

St. Charles Park District

2023 Softball Rules and Regulations

I. Player Eligibility

- A. Rosters are limited to 20 players and all players must be 18 years of age or older. In addition, mens 30+ rosters must be players 30 years of age or older, two players under the age of 30 will be allowed on the roster.
- B. All rosters must be complete (addresses, phone #'s and signatures) before a player can participate in their first game. Team captains are responsible for having rosters in prior to the start of the first game. Any team that doesn't have this in will not be allowed to play until it is in.
- C. Rosters will be online and must be completed by all members on your team, even potential subs. Rosters will be accessible all season with field supervisors. This must be completed before your first game. Each player must enter their information on the roster. Link to roster/waiver form available at www.quickscores.com/stcparks
Adult Softball Online Roster/Waiver
- D. To prohibit non-roster players from participating under an assumed name; all players must carry a picture I.D./Driver's license to all games, and present it upon request. Any non-roster player or player participating under an assumed name will be suspended. The team for which the player performed will forfeit all games in question. The Athletic Supervisor may also suspend the team upon further review. The Athletic Supervisor, Umpire, and/or scorekeeper may check the roster at any time if they believe any illegal player is participating.
- E. If a team suspects a non-rostered player is playing on the opposing team and they want to check the roster, they must do so before the end of the game. This must be reported to the field supervisor on duty. Once the game is completed, a roster check cannot be performed.

II. Team Conduct

- A. Follow carry in/carry out Leave No Trace trash etiquette.
- B. Please be prompt at the end of your game when leaving the dugout.
- C. Team captains are responsible for their teams' and fans' actions. **Only the captain or team manager will be allowed to question the decision of the umpire.** The questioning of the umpire's decision must be done in an orderly manner. Any act of unsportsmanlike conduct (including profane, abusive or insulting language) shall cause removal of the offending player.
- D. Unsportsmanlike conduct will not be tolerated. Umpires may eject any player for such behavior. If a player is ejected from the game, there is a mandatory suspension of one game. All ejections are subject to review by the Athletic Supervisor.
- E. Any player ejected from a game **will** receive a suspension subject to review by the St. Charles Park District staff. Any player ejected for fighting will receive at least a one-game suspension (possibly more), and possibly league expulsion under review. These suspensions will also include any postseason tournament games. Under no circumstances may an ejected player remain on the bench. If the umpire feels the ejection warrants it; he may have the ejected player leave the park immediately.
- F. Any player or manager who pushes, strikes, or hits an umpire or supervisor will be automatically ejected, and may be suspended along with the possibility of being arrested.
- G. Any player or team drinking alcohol on Park District property before, during or after games; or participating in games under the influence of drugs or alcohol will be suspended (length of suspension will be determined after the incident is reviewed). If members of your team are caught drinking on Park District property the following consequences will be enforced. Any forfeit or suspension resulting from an alcohol offense will not be eligible for any type of refund or modified league fee. **This is your first warning.**
 - i First Offense: The game will be a forfeit and the whole team will be asked to leave the park. This includes being caught drinking in the parking lot before or after your game. If you are caught after your game, the game you just played will be a forfeit.
 - ii Second Offense: Your team will not be allowed to participate in the post season tournament.



iii Third Offense: Your team will not be allowed to participate in the following season.

H. Smoking is not permitted on the playing field.

I. Any players that do not comply with direction of the park district staff and/or are written up by the park safety staff for breaking a park ordinance is subject to a game or multiple games suspension. If there is a second offense, the player is subject to ejection from the league.

III. Scheduling

A. Home Team is listed first on the schedule.

B. The Park District reserves the right to reschedule all rainout games. Alternative days and times may be used for Make-up Games if needed. All regular season games must be made up before any post season play will begin.

C. Refer to www.quickscores.com/stcsparks for all schedule, standings and updated information. Team captain will need to create a log in and they will be assigned to their team

D. Refer to rainoutline.com for all rainout information

E. All changes in the league schedules and make-up games will be reported to team captains; it is up to them to inform their players.

IV. Playing Rules

A. The Slow Pitch Rule Book of the One Nation will govern all play with the exception of any local rules established by the St. Charles Park District.

B. Bases will be at 70' according to the One Nation rules, with the pitching mound at 50 feet from home plate.

C. The Park District will furnish a new ball. After a ball has been used, it will be kept by the umpire and used as a back-up ball for other games. It is the two playing teams responsibility to retrieve balls that have left the fall field either immediately or in between innings.

D. Bats with the 1.20 BPF approved bat stamp (new or old) OR a One Nation Certified Bat Stamp will be approved for play in 2023. Here are the stamps:



E. The hitter will begin with a 1 and 1 count. Men's Leagues- A foul ball with two strikes will be a dead ball out. Coed Leagues-an extra foul ball for men and women.

F. **NO Metal spikes are allowed on any of the Park District's ball fields.**

G. Time Limit: At the end of 55 minutes of play, the next inning will be the last inning no matter what inning the game is in. In the event that a game is not considered complete (less than four innings of play) the game will be continued at the conclusion of the season if there is a standings issue. In the event that the game is tied, the game will continue until a winner is declared. If the game is complete the result will stand. At Gaffney and ESSC fields, in addition to the one-hour time limit, no new inning will begin after 10:30pm. If a game is not complete, it will only be completed at the end of the season if there is a standings issue.

H. Homeruns for Men's 18+ and Coed Leagues - Four Homeruns will be allowed. Homeruns after the limit will be an out and runners cannot advance. Homeruns for Men's 30+ Leagues will be an out.

I. Slaughter Rule for all leagues is: 20 runs after three innings, 15 runs after four innings or 10 runs after five innings. Flip/Flop Rule will be in effect for all leagues. In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score



- enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.
- J. Mens Leagues- Entry, Re-Entry & Illegal Player - Any player may be substituted or replaced and reentered once, providing players occupy the same batting positions whenever in the lineup. (Double Entry) NOTE: All players listed in the starting lineup are considered entered one time.
- K. Coed Leagues- Substitutions are not limited, providing the players occupy the same batting positions in the lineup. Substitutes can reenter the same batting position, the player that they sub for can not play the field at the same time. Substitutions will be men for men and women for women.
- L. Two Additional Hitter Rule will be in effect. Each team may designate an 11th & 12th additional hitter in the lineup at the start of the game or before the conclusion of the first inning-as long as the lineup has not been hit all the way through. Only 10 of the 11/12 hitters may play the field at any time. A tenth player can be added, to the bottom of the batting order, at any time during the game.
- M. Courtesy Runners:
Men's 18+ and Coed Leagues- Teams may use up to two "courtesy runners" per inning.
For Coed Leagues, men will run for men and women will run for women.
Men's 30+ League- Teams may use up to three "courtesy runners" per inning.
The courtesy runner can be anyone on the roster, they do not have to be a player in the game. If the runner is on base when it is their turn to bat, they are out and they will stay on base. **A sub can be entered for the runner, as long as that sub has not yet played in the game.**
- N. A courtesy runner is not considered a sub.
- O. Men's Leagues must have at least eight players to field a team. A team with only eight players may bat as the visiting team in the first inning, if the 9th spot comes up in the order, it will be an out if the 9th player has not shown. As the ninth player shows he will be placed at the bottom of the batting order. A team can take the field with eight players.
- P. Coed Leagues- Batting Order will alternate male/female.
- Q. **Coed Leagues-** A team can start a game with no less than 8 players or the game will be forfeited. The male to female configurations that are legal would contain equal men and women or more women than men. ** 8 players = 4 women and 4 men or 5 women and 3 men, 9 players = 5 women and 4 men, 10 players = 5 women and 5 men or 6 women and 4 men, 11 players= 6 women and 5 men or 7 women and 4 men, 12 players = 6 women and 6 men. **exception, if you have 9 players, 5 men and 4 women, the 10th spot in the lineup will be an automatic out.
- R. **Coed Leagues-** **If a team is playing with more women than men, the order must start with a woman**, if a man shows up, he will be entered at the end of the order so that the order is male-female. The man cannot sub for a woman. If the team is already playing with 12 and the configuration is 7 women and 5 men, the additional man that shows up must substitute for a man in the order, not the extra woman.
- S. Important rule to understand! If your team started the game with 12 players, you must finish with 12 players or receive an out every time that vacant position in the batting order comes up; the same is true for a team for a team starting with 11 players, they must finish with 11 players or receive an out for the vacant spot; starting with 10, you must finish with 10 or take the penalty. If you start with 9 players and add a 10th player or additional hitter during the game, you must finish with 10 players and the additional hitter or take the penalty.
- a. If any player is ejected by an umpire, he must be replaced in the line-up or an out in the line-up will be automatic and you must always have nine players in the line-up or you forfeit the game.
- T. No more than 10 players may be on the field at one time for each team.
- U. Forfeit time is game time or five minutes after the conclusion of the proceeding game; whichever is later. Each forfeited game fee is \$25.00, and must be paid to the Athletic Supervisor before the team's next game.
- a. After three forfeited games, the offending team will lose their spot in the league, no refund for remaining games to be played.
- V. It is the base runner's responsibility to avoid a collision with a fielder in position to attempt a put out. If in the opinion of the umpire, the base runner does not make an adequate attempt to avoid a collision; the base runner



will be called out, and all other base runners return to the last base touched (except first base). In case of flagrant or intentional contact, the base runner is declared out and is ejected from the game.

- W. Running the bases for a homerun hit over the fence is not required
- X. No batboys or batgirls allowed. Only players and coaches are allowed on the bench.
- Y. Bats must stay behind the fence or in the dugout area.
- Z. **Mens Leagues**-The ball must be delivered underhand with a minimum arc of 5', maximum arc of 12' from the ground with the plate and mat a strike.

Coed Leagues- Arc limit is 5 feet to 10-foot arc from the ground with the plate **and** mat a strike.

- a. If a male player is walked with less than two strikes, he will be awarded first and second base; the next batter (female) can take an automatic walk or have an at bat. If the female bats, the male will still advance to second. If a male player has two strikes and then receives a walk, they will be awarded first base and the female batter must bat.
- AA. **Coed Leagues**- Outfielders will not be permitted to play on the infield; players must stay on the grass beyond the lip of the infield until the batter has contacted the ball.
 - BB. **Coed Leagues**- Gloves are allowed for both men and women.

For All Leagues

Filing protest must be done with accordance to the One Nation Rule Book along with a \$50.00 processing fee, which is refundable, if the protest is allowed.

V. Gaffney Field Playing Rules

- A. A ball thrown off the brick wall along the base lines is in play as long as it does not go into the stairs, stands or the designated dugout areas.
- B. A ball hitting the railing above the bricks is out of play.
- C. Dugout areas will be an extension of the fence to the orange line on the brick wall. These areas are out of play. Keep all equipment behind the lines.

VI. Inclement Weather Procedures

- A. If lightning is seen in the sky, games will be suspended for a minimum of 30 minutes.
 - a. After each additional seen lightning, the 30-minute delay restarts.
- B. Strike Guard Lightning Warning System
The system consists of sensors placed at the park site that measure lightning strikes in an 8-10 mile radius of the park. When conditions indicate that lightning has occurred, a signal is sent to an alarm horn. The signal provides an 8- to-12 minute warning that allows one to clear the area and seek shelter.

To minimize the potential for lightning related injuries, it is recommended that when the warning system is activated (15-second horn blast and strobe light flash), the park sites affected be cleared and activities not be resumed until the all-clear signal is given (3 short horn blasts and a cessation of the strobe light). These alarm tones are distinctly different from any current public alarm tones. It is recommended that park patrons and staff immediately seek shelter in their vehicles. If such shelter is unavailable, patrons should avoid areas that are higher than the surrounding landscapes, not to use a tree for shelter, and keep away from metal objects such as bicycles, golf carts, umbrellas, etc. If it is the opinion of the Park staff, teacher, coach, referee, or the general public that the weather situation is not safe, do not wait for horns to activate – CLEAR THE AREA! Take shelter in your vehicles anytime lightning is seen, or thunder is heard.

VII. Insurance

The St. Charles Park District **does not provide** insurance to cover injuries that occur during games or practice sessions. Players participate at their own risk.

