

Adult Softball Rules 2019

Section 1 – The Game

1. Game time is forfeit time. Each team must have at least eight (8) players to begin the game.
2. There will be a mat behind home plate that will determine balls and strikes. If the ball meets the legal 6' minimum and 10' maximum and hits the mat, it will be determined a strike. Home plate will still be a dead ball and no players can advance on a dead ball.
3. There will be no pre-game batting practice.
4. All games will have a 55 minute running clock. When the clock expires, the inning will be completed unless the home team is batting and they are ahead. No new inning can start after time has expired unless it is to break a tie. A new inning is considered started once the last out is recorded in the inning.
5. The international tie breaker rule will be used to break ties. The player who was the last person up to bat in the previous inning will start at second base.
6. Men's Doubleheader Leagues will be allowed to steal. Runners cannot leave the base until the pitch crosses the front of home plate. There are no leadoffs.
 - a. No other leagues will be allowed to steal.
7. Progressive Homerun Rule: All leagues will play with a progressive home run (over the fence) rule. Either team can hit 4 home runs and then, the next home run is an out unless the other team has hit 4 home runs. Once both teams have hit the 4 home runs, either team can go up one (1) home run.
8. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.
 - i. Any Courtesy Runner used in Coed must be gender specific.
 - ii. If a substitute player is permanently replacing a runner for an injury that won't count as their one per inning. The injured player cannot then re-enter the game and cannot be used as a substitute later in the game.
 - iii. If a courtesy runner is used and their spot comes up in the lineup, then they will be ruled out.
9. Run Rules:
 - i. If at the end of five (5) complete innings of play, one team is ten (10) runs or more ahead of its opponent, the game will be called complete.
 - ii. If at the end of four (4) complete innings of play, one team is fifteen (15) runs or more ahead of its opponent, the game will be called complete.
 - iii. If at the end of three (3) innings of play, one team is twenty (20) runs or more ahead of its opponent, the game will be called complete.
 - iv. If at any point during the game (at the end of a completed inning), one team is twenty five (25) or more runs ahead of its opponent, the game will be called complete.
10. Any sub may re-enter anytime in the game in the same batting spot.
11. Extra Hitter Rule (optional): At the beginning of each game, the manager will have the option of using a ten (10) or eleven (11) player batting order. For Co-rec, teams have the option to bat up to 12 players while still following the gender rule of not using two males back to back. The option the team chooses stands for the remainder of the game and cannot be changed. If the extra hitter rule is used, any ten players in the batting order may take the field on defense provided the gender rules are followed.

12. If a player is removed from the batting order for an injury, there will be no penalty for that player coming up in the lineup if there cannot be a sub for that player. If a sub is available, they must be used.
13. All leagues will play by the “avoid contact” rule. If a defensive player has the ball, the runner must slide or make an obvious attempt to avoid contact with the defensive player.
 - i. If the runner remains on his feet and crashes into the defensive player, the runner is to be declared out. The runner will be ejected if the act is flagrant.
 - ii. Defensive players obstructing a base without the possession of the ball will be issued a verbal warning for the first offense. If the player continues to obstruct the base, the defensive player will be ejected for unsportsmanlike conduct and the runner will be ruled safe.
14. All players in the infield must start the pitch with one foot in the dirt.
15. Ground rule double- is when the ball is hit fair and goes out of play either by bouncing over the outfield fence, goes under the outfield fence, or hits fair and rolls under a sideline fence prior to a player in the field coming in contact with the ball or making a play on the ball. The fielder must put hands up showing the ball is out of play.
16. A ball is deemed out of play- when the ball goes out of the field of play. (Dugout or over the fence via throw) A one base advance will be awarded to the team on offense with runners on or in play.
17. Infield fly rule is- when there are runners on 1st base 2nd base and 3rd base or 1st base and 2nd base with less than 2 outs. If the ball is popped up and the infielder has a play on it, the batter is automatically out. No runners can advance until the ball is back on the ground or the player concludes making the play.
18. Tagging up- When there is a ball hit in the air and the fielder catches it, those on base cannot advance until the player in the field has made the catch successfully otherwise risking being thrown out for not tagging up. When the player has successfully made the catch, the base runner can advance from their base.
19. When touching first base, you can either turn right or turn left- If you turn left you have made it known that you are trying to commit to second base and can be tagged out prior to getting back to a base safely without being tagged. If you turn right you cannot be tagged out while going back to first.
20. Force out- is throwing to a base ahead of a runner and tagging the base when there is another runner running to the previous base.
 - i. Tagging base ahead of player eliminates the force out.
21. Tag out- a tag out is necessary when there is nobody running from the previous base and that runner is advancing to the next base with nobody forcing them to the next base. In this instance the player must be tagged for the out.
22. Count and outs-There will be a 0 balls and 1 strike count. A foul ball with 2 strikes is an out.
23. Foul ball- A ball hit off the plate or off of the player batting.
24. Dead ball- a ball that hits the plate is a dead ball and will be called a ball. Players may not advance on a dead ball.
25. Fair ball- ball hitting the line in the air, or ball hitting the base after it has been hit.

Section 2 – The Uniform

1. Only tennis shoes and plastic or rubber cleats will be allowed in this program. A person may not play without shoes, in open-toed shoes, or street shoes. Golf shoes, track shoes, steel cleats, or similar type spiked shoes will not be allowed.
2. Jewelry is not permitted and must be removed. EXCEPTION: Medic Alert bracelets and necklaces may be worn. Jewelry that cannot be removed must be concealed to the umpire’s satisfaction.

3. Teams are not required to have matching uniforms. However each player must have a permanently affixed 6" number on the front or back of their shirt. Only one (1) player is allowed to play without a number.

Section 3 – The Equipment

1. Each team will furnish its own bats. Bats must have an ASA stamp, and not be on the ASA Non-Approved Bat List. The ASA Non-Approved bat list is posted on the Park District Website and is in the site supervisor office. All bats must be stickered by the Champaign Park District claiming it meets these requirements. Please take bats to the site supervisor with plenty of time prior to your game beginning to get them stickered. They will be checking bats prior to games to ensure they have stickers.
2. The Park District will furnish two (2) restricted flight softballs for each game.
3. The Park District will not replace balls hit out of play. A team that hits a ball out of play is responsible for retrieving that ball. If the ball is not retrieved or the game is delayed, the team will be subject to a forfeiture declared by the umpire or the site supervisor.

Section 4 – Roster and Player Status

1. A player must be fifteen (15) years of age at the start of the season to be eligible to play.
2. Team rosters are limited to twenty (20) players.
3. No player may be on the roster for more than one team in any league.
4. Official rosters are due at each team's first scheduled game. Each team member must provide his/her first name, last name, address, phone number, and signature to be considered a rostered player. If a team plays with a non-rostered player, the game will be declared a forfeit and the player will be subject to suspension. **If a non-rostered player plays, the manager and assistant manager may be subject to a suspension as well.**
5. The eligibility of a player must be protested by the opposing team prior to the end of the game. A player's eligibility cannot be questioned after the game is over. See Section 6 for protest procedures.
6. A team manager or assistant manager may add or drop players by emailing their roster additions to the Adult Sports Coordinator before 3:00pm on the day of their scheduled game. Added players will become eligible when the manager receives an email back from the Adult Sports Coordinator letting them know that the addition has been approved. Added players must also sign a roster addition form on site before their game starts.
7. The Add/Drop Deadline is **June 5th**. After this deadline, teams will only be able to add players from the free agent list.
8. If a team knows in advance that it will have to forfeit, the Sports Department must be notified within three (3) business days of the forfeit. Any team forfeiting more than one (1) game will be required to pay a \$25 dollar forfeit fee that will be paid to the team they were to play that evening. That fee must be paid to the park district in cash 48 hours prior to the next scheduled game. Any team forfeiting more than 3 games will be dismissed from the league.

Section 5 – Sportsmanship/Player Behavior

1. Alcoholic beverages are not allowed on Champaign Park District property. Possession of alcohol or illegal drugs will result in suspension and/or expulsion from league play as well as all park district sports activities.
2. **There is NO TOLERANCE of alcohol. Any team found with alcohol in their dugouts or in their possession will have their game forfeited by the park district.**

3. Any person in an intoxicated condition will be removed from the game and face suspension and/or expulsion from league play.
4. **There will be absolutely no arguing balls and strikes, nor judgment calls. One (1) warning may be given and after that, that player may be ejected from the game.**
5. Any person resorting to unsportsmanlike behavior at any point in the evening in front of officials, players, spectators, and league supervisors will result in possible ejection and suspension from league play. Unsportsmanlike behavior includes but is not limited to profanity and threatening or assaulting another person.
6. The umpire or the site supervisor may eject any player or manager in violation of any of the above rules. Upon ejection of a player for unsportsmanlike conduct, the umpire will inform the manager and site supervisor that the player has been ejected. The manager will then be responsible for removing the player from the park within one minute of the ejection. A player remaining in the vicinity of the ballpark (including the parking lot) after being ejected for the game will cause his/her team to forfeit the game and will be subject to a longer suspension.
7. Any player or manager ejected from a game for any reason will face an automatic seven-day (7) suspension. If a team has a bye during the seven (7) days, or if the games scheduled during that seven day period are rained out, the suspension will be altered to cover the team's next scheduled game. The suspension will begin immediately and includes all league and tournament games sponsored by the Champaign Park District or held on Champaign Park District fields.
8. Any player or manager serving a suspension may not attend any Champaign Park District adult softball games while they are suspended. If a suspended player or manager is in attendance while serving a suspension, their team's game will be subject to forfeiture and the player's suspension will be extended.
9. Any players ejected from two games in a season will be suspended for the remainder of the season.
10. An ejected player who refuses to leave the complex or who continues to argue will be subject to lengthier suspensions and possible expulsion from the league.
11. Under extenuating circumstances a player may appeal his/her suspension to the Adult Sports Coordinator in writing. The protest procedures must be followed.

Section 6 – Protests

1. Only the team manager may discuss a protest with the umpire. Anyone else may be ejected for interference.
2. Only protests concerning player eligibility and ejections/suspensions may be filed. Judgment calls by the umpire cannot be protested.
3. Written protests must be brought to the Sports Department offices within twenty-four (24) hours after the occurrence.
4. Any team not providing a representative at the mandatory manager's meeting will forfeit its right to protest any game.

Section 7 – Additional Co-Rec Rules

1. At no point shall there be more males than females playing.
2. Two males may not bat in order.
3. If a team is unable to field ten (10) players, the team can play with fewer than ten (10) as long as the number of women is greater than or equal to the number of men.

4. On any walk to a male batter, intentional or not, the batter will be awarded two (2) bases. If there are two (2) outs, the next female batter has the option to hit or take an automatic walk.
5. Defensive positioning shall include two (2) males and two (2) females in the outfield and infield. The pitcher and catcher position must be opposite genders. All players in the infield must start the pitch with one foot in the dirt.

Section 8 – Rainouts and Rescheduling

1. The sports staff will determine if the games are postponed due to inclement weather. Please sign up for alerts on Rainout Line and download the app to receive notifications. (<http://rainoutline.com/search/dnis/2178054100>) The decision will be made by the Adult Sports Coordinator before 4:00PM. If rainout line hasn't been updated by 4:00 PM games are assumed still on. After 4:00pm for pre-game time cancellations the Site Supervisor will communicate with sports/field staff to decide if games are cancelled.
2. Rainout line does not update automatically, it will only be updated when there is a cancellation or a delay. We will do our best to give people as much time as possible but the decision to cancel will not come before 3:00 PM.
3. If a team decides to not play and fields have not been cancelled, that team will be subject to a forfeit.
4. Once games begin, if the weather is threatening, the site supervisor will determine if the game is postponed. If lightning is observed in the vicinity, teams will be asked to leave the playing area for thirty (30) minutes. If the lightning disappears after 30 minutes, the game will continue. If the lightning continues after 30 minutes, the game will continue to be postponed until the area is lightning-free for thirty (30) minutes.
5. Any game terminated because of weather will be completed at a later date from the exact point at which the original game was stopped. If a game reaches 4 innings or 3 ½ innings with the home team winning it will be considered a complete game.
6. The Champaign Park District will do everything possible to make sure that games that were cancelled due to inclement weather are rescheduled. However, no games will be played after date printed in the guide.
7. Teams are required to play make-up games as scheduled or accept a forfeit.

Section 9 – League Awards

1. League awards will be given for the top finisher in each league, based on each team's win/loss records. If there is a tie for any of the top positions in league play, the following tie-breaking procedures will be used:
 - i. Head to Head Record
 - ii. Point differential in games between the teams who are tied
 - iii. Points allowed in games between the teams who are tied
 - iv. Team with least number of player ejections
 - v. Team with least number of games forfeited
 - vi. Playoff game
2. (Spring league) All teams will be awarded up to 15 team jackets. Order forms will be sent out at the conclusion of the season to all of the winning teams. Teams that do not return their order forms by the stated deadline will not receive their jackets.

Section 10 – Fall Softball Differences

The fall leagues will use the league's rules as listed EXCEPT for the following changes:

1. All leagues are considered recreational, so there are no awards given for the fall season.

2. There will be no stealing allowed.
3. A two (2) home run progressive rule will be used for all leagues. Games at Dexter will be allowed three (3) over the fence home runs because the fences are shorter.
4. There will be no roster addition deadline, but all players must be on the team's roster to play.
5. Players may play in multiple leagues but will not be allowed to be on two rosters within the same night of play.

Section 11 – Miscellaneous

1. The Champaign Park District will not be responsible in cases of injury to players or spectators or for loss of property.
2. In case of inclement weather, managers and players should look at the Rainout line. <http://rainoutline.com/search/dnis/2178054100> Updates to this line are not done automatically, updates will only be given when there is a delay or a cancellation.
3. Team managers are responsible for the behavior of their team's fans.
4. League standings will be kept on quickscores/cpd website.
5. The Home team is the first team listed on the schedule. For double header leagues the home team for the first game will be the away team for the second game.