

Alsip Park District
Adult Softball Rule Book
2021 Edition



ALSIP PARK DISTRICT
12521 SOUTH KOSTNER • ALSIP, IL 60803
(708) 389-1003 • Weather Hotline: (708) 489-5411

Unless stated herein, all league play will be governed by the current A.S.A. Rule Book.

Section I. General Information

1. All games will be played at Commissioner's Park, 12600 S. Kedzie Avenue, in Alsip.
2. All games will be umpired by a certified ASA umpire or an employee of the Alsip Park District.
3. Participants in all softball leagues are limited to the designated gender of the league. Rosters for men's leagues must consist of men only, rosters for women's leagues must consist of women only, and rosters for co-recreational leagues may consist of both men and women. All participants must be at least 18 years of age before participating.
4. In order to finish a season on time, some leagues may have games re-scheduled as double headers. If this occurs, it is part of the schedule, and the park district will not make special accommodations to suit a team. All league schedules are final.
5. If game cancellation information is unavailable, please use the rain hotline:

(708) 489-5411
6. All teams will play a 10 game regular season schedule for single game summer leagues, and a 14 game schedule for double header summer leagues. Both leagues will include a 2 round playoff for the top 4 teams. For fall leagues, single game leagues will only play a 8 game regular season. Double header leagues will remain the same.

Section II. Rosters/Player Eligibility

1. Final Rosters are due prior to the second game of the season (third game for double header leagues). Once a roster is turned in, it may no longer be revised, added to, amended or otherwise changed. Use of a player not on the final roster at any point in the season will result in an automatic forfeit of the game in which that player participated; provided the opposing team protests the player in question. Please see rule 6 of this section for further clarification.
2. Any team who fails to turn in a final roster may be subject to a forfeit of game(s), provided the opposing team files a written protest. If a team files a written protest regarding the eligibility of a player of the opposing team and that team in question has not submitted a roster, the protest shall be considered valid and the offending team will receive a forfeit for the game in which the ineligible player participated (please refer to Section V for the correct procedure for the filing of a protest).
3. Each roster may contain no more than 20 players for co-recreational (co-rec) leagues, and 18 for men's and women's leagues.
4. Each roster should contain the team name, league playing in, and assigned captain. All information must be as accurate and up to date as possible. Captains should make note of the best method of contact.
5. The Athletic Supervisor or any other league representative is not responsible for collecting rosters. It is the responsibility of all teams participating in the Alsip Park District softball leagues to turn in rosters on time. Teams may be subject to forfeit if a roster has not been turned in (see section 2, rule 2). A list of teams who have not submitted a roster will be posted prior to the second game of the season (third game for double header leagues).
6. Use of an ineligible player during any game, playoffs or regular season, will result in an automatic forfeit of the game, provided the opposing team protests said player's eligibility. It is the responsibility of the player in question to prove his/ her identity (driver's license/photo I.D.), when required by the Supervisor/Umpire. Failure to do so will result in an automatic loss of the game (forfeit). **Please remind all players on your team to carry a valid form of identification with them; no exceptions will be made to this rule!** If a player can prove their identity, and is found to be an ineligible player, they will be removed from the team for the remainder of the season and the team in question will forfeit the game in which that player participated. If a player cannot prove his/her identity, they will

automatically be considered an ineligible player. The status of the offending team's previous games will remain unchanged, and the team will be allowed to continue participation in the league. If the offending team is found to have an ineligible player on a second occasion, that team will forfeit the remainder of its games and be dropped from the league. Reinstatement for the next season will be the sole discretion of the Athletic Supervisor.

7. In cases of player ineligibility, it is the responsibility of the participating teams to file a protest regarding a player's status. No employee of the Alsip Park District or umpire will question a player's eligibility.
8. Teams may protest **ONE** player per game, **ONE** player only.
9. **All questions regarding a player's eligibility will be resolved at the time that player enters the game and that player has established themselves as an active player in the game. For players entering during a team's at-bat, once a player has stepped into the batter's box and has been thrown at least one pitch, that player is considered active and may be protested. For players entering the game on defense, once a player has taken his/her defensive position on the field, and at least one pitch has been thrown, that player is considered active and may be protested.** A team may only protest a player after that player has established themselves as an active player, and before the half inning of play that they have participated in has ended. However, once the half inning has ended, any protests regarding player eligibility will be considered invalid, unless that player participates in the next inning. **For questions of player eligibility, no written protest is required;** the umpire must be notified, along with the field supervisor and opposing team captain. It is at this point the roster will be verified and the player will be asked to prove his/her identity. It is the responsibility of the player in question to prove his/her identity on site. If this cannot be done, that player will automatically be considered an ineligible player.

Section III. The Game

1. Games will be seven innings in length and utilize a **1 hour time limit. No new inning may start after one hour into the game (60 minutes).** The umpire will designate the official clock. Teams should note game start times with the umpire. **The time limit also applies to first round playoff games. GAMES THAT ARE TIED AFTER THE TIME LIMIT HAS BEEN REACHED, WILL PLAY 1 ADDITIONAL INNING. THE ADDITIONAL INNING WILL BEGIN WITH THE LAST BATTED OUT BEGINNING ON 2ND BASE, THIS RULE APPLIES TO BOTH THE HOME AND AWAY TEAMS. IF THE SCORE IS STILL TIED AFTER THE ADDITIONAL INNING, THE GAME WILL END IN A TIE.**
 - a. A game called by the umpire due to rain or darkness will be considered regulation if five or more complete innings have been played (4 ½ if home team is winning). If fewer innings have been completed the game will be rescheduled from the stopping point.
2. Game time is forfeit time. If the team with the correct number of players consents, the umpire shall allow a waiting period of no more than 5 minutes. After the waiting period has lapsed, a forfeit shall be declared, in favor of the team with the correct number of players. If a team does not consent to the additional time allowance, a forfeit shall immediately declared in their favor. Please note that if the 5 minute grace period is consented upon, then 5 minutes will be deducted from the game time limit.
3. **Run Ahead Rule:**
The following rule shall be enforced:

If a team is ahead by **20 runs after 4 innings** (3½ innings for the home team)
- or -
12 runs after 5 innings (4½ innings for the home team), the game shall be called in that teams favor.
4. **Players:**
Each team may play ten players, with the option to bat 11 if the extra player is used. For Co-Rec leagues, the extra player may be used, however a team will be required to bat 12, one male and one female.

5. **For Co-Rec Leagues Only:**

Teams must play at least two males and two females in the infield and outfield, and the pitcher and catcher must be one male and one female. Outfielders are required to remain in the grass until the ball is hit. If a team plays shorthanded with either three in the infield or outfield, then at least one must be male and at least one must be female. The batting order must alternate male and female.

When a male batter receives a base on balls or an intentional walk, he will be awarded first and second base. The next batter (a female) WILL bat. **See rule 13 for additional intentional walk rules.**

EXCEPTION: With two outs, the female batter has the option to walk or bat. **NOTE:** A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

6. **Shorthanded Rule:**

A game may begin or finish with one less than required to start. The vacant spot must be listed last in the batting order and an out will be recorded when that position is due to bat.

7. **A team may finish with one less than started with, as long as they began with at least 10 players, provided the player lost was due to any other reason than ejection. If a team starts with 9, then they must finish with 9, *no game may continue with 8 players*. A team can go from 10 to 9 players, but an out must be taken in the 10th spot, if the 10th player leaves for another reason besides injury. If the 10th player is injured NO out will be taken for that spot. If a player is ejected and a team has no subs for the ejected player, the game will end in a forfeit.**

8. **If a team starts with ten, loses a player due to ejection, and has no subsequent substitute for the ejected player, then the game shall be declared a forfeit. An ejected player may be substituted for if available.**

9. **Re-Entry:**

A player that is substituted for may re-enter the game once. A player that substitutes for another player may not re-enter the game once they have exited.

10. **Courtesy Runner Rule**

Captains may agree to the use of courtesy runners prior to the game, either unlimited or a limit of 2 total. In the event that the 2 captains are unable to come to a decision both teams will abide by the Official ASA rule of 1 runner per inning. In the event that a courtesy runner is requested, that runner shall be the last recorded out of the same gender. In the event that that person is due to bat in that same inning, then the previous recorded out of the same gender shall be used. If this person is also due to bat, then you may continue to go back to the previous out before that, provided that the same gender is used. **IT IS THE TEAM'S RESPONSIBILITY TO ELECT THEIR COURTESY RUNNER AND NOTIFY THE UMPIRE THAT THEY ARE SKIPPING ANY DUE-UP BATTER'S TURN AS A COURTESY RUNNER. IN THE EVENT THAT A COURTESY RUNNER IS USED AND THEIR TURN TO BAT COMES WHILE THEY ARE ON BASE, THEY WILL BE CALLED OUT. NO EXCEPTIONS!** Courtesy runners may not be substituted for at any time once on base.

11. **Pick-Off play and Base Stealing – For 16” Inch Leagues Only**

Should the pitcher, while on or near the rubber, or the catcher, **throw** to any base in an attempt to put a base runner out, the base runner may advance one base at his/her own risk unless the base to which he is advancing is occupied preceding the throw. If a base is occupied and the succeeding base runner attempts to advance on a pick off play, he is liable to be put out until he returns to his original base safely. This rule applies to second and third base only. In the event that a runner is on third base, and the pitcher makes a play on the runner, that runner must return to third base and is liable to be put out. The runner has the right to attempt to return to the base, even if the runner has already started toward for home plate. If the runner crosses home plate, he will immediately be called out. Until then, he must be tagged out before returning to third base.

12. **Extra Player Rule (Additional Hitter)**

A team may insert an EP into its line-up. The batting order must remain consistent; however 10 of the 11 batters can take a defensive position throughout the game. If the EP is used, the team must finish with 11 players or the game is forfeited. It is not mandatory that a team use an EP, but failure to declare the EP prior to the game,

negates the use of an EP in that game. ***If the 11th player has left the game due to injury, the game may continue with no out taken for the team. If the 11th player has left due to any other reason an out will be taken in that spot. If the 11th player is ejected and there is no sub, the game will end in a forfeit.***

*For Co-Rec leagues, an EP may be used however that team will be required to bat 12, in order to remain consistent with alternating genders in the batting order.

*Also, with Co-Rec leagues, a team may bat 12 and end the game with 11. An out shall be recorded for the vacant players spot. This rule is also in effect even if the 12th player left the game due to ejection.

13. **Intentional Walk (All Leagues)**

When a team chooses to intentionally walk a batter, it must be clearly conveyed to the umpire by the **team captain**. If the team captain is not present, it must be conveyed by a **co-captain**.

14. General Rules 16"

1. A drag step delivery is allowed.
2. A pitcher is allowed two hesitation moves. On the third motion, the pitcher must deliver the pitch or throw to a base.
3. 6-12 foot arc
4. Lead offs are allowed.

Section IV. ALSIP PARK DISTRICT HOUSE RULES

1. Each team is responsible for keeping their own score. The results of the game must be kept in the official score sheet by both teams. Batting orders for both teams must also be listed in the score book. Please trade the score sheet back and forth between teams after at-bats. Please remember that the team information for each score sheet will be filled out prior to the game. Please ensure to record your game data on the proper side WITH YOUR TEAM. Doing so will avoid mistakes in the final standings when it comes to recording wins and losses.
2. The score sheet must be completed and turned in at the end of each game. Each team captain (winning and losing) is responsible for signing the score sheet, along with the umpire. The winning team captain is responsible for turning in the score book at the end of each game. After the game has been completed, the umpire will sign the score sheet, as well as verify the proper score with both teams.
3. The score sheet is an official league document, and therefore must be turned in order to record game data. Failure to turn a score sheet in will result in the data not being recorded in the official standings. If a score sheet for any game is not turned in by the end of the season, neither team will receive credit for the win/loss. Please remember to turn your score sheets in at the end of each game.
4. All hitters will begin with a 0-0 count. Starting in the first top half of the inning after the 45 min mark, players will start with a 1-1 count. The first foul ball with 2 strikes will result in the batter being out. The ball is live if caught on the fly.
5. The Alsip Park District will not alter any game times in order to accommodate a team's other league commitments.
6. The following will warrant immediate expulsion from a game:
Excessive use of foul language
Possession of an alcoholic beverage on park property
Unsportsmanlike/disorderly conduct

Unsportsmanlike conduct will result in ejection from the game and possible team forfeiture of the game. Active participation in any type of disorderly conduct will also result in expulsion from the league for the remainder of the season. There will be no exceptions. The Athletic Supervisor reserves the right to remove any player from league play at any time.

Any player ejected from a game will serve a one game suspension to be served during the teams next played game. Any player ejected twice during the season will be expelled from the league entirely. **In the event** that the player becomes disorderly, the supervisor/umpire has authority to ask the player to leave the premises. If this occurs, further action may be taken by the park district.

- 7. Any team members found with an alcoholic beverage in their possession while on park property after or during their game will be suspended from their next played game and asked to leave park property.
- 8. If any team and/or players have any form of alcoholic beverage in their possession while on park property at the end of the season, they will be expelled from the league for a period of one (1) year from the last day in the present season.
- 9. The Athletic Supervisor will have the authority to suspend/eject and/or forfeit games for those who do not comply with this or any other rule. The Alsip Park District prohibits any type of alcohol on park property, which includes the parking lot(s).
- 10. Captains and/or managers are under obligation to prove identity (driver's license/photo I.D.) of members of their team when required by the Sports Supervisor. Failure to do so will result in automatic team forfeiture of the game(s) in question.

Section V. Playoffs

- 1. **The top four teams in each league will make the playoffs.**
- 2. The higher seeded team will be the "home" team in all rounds of playoffs, including the championship.
- 3. The tie-breaking procedure for standings will be as follows:

Head to Head
 Head to Head Run Differential
 Average Run Differential
 Total Runs
 Forfeits
 Coin Flip

- 4. All playoff rounds will be completed in one night of play, if field space allows. This means that some teams will be required to play a double header on the night of playoff competition.
- 5. All first round playoff games will utilize the one hour time limit. There will be no exceptions made to this rule. This is in order to ensure all games remain on time, since all games must be completed at a certain hour due to park district ordinance. First round games will also utilize the run-ahead rule.
- 6. All championship games will be played in full. There will be no time limit or run ahead (slaughter) rule enforced.

Section VI. Awards

- 1. Award payouts are based on the number of teams entered in each league.
- 2. Monetary payouts will be awarded to the team(s) that wins 1st place for the regular season, 2nd place regular season, 1st place for the playoffs, and 2nd place for the playoffs. Leagues may have the option to award the 2nd place regular season team a payout, instead of the 2nd place playoff team.
- 3. All award checks will be mailed to the winning team captain following the completion of each league. These checks take time to process, please be patient.

All captains' receiving any monetary award from the Alsip Park District must complete and file a payout acknowledgement form. This form must be completed in order to receive a payout. It requires each captain to provide the park district with their social security number for taxing purposes. Please note that any award payout in an amount over \$600 will require that person receiving the award to receive a 1099 form and to pay taxes on that amount. Captains may select one additional person from their team who may also accept monetary payouts. This person must also complete and file a payout acknowledgement form. In the event that two persons are receiving monetary awards for their league, the awards may only be issued in the amounts designated for that specific payout. This means that if a team is receiving an award for 1st place in the regular season and playoffs, the amounts may only be split into the designated amount for that payout (If 1st place reg. season is \$400, and playoffs is \$300, the awards may only be split into one check of \$400 and one check of \$300).

4. The playoff champion will receive a trophy. This trophy is designed to be given to a sponsor, but may be used as each team wishes. All 1st place regular season teams will receive a plaque with the team name engraved onto it.

Section VII. Protests (non-player eligibility protests)

1. The protest fee is \$25.00 cash. The captain or manager of the protesting team must notify the official and the opposing team of the intent to protest immediately before the next pitch following the protested call. The game will continue and be completed under protested conditions.
2. A written protest and the \$25.00 cash protest fee must be turned in to the Park District Office within 24 hours of the actual game time. The protest must be submitted according to the current A.S.A. rule book in order to be considered.
3. Teams protesting an ineligible player must do so at the point that the player in question enters the game. Once the official and opposing team has been notified of the intent to protest, the eligibility of that player will be determined immediately. Protests made against an opposing team's player after a game will be considered invalid.
4. The protest committee shall consist of the Director of Parks and Recreation, the Superintendent of Recreation, the Athletic Supervisor, and the Chief Official. If the protest is won, the \$25.00 will be returned and the game resumed from the point of protest. If the protest is lost, the park district will keep the protest fee. Protest money will be deposited back into the league.
5. A formal protest should contain the following information:
 - The date, time and place of the game.
 - The rule and section of the current A.S.A. rule book/Park District rules under which the protest is made.
 - The decision and conditions surrounding the making of the decision.
 - All essential facts involved in the matter protested.

NOTE: If any of the above information is not included in the formal protest or, the protest shall be considered invalid and the protest money will be deposited back into the league.

Section VIII. Forfeits

1. A forfeit occurs if one or both teams fail to have the required number of players at game time. The decision to declare a forfeit is made by the umpire. The umpire will notify both managers of the forfeit.
2. The status of a team regarding their number of forfeits will be at the sole discretion of the Athletic Supervisor. Any team that forfeits twice in a single game league will be removed from that league for the remainder of the season. For double header leagues, any team that forfeits three games will be removed from the league.

EXPECTION: If any team has been issued a forfeit due to another team wishing to not grant the 5 minute grace period, this forfeit will not count towards the team's number of forfeits towards ejection from the league. However, this exception will only be granted once to any team.

3. In the case of a doubleheader being scheduled to make up a rain out and a team ends up forfeiting both games, only one forfeit will be counted towards the number of forfeits a team is allowed. (This applies to 10 game season leagues)
4. Game time is forfeit time. If the team with the correct number of players consents, the umpire shall allow a waiting period of no more than 5 minutes. After the waiting period has lapsed, a forfeit shall be declared, in favor of the team with the correct number of players. If a team does not consent to the additional time allowance, a forfeit shall immediately declared in their favor.
5. **IF POSSIBLE!!! Please let the Park District know by 3:30pm if your team is going to forfeit. It helps the park save money on umpires, and also helps the staff. It is also courteous to your opponents.**

Section IX. Equipment

1. For 12" Leagues:

New this year, all 12" leagues will be required to adhere to the "ASA Banned Bat List", this list can be found as <http://www.asasoftball.com/> In the event that a player steps into a batter's box and a pitch is thrown, the opposing team may protest the bat that was used. If this bat is found to be banned, the batter will be called out and the bat will be removed from the game. In the event that a runner is currently on base, a runner can only be called out for a banned bat provided that a pitch has not been thrown to the next batter.

If any player is found to have been called out for the use of a banned bat twice in any game, or throughout the season, that player faces possible ejection from the league. Any player found using a banned bat twice in a game will automatically be suspended from that team's next game. In the event that a team is using a banned bat, and the opposing team does not protest, and is found to be also using banned bats, it is then the umpire's discretion to begin calling any player who uses a banned bat out. Any team who has been penalized twice in any game for the use of banned bats will automatically forfeit that game and face possible ejection from the league.

2. For 16" Leagues

Any league or softball bats are acceptable, provided they have at least 10" of grip tape on them.

3. NO METAL SPIKES ARE ALLOWED

Rubber spikes and all purpose shoes are acceptable. No shoes with detachable cleats that screw ON are allowed; however shoes with detachable cleats that screw INTO the shoe are acceptable. Any player found wearing metal spikes will automatically be ejected from the game. This player's removal will be treated as an ejection, and subsequent shorthanded rules applying to ejected players will be enforced.

4. All 12" leagues will use a 12" softball, .44 core, 375 compression.
All 16" leagues will use the 16" clincher softball.
5. The home team may keep the ball after the game.
6. Bat weights (A.K.A. a doughnut) are ILLEGAL, and shall not be allowed. (This if for the protection of the players, officials, and spectators).
7. For 16" leagues, no gloves are permitted. During the fall season only, gloves for warmth may be worn at the discretion of the umpire.

Section X. Game Cancellations

1. For information on rainouts, please use the rain hotline:

(708) 489-5411

2. Decisions regarding field conditions for game play will be made two hours before game time. The decision for field conditions will be based on several factors, including current field conditions, staff availability to work on the fields, number of fields being used, etc.
3. If games are canceled, please follow the schedule according to the dates and the canceled games will be made up at the end of the season. If space and time permits, a doubleheader will be scheduled to make up the rained out game(s).
4. All schedules created by the Alsip Park District are final; any team refusing to play a scheduled game will be issued a forfeit. In cases of rainouts, every effort will be made to complete a full season.
5. If time is no longer available, seasons may be cut short to prevent leagues from backing up additional seasons, or playing too late into the year.

The Alsip Park District reserves the right to adjust or alter any rule(s) which is deemed in the best interest of the league.

Unless stated herein, all league play will be governed by the current A.S.A. Rule Book.