bigger batting order with free substitution, the batting order must remain constant and you must finish with the exact same lineup that you started the game. Only in the case of an injury may a team finish with less players in their original lineup. If a player leaves a game due to injury and there is not an available replacement, an out will NOT be assessed each time his turn at bat comes up. If a player leaves the game for any other reason, an out WILL be assessed each time his turn at bat comes up if there is not a replacement. Late arriving players may be inserted into the batting order but must be placed at the bottom of the order.

TEAM PLAYING REGULATIONS

- Umpire will discuss ground rules prior to the start of all games and the umpires' decisions will be final.
- No smoking on the playing field. Smoking is only permitted in the designated bench area. **NO ALCOHOLIC BEVERAGES ARE ALLOWED ON PARK DISTRICT PROPERTY AT ANY TIME.**
- First foul ball after two (2) strikes is an out.
- No metal spikes will be allowed in any Glenview Park District Softball Leagues.
- "The Squish Rule": The pitcher (or any other member of the team) cannot pound,
 - reform, mush or in any way, reshape the ball so as to make it harder to hit when pitched.
- Courtesy runners are permitted, but the courtesy runner must be the last batted out prior to the request. If the last batted out cannot be the courtesy runner due to injury, the out before said player will be the courtesy runner. Teams are not permitted to take advantage of this rule. Umpire reserves the right to deny a courtesy runner if the procedure is perceived to be being abused.

- If a team is leading by twelve (12) or more runs at the end of five (5) innings the game will be terminated and the team with the most runs declared the winner. The rule only applies at the end of an inning (or half inning if the home team is winning).
- In the event that a regular league umpire does not appear, the two captains have the privilege of agreeing upon officials selected at random; these selected umpires shall be considered official and the result of the game shall stand as played. In the event that an umpire, agreeable to both managers, cannot be secured, the game shall be declared postponed. In the event the chosen umpire, for some reason, refuses to complete the game and no agreeable substitute can be found, the game is postponed unless five (5) complete or 4 1/2 innings by the losing side have been played, in which case, the game shall stand. The game may be considered a forfeit if the umpire leaves due to harassment or abuse.

BASE INTERFERENCE

- A fielder is not allowed to be blocking a base without the ball. If this occurs and the runner is tagged out trying to go around the fielder, interference will be called and the runner declared safe. At no time is the runner allowed to barrel into a fielder with or without the ball. If the fielder has the ball and is blocking the plate, the runner must either slide, try to go around, or give himself up. There are times when unintentional and/or incidental contact occurs. In such cases, the umpire will allow for this type of contact. What the umpire is looking for is deliberate and/or forceful contact, which is not allowed.
- There is no "SLIDE RULE" in effect for Glenview Park District Softball (This means a player is not required to slide at any time).

PICK-OFF RULE

- Lead offs are allowed. On a pick-off attempt by the pitcher or catcher, a runner played on may advance one base if the base ahead is unoccupied. A pick-off attempt will be defined as a release of the ball by the player to the base where the runner originally started.
 - Overthrow (on a pick-off attempt) will result in one (1) base advance only. If runner attempts to take two (2) bases, they are liable to be tagged out.
 - Only the runner played on may advance.
 - No double steals/Home Plate is always unoccupied.

PITCHING RULE

- Two (2) hesitations will be allowed.
- Two (2) feet must begin on the rubber.
- Ball must be presented to the batter for one full second.
- Unlimited arc, no minimum, no maximum limit. The ball must be delivered slowly.

FIELD DIMENSIONS

- Base distances will be 55 feet.
- Pitching distance will be 38 feet.

EQUIPMENT

- Fielding gloves are optional.
- Every player must wear a shirt.
- Shoes of some kind must be worn. Metal spikes are not allowed in any Park
 - District leagues or tournaments.
- Illegal bats will be considered the following: Bats that have been altered in anyway, bats without tape or grip. Umpire's decision is final!
- 14" gymball will be used.

ALCOHOL

- Alcohol is not allowed on park property. It is the responsibility of the team captain and members of the team to help control their own team and spectators in this matter. If, in the opinion of an umpire or Field Supervisor the situation warrants, a game will be forfeited.

TIME LIMIT RULE

- Game time is forfeit time. Any team that is not ready to play (minimum number of players to start game must be on the field or in the dugout) at the time scheduled shall have the game forfeited to the opposing team by the umpire.
 - 1 game forfeited – must pay \$40.00 forfeit fee before playing in your next game.
 - 2 games forfeited - must pay \$40.00 forfeit fee before playing in your next game.
 - 3 games forfeited - team dismissal at the discretion of the Athletic Supervisor.
- Games will end at the scheduled starting time of the next game. At this point, the game would be stopped and the score would revert back to the last complete inning. If the score is tied, the game will be called a tie and go down as such in the league standings. If there is no scheduled game to follow, the game will be allowed to play a full seven innings or 1 hour 30 minutes whichever comes first.
- Team stalling on the field or at bat in an effort to invoke the Time Limit Rule shall be first warned by the umpire, then may forfeit the game.
- Rain/Darkness/Lightning: If a game is halted before 4 1/2 or 5 innings (4 1/2 if home team is winning), the game will be replayed in its entirety. After 4 1/2 or 5 innings, the game will be considered a complete game.

RULES OF CONDUCT

- Each captain will be held responsible for the conduct of his players and is responsible to see that all rules are observed. The captain must maintain complete control of himself and his team members at all times; this includes before, during or after a game and any other time involved with the softball program. The key to a successful program is in the hands of the captain and, in turn, his players. Good leadership will insure a good program.
- Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time.
- Any captain or player removed from a game will receive an automatic minimum of a one (1) game suspension to be served in the next consecutive game. A second ejection in the same season will result in a minimum three (3) game suspension. A third ejection will result in suspension for the rest of the season and the

following year. The duration of suspensions will be determined by the Athletic Supervisor, depending on the severity of the offense. Suspensions longer than the minimum will be determined by the Athletic Supervisor.

- If requested by Official or Supervisor, ejected players must leave the park immediately. Failure to comply will result in extended individual suspension or team suspension.
- If a team receives a forfeit win or a forfeit loss, this will count as a game played. A report will be submitted to the Athletic Supervisor whose disposal of the matter is final.
- A game will be forfeited in the event a team fails to respect the official's authority or decisions; one warning will be given prior to such action.
- Personal harassment of officials (umpires, directors, scorers, supervisors) may be cause for either the team or individual to be suspended from league play and/or tournaments. A player does not have to be in the game for this rule to be in effect. He could be a spectator of a team.
- In any discussion on the playing field with an official, only the captain will be permitted to enter the discussion. Unsportsmanlike conduct will not be tolerated. The threatening of an official will have an automatic removal for the season, both league and tournament play.
- Fighting will result in an automatic suspension from ALL Glenview Park District Leagues for one (1) full calendar year.
- Any player, captain or spectator guilty of physically striking an official will be immediately suspended for the season and the team put on probation with possible suspension resulting. Suspension for such an infraction is a league suspension for one calendar year from the date of the infraction. In the event that a more serious battery takes place toward an official, supervisor or player, expulsion up to life can be directed after referral and review by the General Superintendent of the Glenview Park District.

STRIKE GUARD – Lightning Prediction System:

- The STRIKE GUARD lightning prediction system is designed to detect lightning in a local area BEFORE lightning strikes. Even though the Strike Guard System helps assess potentially dangerous conditions, neither the signal nor the system is intended to guarantee that conditions are safe. Participants using outdoor facilities should take appropriate shelter when the warning signal are activated. If the weather is threatening but no warning signal is heard or seen, use good judgement and clear the area. Do not wait for the warning signal to activate.
- What does strike guard report? Alarm mode is initiated when the Strike Guard sensor detects a lightning strike within 0-5 miles.
- Warning Signal to Suspend Activities: One 15-second blast of the horn signals that outside activities should be suspended. A strobe light will begin flashing and remain flashing until safe conditions return. You should immediately seek an appropriate safe shelter.
- Notice that Activities May Resume: Three 5-second blasts of the horn signal that outdoor activities may resume. The strobe light will also stop flashing.

SCHEDULES

- Schedules can be found online at www.quickscores.com/gpd. All scores, standings and updates to the schedule will be posted here.
- Rainout information will be posted here, <https://glenviewparks.org/weather-cancellations/>. Emails will not be sent out.

- Download the FREE “Rainout Line” app for iPhone or Android.
 - Once you have downloaded the app., search for “Glenview Park District” — click the star to the right.
 - On the next screen, click the stars next to the events/programs/facilities you want to be notified about.
- EMAIL & TEXT ALERTS
 - Subscribe to email and/or text alerts by clicking on the link located under the blue and gold Rainout logo below and on the left side of this page.
 - Manage your text and/or email subscriptions by selecting the activity and facility categories, and establishing the length of time you want to receive notifications.
- WEBSITE
 - View the status of all available activity and facility categories at the bottom of this page at any time by clicking on the Rainout Line button on the homepage of this website.
- HOTLINE PHONE NUMBER
 - Call the Glenview Park District Rainout Line at 847-724-3337 and enter the extension number for automated updates to any program listed below.



Adult Softball

Canceled - Adult softball has ended for the season. We will be back late spring 2022.

Updated over 30 days ago

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NOTE: Any rule not listed above in the Glenview Park District Softball League Rules, will be covered by the Amateur Softball Association 2021 Official Softball Rulebook. Glenview Park District has the right to modify/change rules.