**WINNETKA PARK DISTRICT**

**MEN'S 16" SOFTBALL 2016**

**LEAGUE RULES**

Unless stated herein, 16" ASA Slow Pitch Rules will govern play.

The WPD reserves the right to make changes to this document as necessary during the course of the season.  These will regard only matters of very unusual circumstances to be deemed necessary by the Athletic Supervisor of the WPD.

**NEW Field Rules due apply.**

All leagues operate under A.S.A. Slow pitch Rules. **No** metal spikes allowed. **No dogs allowed on park grounds.**

**OFFICIAL SCOREBOOK**  
Each team will have to keep score for themselves with a scorebook that the field supervisor will provide for them.

**GAME BALL**   
The home team will receive the game ball after completion of the game.

**PLAYERS AND SUBSTITUTES**

1. A team shall consist of 10-20 men. All teams must have a minimum of **eight** players to start and finish a game.  If eight players are not available from the team roster, the team must forfeit.  If a team loses players and is under eight players during the game, the game is considered a forfeit. No more than 20 men shall be on any one team.
2. Any of the starting players may be withdrawn from the game and re-entered once after one inning has been completed, provided the player occupies the same batting positions in the lineup.
3. Roster changes will be allowed up until the start of the second game.
4. **Extra player-** Extra player is optional, but if used, it must be made prior to the start of the game and listed in the batting order.  EP must remain in the same position in the batting order.  Any 10 of the 11 players can play defense.  Only a player who has not been in the game may substitute for the EP.  If the EP is removed from the line-up, his/her position is recorded as an out when that space comes up in the order.
5. If a team wishes to bat all of the players present, they may do so only by notifying the opposing team and keeping the same line-up the entire game. If a player is ejected from the game an out will occur each time that player is up to bat. If a player is injured during the game, in which a team is batting the entire roster, a discussion between captains will warrant a decision if an out will occur each time that player is to bat.
6. All roster players must be at least 18 years of age.

**THE GAME**

1. Time limit for games is one (1) hour. All first games begin at 6:45 p.m. sharp. A team will forfeit if they do not have the required eight men ten (10) minutes after the start time. (A $30.00 forfeit fee to be paid before the next game or no play will be allowed.) Only two forfeits will allowed before a team is ejected from the league. NO EXCEPTIONS!
2. No inning will start after 45 minutes from the actual starting of the game.
3. A regulation game shall consist of seven innings, weather permitting. In case of rain, a game shall be considered complete after four and one-half innings.
4. Base paths are 60 feet and the mound is 38 feet.
5. A game tied after seven innings shall continue into extra innings until, one team has scored more runs at the end of a full inning. EXCEPTION: The one hour time limit will continue to be in effect. If a tie game still exists at the 1 hour point and seven innings or less have been played, the teams will play one inning. If the game is tied at the end of the extra inning the game will end in a tie.
6. The umpire shall review any ground rules or other rules with each captain before each game. If the captains have any questions, they should ask them at this point - NOT DURING THE GAME!
7. NO STEEL CLEATS, NO REPLACEABLE CLEATS AND NO BAREFOOT PLAYING ALLOWED!
8. No softball or baseball mitts may be used.
9. A 7' x 3 ½’ batter’s box will be enforced.
10. Slaughter Rule: If a team is ahead by twelve (12) runs after five (5) innings, the winning team will be declared the winner.
11. BLOOD RULE - Any player who is bleeding must be removed from the game until the bleeding has stopped and all bloodied clothing has been changed. If a runner begins to bleed, a mandatory courtesy runner will be utilized until the bleeding can be stopped, the wound can be dressed, and any bloodied clothing is changed. The courtesy runner shall be the person making the last out. If a fielder begins to bleed, a courtesy fielder will be used until the bleeding has stopped, the wound has been dressed, and any bloodied clothing has been changed. The courtesy fielder can be any player that is not in the batting order at that time. As soon as the fielder is ready, he may enter the game.
12. Team standings will be updated and posted at [www.quickscores.com/winnetka](http://www.quickscores.com/winnetka).
13. Tiebreakers are as follows:
    1. Head-To-Head competition. **(For league champ, only head to head applies. If split, a 1-game playoff)**
    2. Schedule Strength. – They are equal to the total number of wins of the teams beaten at the end of the season.
    3. Etc

**PITCHING**

1. A pitcher is allowed no more than two hesitations and must pitch the ball on the third. If the pitcher does not pitch the ball, or make a legitimate play on the base runner, a ball will be called at this point. One step off the mound in any direction will be allowed. No quick pitches.
2. Pitch must be delivered slowly or an illegal pitch will be called.
3. The strike zone is the front shoulder to the rear knee.
4. A pitched ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, but the height is unlimited.
5. Each batter will begin with a one ball one-strike count.

**BATTING**

1. **All types of bats are approved.** Check ASA rule book for exact specifications.
2. On a foul ball, "out of play" will be called if the ball is hit beyond the backstop on either side.
3. A foul ball after two strikes the batter is out. If the ball is caught, runners may tag up and advance.
4. A batter will be called out if they step across, on or in front of home plate before they hit the pitch.

**BASE RUNNING**

1. A runner may lead off a base at his own risk. On a pick-off attempt by the pitcher or catcher, a runner may advance one base, only if the base ahead is unoccupied. Only the runner that is played upon may advance. Home plate is considered an unoccupied base. Courtesy Runner: Any player requesting a courtesy runner must be identified before the game starts. The courtesy runner must be the player making the last out before the player requesting the courtesy runner.
2. If a player has the ball at ANY base, the runner must attempt to avoid contact or give himself up, or be called out. At no time is the runner allowed to barrel into a fielder with or without the ball. This is grounds for immediate ejection.

**RULE PROTESTS**  
Teams may protest rule interpretations only.  Judgment calls cannot be protested.  The team captain must inform the umpire of their intent to protest prior to the next pitch.  At that time, the   protesting team must notify the Park District representative.  If possible, the protest will be settled immediately.  If not, the protesting team must explain in detail the events and the rule that was violated.  A protest fee of $25.00 is to be submitted with the written protest.  If a team does not follow the procedure above, the protest will not be considered.  
  
**ELIGIBILITY PROTESTS**  
Eligibility protests may be made at any time prior to the end of the game. Eligibility protests should be made as soon as the ineligible player is discovered.  It is very difficult to prove ineligibility if the player has left the field.  Therefore, we encourage teams to contact the Park District representative immediately.  No fee is required.

**APPEAL PLAY**   
An appeal play is one in which an umpire cannot make a decision until requested to do so. (Examples- missing a base, leaving too soon on a caught fly ball).  The appeal may be verbal or non-verbal, may be made when the ball is live or dead, and **must** be made before the next pitch.

**INFIELD FLY**  
An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort with runners on 1st and 2nd or with the bases loaded before two are out.  The pitcher, catcher and any outfielder who positions themselves in the infield on the play shall be considered infielders.  The ball is live and runners may advance at the risk of the ball being caught or tag up, and advance after the ball is touched.  The ball does not have to be caught to be considered an infield fly situation.  Any infield fly is the discretion of the umpire.

**INTERFERENCE**  
An act of an offensive player (batter, base runner, on-deck batter, coach, or teammate) which impedes hinders or confuses a defensive player.  Defensive players must be given the opportunity to field the ball anywhere on the playing field.

**OBSTRUCTION**  
The act of a fielder while not in possession of the ball or not in the act of fielding a batted or thrown ball, which impedes the progress of a base runner who is legally running the bases.  The obstructed runner and any other runners affected by the obstruction will be awarded the base(s) they would have reached had the obstruction not occurred.

**OVERTHROW**  
If a ball is thrown out of play, time will be called.  The umpire shall award the base runners one base from the base last touched when the throw was made.

**RAINOUT INFORMATION**  
Park District staff will make all decisions regarding rainouts prior to game time.  On questionable days, **call the league line at 847-446-0080 after 4:00 p.m.** for game decisions and rescheduling information.  An updated recorded message will be available at the same number after 4:00 p.m.  If inclement weather should occur after this time, please report to the fields and the umpire will make the final decision.  **Please do not call the office.  They have been instructed not to give out any weather information!  After a rainout, make-up game dates and times will be available on quickscores.com/Winnetka.** You can also obtain this information on our website. This has field conditions which is updated if games are cancelled. The website also has schedules and standings.

**FORFEITS**If at any time a team does not have at least eight players, the game will be forfeited.  The umpire’s decision is final on all forfeits.  Ten minutes after the original game time is forfeit time. When a team forfeits a game, there will be a $30.00 team fine.  If a second forfeit occurs, another fine of $30.00 will be levied.  A third forfeit will result in ejection from the league and a forfeit of their entry fee.  All fines must be paid in full at the Park District office during regular business hours before the next scheduled game.  Any game in which ineligible players take part will be an automatic forfeit. If you know that you have to forfeit, please call the Athletic Supervisor to let him know.

**STANDINGS**  
It is the responsibility of each team’s Captain to verify and initial game results at the conclusion of each game.  League standings and game results will be distributed weekly.  Each team Captain is responsible to check these results for accuracy.  Any questioning of the recorded game results must be made to the Park District within one week of the date of the game in doubt.  After one week, all recorded game results are final.  **No questioning of recorded game results will be considered after the end-of-season tournament brackets have been released.  All tournament games will be played the same as the regular season.  TOURNAMENT GAMES WILL HAVE MANDATORY ROSTER CHECKS, SO PLEASE HAVE YOUR TEAM BRING IDENTIFICATION.**   
  
**POSSESSION OF ALCOHOLIC BEVERAGES/DRUGS**  
**No alcoholic beverages or drugs are allowed in the parks at any time.**  Any player/manager/fan under the influence of alcohol or drugs will be immediately suspended from any Park District properties/events/leagues for 1 year for that individual.  It is up to the team to inform fans of this policy.

**TEAM CONDUCT**  
Any team or individual exhibiting unsportsmanlike conduct towards members of another team, any umpire, or any Park District representative before, during or after the game risks forfeiture of the game.  The Park District reserves the right to forfeit any game following complaints by the umpire’s association or Park District representative even if the umpire does not do so.  Any team or individual which the WPD feels does not display the high degree of sportsmanship that the WPD have built up in our leagues will be suspended or expelled and will possibly lose their right to participate in the WPD Adult Softball Program.  Any player ejected from the game by an umpire will be suspended from the next two scheduled games.  Any player who threatens, pushes, strikes, an official, umpire or another player in any manner will be issued an automatic 1 year suspension from all Park District programs for that individual.  **Ejected players must leave the park grounds immediately.  Team forfeiture will result from non-compliance.**

**SCHEDULES**  
The WPD reserves the right to change all softball schedules, with proper notice either in writing or by phone.  Make up games, rescheduling, rainouts, playoffs, etc. will be rescheduled at the convenience of the Park District facilities and staff.

**CAPTAINS RESPONSIBILITIES**  
All captains are expected to inform their players concerning all rules and regulations.  Make sure **all** league fees, rosters and release forms are in and paid by the set deadline.  They will inform all   players of scheduled games, schedule changes, make-up games and standings.  After a rainout, Captains are responsible for knowing when the makeup is. Captains are also responsible for notifying the Park Office of any changes in their address, phone number, etc.  Captains also must check the score of games periodically to insure accuracy and to **check and initial the final score**. Team captains are responsible for their team members as well as team spectators.

**NOTE:** All questions regarding anything in this packet should be directed to Greg Sauber, Athletic Supervisor.  The phone number for the Winnetka Park District office is 847-501-2040.

**FINES AND SUSPENSIONS**

**1. Players, Managers, or Fans fighting anywhere in facility or on property:** Immediate suspension from park properties/events/leagues for 1 year ***for entire team***  
**2. Players, Managers, or Fans under the influence or in the possession of drugs or alcohol:** Immediate suspension from park properties/events/leagues for 1 year ***for that individual.***  
  
**3. Players, Managers, or Fans who push, strike, or touch an official in any manner:** Automatic 1 year suspension from all park properties/events/leagues for 1 year for those individuals.  
 **4. Players, Managers, or Coaches who threatening an Official or Supervisor:** Season suspension for those individuals.

**5. Continued use of profanity after a warning has been issued to stop:** Forfeit from current game, possible suspension from league for those individuals.

**6. Player improperly listed as Winnetka Park District resident:** Season suspension of player.  
 **7. Ineligible player (Under the age of 18 or not on roster):** Forfeit of current games, plus season suspension of player.

**8. Players or Managers ejected from a game:** One game suspension for those individuals.  It does not matter the cause of the ejection.

**9. Players or Managers ejected from a second game:** **Team Season Suspension.**

**10. Players, Managers, or Fans who, after a warning, continue to harass a referee:** Two game suspension for those individuals.  If it is a fan then two game suspension from parks.

**11.  Suspended/Ejected Players may not appear on site/field in any capacity:** Player suspended for the season.

**12. Team forfeiting first game:** **$30 team fine.**

**13. Team forfeiting second game:** **$30 team fine.**

**14. Team forfeiting third game:** **Team dropped from league-No Refund!**

**ALCOHOL IS NOT PERMITTED ON PARK DISTRICT PROPERTY**

VIOLATORS WILL BE SUBJECT TO ALCOHOL CONFISCATION, POLICE ACTION AND/OR SUSPENSION FROM THE LEAGUE

**Thorguard/DTN Lightning Detection System**

There is a Thorguard lightning detection system installed at the Winnetka Park District. Below is the procedure for Thorguard:

* If the warning horn sounds (one 15 second long blast), at this point everyone should clear the field and seek shelter in their cars or under the canopy. No one shall be allowed to go into the Tennis Center. There should also be a strobe light going off if you look towards the golf clubhouse or on the main office. Wait until the all clear signal (3 short blasts) sounds to let anyone back out on the fields.