



## Des Plaines Park District Men's 50+ 14" League Rules

### I. LEAGUE PLAYING RULES

- a. All softball games will be played in accordance with USA Softball (formerly Amateur Softball Association of America) with the exception of any rule changes specifically stated in these rules or on the team schedules as pertaining to local situations.
- b. The Athletic Director shall arrange all schedules.
- c. The home team will keep the game ball.
- d. All players must be 50 years of age or older during the current calendar year in order to play in the Men's 50 & Over Softball Program.
  - i. Exception: 3 players' maximum on the **field and batting order** can be 45-49 years old by **5/2/2021**.
- e. Games will be 7 innings. (Time limit rule will be in effect).
- f. Teams will be allowed to take the field with eight players with a borrowed catcher from the opposing team that does not bat and does not participate in any play other than catching pitches from the pitcher.
- g. Teams can keep their own book, but the field supervisor will keep the official book.
- h. Teams are allowed 20 players on the team roster. All players must have their signature on the roster in order to be eligible. **If a team calls for a roster protest and the protested player does not have a signature on the roster, the offending team will forfeit the game.**
- i. A Player must attend at least 3 games to be eligible to play in the end of the season tournament or any playoff games.
- j. If two teams tie for first and they have split their two games played we have a playoff game between them to determine the league champion. The home team is decided by a flip of a coin. If three or more teams tie for first, the team that has given up the least amount of runs in the

common games will get the bye and then play the winner of the other two teams to determine the league champion. If it is a tie for any other position other than first we use these tie breakers:

- II. 1. Win/Loss Record
- III. 11. Tie Breaker 1: Win/Loss Record in head to head games
- IV. 111. Tie Breaker 2: Total of runs Allowed in the games between the teams.
- V. IV. Tie Breaker 3: Total of runs allowed in the season.
- VI. iv. Tie Breaker 4: Total of runs Scored

**Roster Protest:** No fee will be charged for roster protests

**PROCEDURE:**

- Protest the player before the player takes an official turn at bat.
- Notify the umpire, opposing team captain and Field Supervisor of protest.
- Player in question must sign the scoresheet and also print his name and produce identification. Failure or refusal to sign the scoresheet will result in the questioned players' team forfeiting the game immediately.
- *The scoresheet will be turned into the Park District Office where the roster will then be checked.*

***The Athletic Director has the final decision on the matter.***

**VII. BATTING ORDER**

- a. There is an option of teams placing as many players as they choose for the game in one big batting order and using free substitution on the field. This method can be used in place of the standard re-entry rule. The two methods cannot be combined. At the start of the game, the team must decide which method to use.
- b. If teams use the re-entry rule, it is used as follows: Any player may be replaced and re-entered **once**, provided players occupy the same batting positions whenever in the lineup. Substitutes and person they replaced may not be in the line-up at the same time.
- c. If teams choose to use the bigger batting order with free substitution, the batting order must remain constant and you must finish with the exact same lineup that you started the game. Only in the case of an injury may a team finish with less players in their original lineup. **If a player leaves a game due to injury and there is not an available replacement, an out will NOT be assessed each time his turn at bat comes up.**
- d. If a player leaves the game for any other reason, an out **WILL** be assessed each time his turn at bat comes up if there is not a replacement. Late arriving players may be inserted into the batting order but must be placed at the bottom of the order.

### **III. TEAM PLAYING REGULATIONS**

- a. Umpire will discuss ground rules prior to the start of all games and the umpires' decisions will be final.
- b. No smoking on the playing field.
- c. First foul ball after two (2) strikes is an out.
- d. No metal spikes will be allowed.
- e. **'The Squish Rule'**: The pitcher (or any other member of the team) cannot pound, reform, mush or in any way, reshape the ball so as to make it harder to hit when pitched.
- f. Courtesy runners are **permitted but must talk to the field supervisor before runner is granted eligible**. The courtesy runner must be the last batted out prior to the request. If the last batted out cannot be the courtesy runner due to injury, the out before said player will be the courtesy runner. *Teams are not permitted to take advantage of this rule.* Supervisor and Umpire reserves the right to deny a courtesy runner if the procedure is perceived to be being abused. **Each team may designate 3 players that will need a courtesy runner before the game starts. These 3 players may advance to any base after they hit the ball and then the courtesy runner will take over at the point. Anyone else (other than the 3 designated before the game) needing a courtesy runner may not proceed farther than first base on any batted ball. Once a player has been declared as needing a courtesy runner that player must continue to take a runner for the rest of the game.**
- g. If a team is leading by twelve (12) or more runs at the end of five (5) innings the game will be terminated and the team with the most runs declared the winner. The rule only applies at the end of an inning (or half inning if the home team is winning).
- h. In the event that a regular league umpire does not appear, and the league supervisor cannot umpire the game, the two managers have the privilege of agreeing upon an official selected at random; these selected umpires shall be considered official and the result of the game shall stand as played. **The field supervisor if qualified is able to umpire the game himself as a viable substitute.**
- i. In the event that an umpire, agreeable to both managers, cannot be secured, the game shall be declared postponed. In the event the chosen umpire, for some reason, refuses to complete the game and no agreeable substitute can be found, the game is postponed unless five (5) complete or 4 1/2 innings by the losing side have been played, in which case, the game shall stand. The game may be considered a forfeit if the umpire leaves due to harassment or abuse.

### **VIII. BASE INTERFERENCE**

- a. A fielder is not allowed to be blocking a base without the ball. If this occurs and the runner is tagged out trying to go around the fielder, interference will be called, and the runner declared safe.
- b. At no time is the runner allowed to barrel into a fielder with or without the ball. If the

fielder has the ball and is blocking the plate, the runner must either slide, try to go around, or give himself up.

- c. **There are times when unintentional and/or incidental contact occurs. In such cases, the umpire will allow for this type of contact. What the umpire is looking for is deliberate and/or forceful contact, which is not allowed.**
- d. There is no 'SLIDE RULE' in effect for Des Plaines Park District Softball. (This means a player is not required to slide at any time.)

## **IX. PICK-OFF RULE**

- a. Lead offs are allowed. On a pick-off attempt by the pitcher or catcher, a runner played on may advance one base if the base ahead is unoccupied. A pick-off attempt will be defined as a release of the ball by the player to the base where the runner originally started.

### **NOTE:**

- Overthrow (on a pick-off attempt) will result in one (1) base advance only. If runner attempts to take two (2) bases, they are liable to be tagged out.
- Only the runner played on may advance.
- No double steals/Home Plate is always unoccupied.

## **X. PITCHING RULE**

- a. Two (2) hesitations will be allowed.
- b. Two (2) feet must begin on the rubber. **No drag step allowed**
- c. Ball must be presented to the batter for one full second.
- d. Unlimited arc, no minimum, no maximum limit.
- e. The ball must be delivered slowly.

## **XI. FIELD DIMENSIONS**

- a. Base distances will be 60 feet.
- b. Pitching distance will be 38 feet.

## **XII. EQUIPMENT**

- a. Fielding gloves are optional.
- b. Every player must wear a shirt.
- c. Shoes of some kind must be worn. Metal spikes are not allowed in any Des Plaines Park

District leagues or tournaments.

- d. Illegal bats will be considered the following: Bats that have been altered in any way, bats without tape. Umpire's decision is final!
- e. 14" gym ball will be used.

### XIII. TIME LIMIT RULE

- a. Teams will have 10-minute grace period after official start time to field a team before forfeiting. Any team that is not ready to play (minimum number of players to start game must be on the field or in the dugout) at the time scheduled shall have the game forfeited to the opposing team by the umpire. Players can be loaned from an opposing team in order to start and play the game without penalty and to avoid forfeit.
  - 1 game forfeited – must pay \$35.00 forfeit fee before playing in your next game.
  - 2 games forfeited - must pay \$35.00 forfeit fee before playing in your next game.
  - 3 games forfeited - Team dismissal at the discretion of the Athletic Manager.
- b. Games will end at the scheduled starting time of the next game. At this point, the game would be stopped, and the score would revert back to the last complete inning. If the score is tied, the game will be called a tie and go down as such in the league standings. If there is no scheduled game to follow, the game will be allowed to play a full seven innings or 1 hour 30 minutes whichever comes first. In the event that it is the last game of the evening, the same time limit of 1 hour and 30 minutes will apply
- c. Team stalling on the field or at bat in an effort to invoke the Time Limit Rule shall be first warned by the umpire, then may forfeit the game.
- d. Rain/Darkness/Lightning: If a game is halted before 4 1/2 or 5 innings (4 1/2 if home team is winning), the game will be replayed from its stopping point. After 4 1/2 or 5 innings, the game will be considered a complete game.

### XIV. RULES OF CONDUCT

- a. Each captain will be held responsible for the conduct of his/her team players and is responsible to see that all rules are observed. The captain must always maintain complete control of himself and his team members; this includes before, during or after a game and any other time involved with the softball program. The key to a successful program is in the hands of the manager and, in turn, his players. Good leadership will insure a good program.
- b. Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time.
- c. Any Captain or player removed from a game will receive an automatic minimum of a one (1) game suspension to be served in the next consecutive game.
- d. A second ejection in the same season will result in a minimum three (3) game suspension.

- e. A third ejection will result in a suspension for the rest of the season and the following year. The duration of suspensions will be determined by the Athletic Manager, depending of the severity of the offense.
- f. If requested by Official or Supervisor, ejected players must leave the park immediately. Failure to comply will result in extended individual suspension or team suspension.
- g. If a team receives a forfeit win or a forfeit loss, this will count as a game played. A report will be submitted to the Athletic Manager whose disposal of the matter is final.
- h. A game will be forfeited in the event a team fails to respect the official's authority or decisions; one warning will be given prior to such action.
- i. Personal harassment of officials (umpires, directors, scorers, supervisors) may be cause for either the team or individual to be suspended from league play and/or tournaments. A player does not have to be in the game for this rule to be in effect. He could be a spectator of a team.
- j. In any discussion on the playing field with an official, only the captain will be permitted to enter the discussion.
- k. Unsportsmanlike conduct will not be tolerated.
- l. The threatening of an official will have an automatic removal for the season, both league and tournament play.
- m. Fighting will result in an automatic suspension from ALL Des Plaines Park District Leagues for one (1) full calendar year.
- n. Any player, captain or spectator guilty of **physically striking an official** will be immediately suspended for the season and the team put on probation with possible suspension resulting. Suspension for such an infraction is a league suspension for one calendar year from the date of the infraction.
- o. In the event that a more serious battery takes place toward an official or supervisor, expulsion up to life can be directed after referral and review by the Superintendent of the Des Plaines Park District.

**THOR GUARD – Lightning Prediction System:** The THOR GUARD lightning prediction system is designed to detect lightning in a local area BEFORE lightning strikes. Even though the Strike Guard System helps assess potentially dangerous conditions, neither the signal nor the system is intended to guarantee that conditions are safe. Participants using outdoor facilities should take appropriate shelter when the warning signal are activated. If the weather is threatening but no warning signal is heard or seen, use good judgement and clear the area. Do not wait for the warning signal to activate.

**What does strike guard report?**

- Alarm mode is initiated when the THOR GUARD sensor detects a lightning strike within 0-5 miles.

**Warning Signal to Suspend Activities:**

- One 15-second blast of the horn signals that outside activities should be suspended. A

strobe light will begin flashing and remain flashing until safe conditions return. You should immediately seek an appropriate safe shelter.

Notice that Activities May Resume: Three 5-second blasts of the horn signal that outdoor activities may resume. The strobe light will also stop flashing

Schedules, standings and any forms needed can be found online at <https://www.quickscores.com/dpparks>. All scores, standings and updates to the schedule will be posted here. Download Des Plaines Park District Mobile App for rainout information on fields or call the SPORTS HOTLINE (Soccer & Softball): 847-391-5705  
Des Plaines Park District Website: [www.dpparks.org](http://www.dpparks.org)

#### **League Cash Prizes**

- A. Each league champion will receive a \$300.00 award and 2<sup>nd</sup> place will receive a \$150.00 award.
  
- B. The tournament champion will receive a \$200.00 award.