



NORTHBROOK PARK DISTRICT MEN'S 12" LEAGUE RULES

All rules are played and governed under ASA rules with the following local rules.
Park District rules supersede ASA rules.

Team captains are responsible for providing rules to their entire team.

I. General League Rules

- a. Forfeit time is 5 minutes after game time for the first game. Game time is forfeit time for all remaining games on the schedule.
- b. Any team that forfeits **TWO** games will be eliminated from the season ending tournament. **THREE** forfeits will result in team being eliminated from the league for the remainder of the season. No refunds will be given in any event.
- c. All protests must be in accordance with ASA rules. Protests must be submitted in writing to the Park District office within 48 hours, Tuesday by 5:00pm for Friday games. Protests must be accompanied by a \$25.00 protest fee, returned only if the protest is granted. Judgment calls by the umpire cannot be protested.
- d. Any player involved in fighting before, during, or after the game will be subject to discipline by the Park District. Any player involved in fighting or touching an official or Park District staff member at any time will be automatically suspended from the current league and will not be allowed to play in any Park District leagues for the next two year. The Park District reserves the right to remove any player or team from the league if the situation warrants such action.
- e. Any player ejected from a game during the season or playoffs will be suspended for the next scheduled game and must leave the park immediately. Players ejected in the last regular season game will be suspended for the first game of the playoffs.
- f. Makeup games will be played during a prearranged week or as a double header.
- g. If you are unable to field a team for a game you must notify the Park District no later than 3 full working days in advance in order to retain your forfeit fee. Forfeited games will not be made up.
- h. Both teams are responsible for keeping score with the scorebooks provided by the Park District. If a team fails to supply a scorekeeper, the score kept by the opposing team will be the official score. Any discrepancies in the scorebook will

be handled in between innings between the umpire and both team captains. The home book is the official game scorebook.

- i. Players and spectators are asked to park their cars in legal spaces. The Northbrook Police Department will ticket all illegally parked cars.
- j. The rain out number is 847-291-2985. A message will be placed on the machine at 4:00pm daily. In the event of questionable weather, please call the rain out number after 4:00pm.
- k. Alcohol and illegal drugs are not allowed on any Park District Field. Violators will be asked to leave the park. Police will be contacted if violators do not leave in a timely manner.

II. Game Play

- a. Nine players are required to begin a game. The tenth man may be added when he arrives with no penalty. This player must bat 10th in the batting order. If neither team has enough players, both will receive a loss by forfeit and will lose their forfeit fee.
- b. No game will be considered valid unless worked by an assigned umpire. If no umpire is present, teams may agree on a person to officiate the game. Such a game will be considered valid. If teams cannot agree on an umpire, the teams must vacate the field, and the game will be rescheduled.
- c. The Park District will supply two balls, home team keeping one ball. If both balls are lost, teams must supply the game ball. If a forfeit occurs and the home team is present, they will be given one ball. *All games are played with a restricted flight ball at all times.
- d. Extra player
 - i. Teams may designate an extra player at the start of the game (this must be done before the game begins). Extra players must be indicated on the lineup
 - ii. Any ten of the eleven players may play any position in the field at anytime during the game.
 - iii. The extra player may be replaced by a player not yet in the game.
 - iv. If the extra player is not able to bat, he will be called out.
- e. 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. Gloves are permitted in the field.
- g. Metal spikes are not allowed. Any player caught wearing metal spikes while batting or running the bases will be called out. Any fielder caught wearing metal spikes in the field will result in a dead ball situation with each base runner given the next base. Additional players wearing spikes will be ejected and suspended for the next scheduled game.

III. Standings and Completed Games

- a. Complete games are 4 ½ innings or 5 innings if called because of darkness or weather. No new inning (visiting team bats) can begin after the time limit of 60 minutes. Games that are called after this point will be considered complete.
- b. A new inning shall not begin 60 minutes after the game starts unless the score is tied. In the case of a tie, one extra inning will be played. “International Rule” will be used for all extra inning games. In an extra inning game, the last batter from the last inning starts at second base. All batters begin with a 3-2 count. The game will finish as a tie if the score remains tied after one extra inning.
- c. If the lightning system sounds or lightning is spotted, all fields must be cleared. If after 20 minutes has passed and the all clear has not sounded the game will be official if 5 innings or 4 ½ innings if home team is ahead of play have been completed.
- d. If a game is not completed the game will be replayed from the point of stoppage of the game. Stoppage point will be recorded on scorecard and initialed by team captains.
- e. Slaughter Rule – Any team leading by 20 runs after the fourth inning (3 ½ if the home team is ahead), 15 runs after the fifth inning (4 ½ if the home team is ahead), 10 runs after the sixth inning (5 ½ if the home team is ahead).
- f. Tie Breaker for League Standings
 - i. Game Back
 - ii. Winning %
 - iii. Head to Head
 - iv. Head to Head Run Differential
 - v. Average Run Differential
- g. During the playoffs, games must produce a winner. If the game is called after 4 ½ or 5 innings, and is still tied, the game will be continued at a later date from the exact point in which the game is called. “International Rule” will be used for all extra inning games in the playoffs. In an extra inning game, the last batter from

the last inning starts at second base. All batters begin with a 3-2 count. Time limits are in effect for all playoff games with the only exception being the championship game.

IV. Rosters

- a. Rosters must be turned into the Park District prior to the first game. Additions to the roster must be made no later than the fourth scheduled game of the season. Only the first 20 names on the roster are valid players.
- b. Teams without a roster will not be allowed to participate and game will be recorded as a forfeit.
- c. Teams may ask for a roster checks. Any roster check must be done prior to the start of the 4th inning. Park District staff will be on hand with rosters to verify eligibility for both teams. All teams must cooperate with staff. Any player found playing and is not on the roster will result in a team forfeiting the game.
- d. **Random Roster Checks** may be done prior to any regular season or playoff games. Park District staff will be on hand with rosters to verify eligibility for both teams. All teams must cooperate with staff. Any player found playing and is not on the roster will result in a team forfeiting the game.

V. Batting

- a. All bats must have taped handles and meet ASA standards. Batters using illegal bats will be called out. Anyone using the bat after the first offense will be ejected from the game and be suspended for the next scheduled game.
- b. Teams are allowed to hit 4 home runs over the fence per game. Any home run hit after that will result as an out.

VI. Pitching

- a. 6 feet to 12 feet pitching arc. **Pitch count starts at 1-1, 1 ball and 1 strike.** A foul ball after 2 strikes will count as strike 3. If a foul ball is caught for an out making the second or less outs, the runners can tag and advance after the catch.
- b. Pickoff attempts are not allowed. Any pickoff attempt by the catcher or pitcher will be counted as a ball assessed to the batter.
- c. Pitching rubber will be at 53 feet.

VII. Base Running

- a. Base distance will be 70'

- b. Base runners must avoid contact with fielders who have possession of the ball. Runners will be declared out for failing to avoid contact.
- c. Double first base rules will be in effect, runners must tag the orange side of the base when running through first base or on infield balls. The runner should tag the white side of the base on extra base hits or outfield hit balls.
- d. Courtesy runners should be discussed at the beginning of the game. Opposing teams may deny a courtesy runner if the rule is not discussed. The courtesy runner must be the player who made the last out.
- e. Runners may leave the base when the ball crosses the plate or is hit.

The softball coordinator reserves the right to change or alter any rule in order to improve the quality of the league. The softball coordinator reserves the right to make any decisions necessary to complete the league and/or the tournament.