

## **General Lippold Park Softball Rules**

### **Complex Rules**

- NO GUM, SEEDS IN THE ENTIRE COMPLEX
- No metal spikes are allowed as they damage the turf. The offending player will be ejected for wearing metal cleats.
- No Smoking or Vaping in dugouts or on fields.
- Never touch scoreboard controls or game sheets.
- Do not enter behind the counter in the building without being invited by the supervisor.
- Do not enter the garage without an employee present. Do not remove anything from the garage without the permission of the supervisor on site.
- **Music played in a dugout must be of a volume that the umpire can still be heard and hear what is occurring on the field, meaning the music should not be audible at, or beyond, the Homeplate area. Additionally, music must be appropriate (in terms of language) for the surroundings. There are often children around the fields and/or rentals on unused fields, please use your best judgment. If you are asked to turn down music or change it due to content, please comply. Arguing with an umpire, or supervisor's, request as relates to music is grounds for ejection from the park.**
  - a. **Your team may only play music when you are batting, when you are in the field the other team may play music.**
  - b. **Music should not be played when your team is not playing in a game. For example, you should not be playing music in the pavilion when your game is over.**
- If you bring your children to the park, they must be supervised by an adult/responsible older child.
- Children playing on the sides of the fields need to be instructed to keep themselves and any toys/balls off the fields where games are being played to ensure that no one is unintentionally injured.
- Please supervise your children when they are in the park, foul balls can cause serious injury to children. Our supervisors are not there to watch your children while you play.

### **General League Rules:**

- Refunds will not be given for any league after the first week of play.
- League winners will receive a custom "League Champions" bat.

### **General Game Play/Management Rules**

1. Team Managers are responsible for their team and spectators' actions, ONLY team managers may confer with umpires and league officials.
2. Players may participate on more than one team provided those teams are in different leagues (upper/lower).
  - a. **Our goal is to play games and avoid forfeits, teams will need subs from time to time so we will err on the side of playing games and allow players to sub. Subs should not be multiple impact ball players\*\* outside of A or A/B leagues. Teams found using multiple upper league players in a lower/middle league may be forced to forfeit all games played with the questionable players. Each situation will be handled on an individual basis by the Athletic Supervisor in consultation with the supervisor on site at Lippold.**
    - i. **\*\*Impact players, while typically tournament players, do not need to specifically play tournament ball. Impact players are those who, by their presence on the field, provide an advantage for a team.**
  - b. **Players must sign the roster of each team on which they play, this includes teams for which they are subbing.**
  - c. **In the interest of fair play, upper players who sub on a lower team should not function as the DHH for that lower team.**
3. Players are forewarned that inherent risks exist in all sports, and they are participating at their own risk.
4. A team must have 8 players listed on the roster to start a game and may continue and finish with 8 players. If the game begins with more than 8 players, it may finish with 8 only if the other player(s) were not ejected. No OUT will be called for the unoccupied spot in the line-up if game begins with only 8 players. If after 3 innings a game that begins with 8 players is down by 15 runs, the game will be called unless a 9th player has arrived.
  - a. If a team does not have 8 players to start a game, at the discretion of the supervisor on site, said team may utilize another rostered league player to start the game.
5. Home teams will keep the "Official Scorebook". Teams should verify the score after each half inning. The visiting team can be considered the "official book" if both teams agree before the game begins and the umpire is made aware. Teams provide their own scorekeepers. **It is not the umpire's responsibility to act as scorekeeper for the teams.** If one team has a book and the other does not, the umpire will side with the scorebook on any/all scoring discrepancies.
  - a. **Copied scoresheets are available from the concessions stand, please provide your own pen/pencil, these will not be available.**
6. Only the batter, on-deck batter and player(s) occupying the coaching boxes will be allowed on the playing field when a team is on offense.
7. All player equipment (bats, mitts, softballs, etc.) should be kept inside of, or behind, the dugout, not on the playing field.
8. Players come to bat with one ball, one strike count. An out will be called when batter is up to bat with two strikes and hits a foul ball.

9. GAME TIME IS FORFEIT TIME FOR ALL GAMES.
- Game times will be 6:30, 7:30, 8:30 & 9:30 PM. If games are running late, teams waiting should have their scorebook filled out, and be warmed up to begin as soon as the previous game is completed. (A 10-minute grace period will be granted for the 6:30 PM game only. 65-minute clock starts at 6:30 PM if the grace period is granted.)
  - The second game of a double-header will begin when the umpire signals for play to start. Meaning that a 7:30 game may start at 7:20 if the first game ran fast.
  - The second double-header will begin at the scheduled time, or in the event of the first double-header running long, as soon as possible after the 7:30 game ends. If both teams are present and ready to play prior to 8:30, that game may start early with the agreement of both captains and the umpire, assuming the field is ready for play.
10. The home team will be listed last on the schedule unless otherwise designated.
11. No innings may start after 60 minutes.
12. It is permissible for lower division teams (B or C division or combine divisions) to have up to 3 upper division players on their roster. An upper division player is ANY player on an upper division roster, or is known/found to be an impact player as previously defined. Crystal Lake Park District staff decisions are final on these matters.
13. No team in any league may have more than one player ranked 'A' or higher, or having been ranked as such in the past 5 years, by any sanctioning body actively participating on league night. A team may have more than 1 'A' player on their roster if they are present on different nights and not playing at the same time.
14. Sportsmanship: Sportsmanship is key for safe and enjoyable recreational athletic leagues. Any player who is, in the view of an umpire or league official, playing in an out-of-control or dangerous manner may be ejected from a game.
- Players, or teams, who act in a derogatory manner towards another team or player (behaviors including, but not limited to, excessive cursing, taunting, show boating, "chirping", or any racial, sexual, or ethnic slur) run the risk of having the offending player(s) and/or manager ejected. If it is determined the behavior is being exhibited by a majority/all of a team, a game may be forfeited, and potential suspensions issued.
  - A player who is visibly intoxicated will be immediately removed from the game for their own safety.**
  - If the majority of a team appears intoxicated, in the interest of safety, the umpire or supervisor on site will declare the game a forfeit.**
    - In situation b or c above, if the offending player(s) are belligerent or argumentative with the umpire or supervisor the Park Police will be called.**
15. Flip Flop Rule: If the visiting team is up in a game by the slaughter number (or more), the Flip Flop Rule will be invoked. This rule allows the home team to bat twice to stave off the slaughter. For example, the visiting team is up by 17 runs going into the top of the 5<sup>th</sup> inning. Instead of the visiting team batting and potentially adding to their lead, the home team is permitted to bat twice (the bottom of the 4<sup>th</sup> inning and the top of the 5<sup>th</sup> inning) to avoid a slaughter rule situation. The home team would

need to score 6 runs to stay in the game, if they score less than that the game is over. If the visiting team gets under the slaughter rule after a Flip Flop is called, the teams will switch positions as home/away. This means that once the Flip Flop is called, the visiting team becomes the home team, and vice versa, from that point in the game forward. The flip flop has no impact on the home/away teams for the next game of a double header.

16. 2-2 Count at 50 Minutes: after 50 minutes of game play, if the game is not already in the 7<sup>th</sup> inning or at the slaughter rule, the umpire will invoke a 2-2 count. At the start of the next inning, all batters will have a 2-2 count when they start their at bat. This count will continue until the game is over, time limited has been reached, or the game goes into extra innings. For example, if the clock has reached 50 minutes prior to the start of the 6<sup>th</sup> inning, the umpire will invoke a 2-2 count for the remainder of the game (except for any extra innings).
17. Only the Crystal Lake Park District supplied softballs **for that specific season** may be used for league play. Ensure your team has an appropriate number of softballs available for your games. All softballs must be in good repair, meaning no cuts, opens seams, or obvious "doctoring". A ball may be removed from play at the umpire/supervisor's discretion.
  - a. **The make/model and particulars (core, flight) of a ball must be visible for the ball to be usable in league play. Even a well used Crystal Lake Park District issued softball may not be used if it cannot be easily identified by the umpire/supervisor.**
  - b. **Once softballs are distributed to teams, those softballs become the property of those teams. Teams are highly encouraged to mark their softballs so they can be easily identified. Finding and keeping a marked homerun/foul ball from a team other than your own is not acceptable. Those balls belong to those teams, DO NOT REMOVE SOFTBALLS THAT DO NOT BELONG TO YOUR TEAM.**
  - c. **If any player/team is found to be altering softballs prior to, or during play, the offending player/team will forfeit any games played on that night and will be subject to a suspension to be determined based on the severity of the incident.**
18. In 12" leagues only: Each team will hit their own softballs. This means that at the beginning of the game each team should exchange a softball with the other team, this will be the ball that will be pitched to your team. Anytime a ball leaves play (foul ball, home run, etc.) it is the batting team's responsibility to provide a ball to the other team's pitcher. If the ball is not league approved, or it is damaged, the pitcher should throw the ball to the umpire and request a new ball from the batting team. If the pitcher rejects a ball that the umpire deems legitimate, a ball will be assessed to the pitcher.
  - a. **It is the pitcher's responsibility to check to make sure the other team is using the correct ball. Please check with the umpire or supervisor if you are not sure.**
  - b. **If the pitcher "pitches" a ball without checking it, but the umpire or another player find the team hitting the incorrect ball, the ball will be removed from play and the offending team will receive a warning which will be documented with the supervisor during that night. A second violation on the same night will result in the ejection of the offending team's manager and the potential forfeit of games played that night.**

- i. Consistent violation of this rule will result in the suspension of the offending team's manager and potential forfeits being assessed.
  - c. If a team is found to be switching the softball provided by the opposing team with a different ball during game play (without informing the opposing team and the umpire), that offending team will forfeit that game. The pitcher and team captain (if they are different players) may be suspended based on the severity of the situation.
19. All players who are playing on a team must be signed on the roster, regardless if they are a sub or a regular member of the team.
20. **Roster Protests:** If a team believes that their opponent is playing with non-rostered players, or an excessive number of upper league subs, they may request a roster protest. The protesting team needs to initiate the protest prior to the start of a game by providing a \$25 cash protest fee to the supervisor on site. If the team in question is found to be using illegal players, those players will be disqualified from participating in the game and the protesting team will receive their \$25 back. If there are no issues found with the protested roster, the protesting team will lose their \$25 and lose their first at-bat of the game.
- a. If a questionable player enters the game late, meaning after the pregame deadline for roster protests has passed, a protest may be considered by the supervisor based on the circumstances of that particular situation.

### **Specific Game Play Rules**

1. **Double First Base:** On any hit ball, to the infield or outfield, if there is going to be a play at first base, the runner must run through or stop on the orange base. On a play where the runner has stepped on the white base, the runner shall be declared out regardless of the result of the play. On a play where the runner is rounding first base towards second base, the runner should use the white base. Once the runner has reached first base safely, he/she should only use the white base.
2. If the umpire decides any contact on the bases was intentional and/or flagrant, the runner shall immediately be removed from the game. **Base runners and fielders must avoid contact.** Running over a fielder will result in an immediate ejection, unless the collision was, in the opinion of the umpire, unavoidable based on game circumstance.
3. **Vicinity Rule:** If, in the umpire's opinion, the bases have become slippery or otherwise hazardous, the vicinity rule may be invoked. This allows players to step near, not on the base when rounding the bases. The defensive player **MUST** hit the base to make a play. If there is a play at any base, the vicinity rule still requires player to hit the base to be called safe. This rule is invoked and applied at the sole discretion of the umpire on the field. Players may request the invocation of the vicinity rule from the umpire on their field if they feel the bases are beginning to present a hazard to safety.
4. **ALL PLAYERS PRESENT MAY BAT.**
  - a. In the event of injury where a player cannot continue playing, no penalty will be incurred. If a player leaves to play in another game, or leaves the field without valid reason, that spot in the line-up will become an out unless a valid substitution is made with a player that was present before the start of the 3rd inning. Any player who is assisting an injured player is also exempt from any penalties.
    - i. **If the opposing captain chooses to waive the out-in-the-lineup penalty it is**

**permissible with the consultation of the umpire on the field. The opposing captain may also choose to allow a sub who was not present at the start of the 3<sup>rd</sup> inning in these situations. Once a decision is made in these instances, no changes to that decision are permitted.**

5. Courtesy Runner Rule: Each team will be allowed the pitcher plus one courtesy runner per inning. Meaning that if Player A leads off an inning and takes a courtesy runner, and his team bats around to the point where he comes up again, the same courtesy runner is used.
  - a. The goal of the pitcher courtesy runner is to allow pitchers to put on any equipment, so they are ready to go back to the mound when the inning ends.
  - b. The pitcher does not have to take the courtesy runner; however, this runner may not be used for any player other than the pitcher.
  - c. If a courtesy runner is on base at the time his spot comes up in the batting order, the team will be forced to take an out. This player cannot be substituted in this situation to avoid the out.
  - d. **In the event of an injury after a team has used their courtesy runner, a second courtesy runner may be granted at the umpire's discretion; however, that runner may only advance one base at a time. If that runner advances beyond the next base to which they are entitled, they put themselves in jeopardy of being tagged out, even if they make it to the subsequent base safely. In the event of a homerun, the base-to-base runner will score regardless of where they were on the bases.**
  - e. When a game reaches International Tie Breaker Rules, the last batted out must occupy 2<sup>nd</sup> base to start the extra inning, however, if that player would be the pitcher, a courtesy runner may be used.
6. **All pitches must be delivered within 5 seconds of the umpire making his/her signal to play. If the pitch is not delivered within this time frame a ball will be assessed on the current batter. A delay of game may be called if a pitcher is waiting for their fielders to get aligned without receiving time from the umpire.**
7. No piece of equipment may be used for deceptive purposes. For example, if a pitcher takes his/her mask off during a pitch in an attempt to distract the batter a ball will be called. Determining and declaring an action to be "deceptive" will be done at the discretion of the umpire(s) on the field.
8. **Pitchers may use either a first baseman's mitt or a standard field glove. The change is to allow pitchers to wear a mitt with which they feel safe.**
9. Foul ball is judged by the position of the ball in reference to the foul line/foul pole.
10. Second foul strike is a live ball; runners may advance on a catch.
11. No free second foul ball.
12. **Umpires are not required to provide a player with a warning prior to issuing a consequence for actions, up to and including ejections. Warning are issued as a courtesy, they are not a requirement.**
13. **Any intentionally thrown bat is ground for an immediate ejection of the offending player.**
14. Fake tags are NOT allowed at any time. This action can result in injury. If the umpire

determines that a player attempted a fake tag they may issue a warning, the second instance will be an ejection. If the fake tag was egregious, or results in injury, the umpire may eject the offending player without first issuing a warning.

15. **Tie-Breaker: Beginning at the start of the 8<sup>th</sup> inning, a runner will start at second base, and the batter will have a 3 – 2 count. The runner starting on 2<sup>nd</sup> base will be the last batted out from the previous inning, unless that runner is the pitcher, who may receive a courtesy runner. A courtesy may not be used for any non-pitcher last batted out, except if the last batted out was injured and can no longer play. If a team uses a courtesy runner for a non-pitcher in this situation, the player for whom the courtesy is given may not participate further in that double-header. This courtesy runner may only go base-to-base, except on a homerun.**
16. Blood Rule: Any blood present during a game must be attended to immediately. Any clothing soiled by blood must be removed. Please have extra clothes available. A first aid kit is available in the building.
17. No children in dugouts: No batboys or batgirls are allowed. This rule is for their safety.
18. There should be no non-participants in the dugout. The exception to this rule is a team manager and/or scorekeeper who have signed the participation waiver. All others should remain in the bleachers. If it is necessary to have another person in the dugout, that will be at the discretion of the supervisor on site.
19. On nights with a beer garden, no beer is allowed in dugouts or outside the complex.
20. **No outside alcohol is allowed at any time.**
21. Keep our park clean, please pick up after yourself, your team, and your spectators. This includes the fields, dugouts, bleachers areas, and parking lot.
22. **Ejections:**
  - a. If a player is ejected from the game due to a rule violation during the first game of a double-header, it will be at the supervisor on-site and the ejecting umpire's discretion as to if that player can participate further that night. For example, if a player is ejected for not having a bat sticker in the 6:30 game, they will be out for that game only. They may participate in the 7:30, 8:30, and/or 9:30 game(s).
  - b. **If a player is ejected for behavior/conduct, they may be required to leave the park and may not participate in any further games that night. Meaning, if a player is ejected for behavior during the 6:30 game, they may not participate in any other game that night. If a player is asked to leave the park and does not do so in a reasonable amount of time, or in an orderly fashion, the Park Police may be called to remove that player.**
  - c. If an ejected player does not immediately leave the dugout/field area and go to the parking lot, the umpire may declare the game a forfeit.
  - d. If a player is ejected, they may be replaced in the lineup if the team has a substitute available. The substitute must be a rostered player for that team and must have arrived prior to the 3<sup>rd</sup> inning. If no substitute is available, that spot in

the lineup will be an out each subsequent time they come up.

- e. If the violation of a rule results in the team manager being ejected, but the manager is not a player, both the non-playing manager and the DHH spot will be ejected. This means that the team no longer may use a DHH for that game, however, the player occupying that spot will still be permitted to play. This rule will be enforced at the discretion of the umpire and the supervisor on site.**

## **11" & 12" RULES**

- 1 + 1 count to start.
- Arc Limits: 5 feet to 10 feet
- **For the Unlimited Arc League there is no height limit, there is however a 5 foot pitch floor.**
- A mat will be used. **The mat is only to be adjusted by the umpire, unless the umpire requests a player to do so.**
- Official slow-pitch softball bats only. **Bats must have a valid CLPD sticker for that specific season.** Bats must be a material that is capable of being tested (meaning wood bats are not allowed). Bats will be tested for each season (spring, summer, fall) and will be required to have the correct sticker which corresponds to the season.
- **12" pitching mound is the 3<sup>rd</sup> line on the field. The pitcher can pitch from up to 6 feet behind the line. The pitcher can pitch from the left or right side of the line as long as one foot is touching the line upon the release of the pitch.**
  - **If a pitcher is wearing a mask, they may choose to pitch from the 2<sup>nd</sup> line on the field. For their safety, a pitcher without a mask is not permitted to use the 2<sup>nd</sup> line and must pitch from the 3<sup>rd</sup> line.**
- 11" pitching mound is the 2<sup>nd</sup> line on the field. The pitcher can pitch from up to 6 feet behind the line. The pitcher can pitch from the left or right side of the line as long as one foot is touching the line upon the release of the pitch.
  - **If, in the umpire's discretion, game play would be improved by allowing a pitcher to pitch from the first line, this may be done.**
- **It is HIGHLY encouraged that all pitchers in hardball leagues wear a mask and helmet that covers the face and the top, sides, and back of the head.**
- **Pitchers may wear additional protective equipment, including, but not limited to, shin guards or a chest protector.**
  - If a pitcher chooses to not remove his/her shin guards before coming to bat, they are not permitted to slide and must give themselves up on a close play at a base.
    - **A pitcher who slides with shin guards on will be ejected from the game, unless, in the opinion of the umpire, the slide was done to avoid injury to another player.**
- ALL PRESENT MAY BAT.
- **If a player announcing his/her intention to "shoot box" or in any other way makes what the umpire construes as a threat to another player's safety or well-being, that player will be immediately ejected. An ejection for this action may result in the player being disqualified from any other game that night. Furthermore, depending on the severity of the situation, suspensions may be issued.**
- **ROSTERS ARE CLOSED AFTER 3 INNINGS** (substitutions are allowed for players present by 3<sup>rd</sup> inning deadline). 5<sup>th</sup> inning for 6:30 PM game only.

- NO stealing bases or lead offs.
- DHH (Designated Homerun Hitter) is the player who, without penalty, may hit a homerun every time at bat. The team manager must designate his DHH to the umpire prior to the first pitch of the game. Failure to designate a DHH before the first pitch will result in the loss of a DHH for that game. Should the DHH be walked, whether intentional or not, the any player may hit a home run without penalty until the DHH's spot comes back up in the line-up again.
  - All other members of the team may hit up to three (total) homeruns without penalty. The fourth homerun will result in an out only. Any subsequent homeruns during the game NOT hit by the DHH (or as a result of a free homerun for a walk of the DHH) will result in the end of the current inning.
  - **If the DHH leaves a game for any reason, the team loses the DHH for that game only. A player may take their place in the lineup, but that player is not the DHH for that game. The DHH designation is tied to a player, not a spot in the lineup.**

### **11" SLAUGHTER RULE**

15 AFTER 4  
10 AFTER 5  
8 AFTER 6

### **12" SLAUGHTER RULE**

20 AFTER 4  
12 AFTER 5  
10 AFTER 6

### **ADDING PLAYERS**

1. If a team starts a game with 8 or 9 players, they may only add additional players to fill their roster. Defensive players may only be added at the half inning and must be inserted into the line-up at the bottom of the batting order. The 11th player may never be added as an AH, but may be used as a substitute as long as he/she arrived before the end of the 3rd inning deadline (5th inning for the 6:30 game). If the opposing team approves of adding a player after the deadline it will be allowed by the umpire.
2. If a team starts with at least 10 players, they may add the 11th or more player(s) AH at the end of the line-up, so long as their team has not gone through its entire batting order. If the batting order has been completed once, the player(s) may only be added as a substitute if the player arrived before the inning deadlines.

**Equalizer Rule: In the interest of allowing teams to play the greatest number of differing teams, and to keep games competitive, an equalizer rule may be implemented for all games where a lower league team plays an upper league team, or in a combine league where there is a clear talent disparity between teams.**

1. **At the outset of the game, the lower league team is given a number of runs (typically 3, 5, or 7 runs) to equalize the disparity. For example, a game may start with the visiting team having a 5-0 lead over the home team.**
2. **If the equalizer rule is in effect the team that is giving up runs will always be the home team. Meaning that team would be home for both games of the double header.**
3. **No team is required to take runs that are offered. If a team refuses to take runs the games will be played under standard league rules.**

- a. If a team refuses to take runs for one game, they must do so for both games.
- 4. Equalizer slaughter rule will be 25 after 4 / 20 after 5 / 15 after 6, but this rule only applies to the team giving the runs. The team receiving the runs will be bound by the standard slaughter rule.

## **CO-REC 12" RULES**

1. ALL PRESENT MAY BAT.
  - a. The batting order must alternate between male and female.
  - b. Two women may bat back-to-back if there are more female players.
  - c. Two men may NEVER bat back-to-back.
2. You must play with an equal, or greater, number of women. **A team must play with at least one male player.**
3. The pitcher and catcher must be of a different gender.
4. The infielders and outfielders must be two women and two men. **They do not need to alternate positions.**
5. Rules 3 & 4 apply only when equal genders are represented.
6. All players start with one and one count.
7. During regular game play, if a male walks, he goes directly to second base. The female batter who follows him has the option of walking or batting as usual.
8. **All plays at the plate in co-rec games will be force plays, meaning that no tag can/should be applied to record an out. The goal of this rule is to avoid contact between players at home plate. A runner coming toward home plate will need to touch the strike mat to score, while the defensive player must touch the plate to record an out. A defensive player must stay out of the baseline and only play the plate, touching the mat will not record an out. A tag on a play at the plate will not record an out. If a defensive player impedes the ability of the runner to reach the mat, the runner will be declared safe and the run recorded. Conversely, a runner who touches the plate when no play at the plate is occurring, places themselves in jeopardy of being called out if they do not touch the mat. A runner cannot attempt to interfere with a defensive player's ability to catch a ball thrown to them at the plate. If the runner touches the plate, not the mat, when a play is occurring at the plate, the runner will be declared out. The defensive team cannot have any player touching the mat, obstructing the runner, or in the direct path of the runner during any play at the plate. For example, if a pitcher covers home while the catcher is standing on the mat, the runner will be awarded a run due to defensive interference. The defense has the responsibility to provide a lane to the mat for the runner.**
9. The outfielders may never come into the infield area at any time.
  - a. Effect = delayed dead ball, batter base runner is awarded third base; all runners are awarded home plate without jeopardy of being called out.
  - b. For games on the green field only: the outfielder may come onto the turf to play a ball as long as they are in a place that would be in the outfield grass of one of the other fields. This is at the umpire's discretion.
10. Free substitution for players in the field.
11. No fake pitches, present the ball—pitch the ball.

**12. Pitchers must be touching the 1<sup>st</sup> line on the field when they release the ball.**

13. It is considered a "mockery" of the game for players to run recklessly around the bases.
- Effect = Dead ball, base runner is out and may be removed from the game if the umpire deems it necessary.

14. It is defensive interference when fielders stand in the base path or on a base when the ball is not in play.

**15. Due to the regular necessity of subs in co-rec, rosters are, in effect, "open". Teams are allowed to pick up the subs that they need to play their games. Any player who participates must sign the roster of the team on which they are playing on a given night.**

- Teams that are found to be regularly getting subs from upper divisions to play on lower or middle division teams may be forced to forfeit games if the situation is consider egregious or is an attempt to "sandbag" a game/league by not following the spirit of the league divisions. Decisions on these situations will be handled by the supervisor on site.

16. **Extra Inning Walk Rule:** When a game is in extra innings and the international tie breaker is in effect (8th inning or later), when a male walks, he goes to first base, NOT immediately to 2nd base. The female batting next **MUST** bat and **CANNOT** chose to walk.

17. **Batting Rotation:** A team with more male than female players present may bat all the males only if the following rotation is followed. 2 males can share a single spot in the batting order, a team cannot rotate players so a male bats in more than one spot in a single game. The rule requiring an equal or greater number of female players in the field still holds in this situation. As all present players are allowed to bat, every player does not need to play the field. Players batting beyond the 10 needed to play the field are consider "extra hitters".

Batting Order	
1	Marge
2	Carl / Lenny
3	Helen
4	Moe
5	Maude
6	Waylon
7	Lisa
8	Homer / Barney
9	Edna
10	Bart

*Example: The team in the example to the left has 7 males and 5 females for a game. This means that 2 male spots in the order will be shared. In the example, spots 2 and 8 are shared. This means that every time the 2 or 8 spot in the order comes up the opposite person will bat. If Carl bats in the first inning, the next time the 2 spot comes up again, Lenny would bat. This rotation would continue throughout the rest of the game. Lenny and Barney cannot bat in any other spot in the lineup during the game except if they are replacing an injured male who is not returning to the game.*

**18. Injury Replacement:** If a female is injured and cannot be replaced by a female:

- The defense is allowed to play short one female (two males and one female in the infield or outfield).
- The line-up would alternate with the two males that bat before and after the injured female, taking turns who will miss their at bat each time **OR** the team may take an out in the lineup for the spot where the injured female player was supposed to bat. This will allow both males to continue to bat.

### **SLAUGHTER RULE**

**15 AFTER 4**

**10 AFTER 5**

**8 AFTER 6**

### **REGULAR SEASON TIE BREAKERS FOR ALL LEAGUES**

1. If TWO teams are tied for any place in the regular season, the following procedures will be followed to determine the final league standings, in order until all ties are broken.
  - A. Team with the best record in head-to-head competition against the other team.
  - B. Team with the fewest runs allowed against the other team involved in the tie.
  - C. Team with the fewest runs allowed against all teams.
2. In the case of THREE or more teams are tied for any positions in the regular season, the following procedures will be followed to determine final league standings, in order until all ties are broken.
  - A. Team with the best winning percentage in head-to-head competition against all other teams involved in the tie. A team MUST have at least one win against all the other teams tied in the standings.
  - B. Teams with the fewest average runs allowed against all other teams involved in the tie (all tied teams must have played at least once.)
  - C. Team with the fewest runs allowed against all teams

### **FINES AND SUSPENSIONS**

Listed below are the fines and suspensions for players, managers, spectators and coaches in all Crystal Lake Park District athletic programs. Each case will be judged individually. This guideline is the minimum penalties assessed. More severe or reduced penalties will be left up to the discretion of the Athletic Supervisor.

1. FIGHTING ANYWHERE ON FACILITIES OR GROUNDS OF PARK DISTRICT SPONSORED EVENTS:  
Up to one year suspension
2. UNDER THE INFLUENCE OR BRINGING OUTSIDE ALCOHOLIC BEVERAGES INTO THE COMPLEX: One week suspension from all softball leagues
3. INVOLVEMENT IN ROUGH PLAY: One week suspension
4. SEEDS, GUM IN THE COMPLEX OR ALCOHOL IN DUGOUT:
  - A. First Offense - One week suspension for player and manager
  - B. Second Offense - Two week suspension for player and manager
5. THREATENING AN OFFICIAL OR SUPERVISOR: One year suspension from all athletic leagues

6. TOUCHING, PUSHING OR STRIKING AN OFFICIAL OR SUPERVISOR: Permanent suspension from all Park District Athletics
7. USE OF PROFANITY:
  - A. First offense: warning
  - B. Second Offense - One week suspension
8. NOT LISTED ON ROSTER OR PLAYING WITHOUT HAVING SIGNED ROSTER: Two week suspension for both player and manager
9. EJECTION FROM GAME (PER SEASON)
  - A. First Offense - Warning
  - B. Second Offense - Two week suspension for player and manager (all games/all leagues for 14 days)
  - C. Third Offense - One season suspension for player and two weeks for manager
10. TEAM FORFEITING (per season :)
  - A. First Offense - \$25 due prior to start of next game
  - B. Second Offense -\$40 due prior to start of next game
  - C. Third Offense - Withdrawal from league and forfeiture of league fee
11. FINES must be paid at the Park District Office, and a receipt must be shown to the league supervisor before the next game. Unpaid fines may result in suspension of all team members.

### **Bat Testing Policy:**

1. All bats must be tested prior to being used during league play.
2. All bats will be tested on a **seasonal** basis. Bats that pass the test will have that **season's** sticker placed on the handle of the bat. Bats that pass the test will be legal for that season only.
3. **It is solely the responsibility of the player to ensure that their bats are still legal for use. If you know that your bat is getting close to failing, have it tested regularly.**
4. If a sticker falls off, or becomes illegible, it is the player's responsibility to get the bat retested if it is to continue to be used.
5. Testing will be done in the garage at the softball complex. Please see the supervisor on site to have your bat tested. We will test any bat that you plan to use at the complex and will retest as often as requested/necessary. Please limit bat testing to 2 bats if there is a line.
6. Any player that steps into the batter's box without a sticker the player will be declared out and ejected from the game. The bat in question will be taken to be tested. If the bat passes the test, the ejected player will be eligible to play in the second game of a double header, or their next scheduled game. If the bat does not pass the test, the player will be suspended a minimum of two additional games.
7. If a player is injured by a batted ball, the bat will be immediately taken by the umpire to be tested. If the bat passes that test, it will be immediately returned to the team/player to whom it belongs. If the bat fails testing it will remain in possession of the Crystal Lake Park District as per insurance requirements.
8. Players may not test their own bats.

9. Bats will be tested in the presence of a player, if requested.
10. The Crystal Lake Park District reserves the right to re-test any bat at any time. **Bats may be tested at an umpire's or supervisor's initiative at any time.**
11. The Crystal Lake Park District reserves the right to ban any bat at any time.

#### BAT PROTEST:

1. Teams may protest a bat at any time. The fee is \$25 and must be paid in cash prior to a protest being heard.
2. If the bat fails the test, the owner will receive a two-week suspension (maximum 4 games). The protesting team will lose their \$25 if the bat passes the test.
3. Any player and/or owner of a bat caught using a shaved, painted or altered bat will be suspended for a minimum of 5 years. **THIS RULE WILL BE STRICTLY ENFORCED.**

#### **POSTPONED GAMES**

1. The Park District reserves the right to postpone any and all games if conditions warrant such action.
2. Postponed games will be played on available dates at the end of the season prior to tournament games. The Athletic Supervisor will contact managers with any changes.
3. In the event of a rainout before four (4) full innings are played, the game will be replayed from the point where the delay or cancellation occurred. After four (or 3.5 with home team winning) innings have been played, the game is considered official.
4. Keep up to date when adverse weather affects our programs or events. See below for directions on how to personalize your connections with the Crystal Lake Park District Rainout Line.

#### **RAINOUT APP**

To download the app for the Crystal Lake Park District, simply go to the app store on your phone and search Rainout Line. Download the Rainout Line app and search for the Crystal Lake Park District. When it appears, click the star on the right side of the page. In order to view updates, you will have to open the Rainout app.