

2025 SPORTS COMPLEX HOUSE RULES



Parks and Recreation



USSSA RULES WILL BE FOLLOWED WITH THE EXCEPTION OF THE FOLLOWING:

Rule #1 General Rules

- **Article #1** - Team Managers are responsible for their spectators and teams actions.
- **Article #2** - All league and non-resident fees must be paid and a completed and signed roster must be turned in before first game.
- **Article #3** - No refunds will be given for league or non-resident fees.
- **Article #4** - Fines must be paid at the Centre of Elgin or on site before a team's next game.
- **Article #5** - Insurance is not provided by the City of Elgin. Players participate at your own risk.
- **Article #6** - In the event of a forfeit (before game due to lack of players), the forfeiting team pays the full amount. This fee will be paid by credit card that is on file with the City of Elgin.
- **Article #8** - Players may participate on more than one team, provided these teams are on a different night of the week.
- **Article #9** - Schedules are final once they are released. Rescheduled games will only be considered in extreme cases approved by the Athletics Supervisor.

Rule #2 Roster/Player Eligibility

- **Article #1** - Roster limit is twenty (20) players. All players must be at least 18 years old.
- **Article #2** - Non-resident fee is \$60.00 per team. To be considered a resident team 60% of your roster must reside within the corporate city limits of the City of Elgin. If you do not have at least 60% in Elgin, \$60 is due on or before your 3rd game. If you still have not paid after your 3rd game, \$60 will be charged to your credit card the day after your 3rd game.
- **Article #3** - If an Elgin business sponsors a team, 60% of your roster must be from the Elgin business in order to receive the resident rate. Employment must be verified on company letterhead by the businesses' Personnel Department.
- **Article #4** - Rosters may be changed at any time and for any reason prior to a team's fifth game by obtaining a new roster from a site supervisor. Fill out the roster the same way you would your original roster, just have one player sign it. After the fifth game, team's adding an additional player must get approval from the League Coordinator.
- **Article #5** - **Any player playing under an assumed name or information, or is non-rostered played – Automatic Ejection and Out called in the lineup.**

Rule #3 Team Conduct

- **Article #1** - The City of Elgin softball leagues are designed to promote fitness and recreation. **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** League officials may eject any player for such behavior. The League Supervisor may suspend or fine any player for such behavior for conduct detrimental to the league. General penalties are listed under Fines and Suspensions Rule #17.
- **Article #2** - Ejected players must leave the Sports Complex facility for the entirety of the day. Failure to do so will result in forfeited games and /or team fines.
- **Article #3** - **Players drinking or under the influence of alcohol will be fined or suspended. Alcohol is not permitted at the Elgin Sports Complex. Players will be ejected if caught with alcohol inside the softball hubs.**
- **Article #4** - Only the team manager listed on the schedule may discuss a call or rule with league officials. All other players speaking to the officials risk an ejection.
- **Article #5** - Smoking is not allowed on the playing field.
- **Article #6** - Teams are responsible for the conduct of their spectators or face risk of forfeiture.
- **Article #7** - Players must wear shirts at all times.
- **Article #8** - **No warm ups are allowed in center of hubs.**
- **Article #9** - No warm ups will be allowed after the first inning.
- **Article #10** - No pregame warm-up is allowed in batters boxes.
- **Article #6** - Bench and Field conduct: A player or coach shall not:
 - 1) make a fake tag
 - 2) carelessly throw a bat and/or deliberately throws a bat
 - 3) commit any unsportsmanlike acts to include but not limited to:
 - A) use of words or actions to try to incite spectators
 - B) use of profanity, intimidation, baiting or taunt
 - C) behavior in any manner not in accordance with the spirit of fair play
 - D) charge an umpire
 - E) argue balls and strike calls or other judgment calls
 - F) deliberately throw a bat
 - G) be outside the vicinity of the designated dugout (bench) area if not a batter, base runner, on deck batter, in the coaches box or one of the ten players on defense
- Umpires may issue a warning for minor offenses. If repeated, the offender shall be removed from the game. Flagrant violations may result in an ejection with out a first warning. Failure to leave the facility will result in a forfeit.

Rule #4 General Game Information

- **Article #1** - The home team is the second team listed on the schedule. Exception: The third time playing a team will constitute a coin flip.
- **Article #2** - The game will consist of seven innings. No inning will start after 1 hour and ten (1 hr. 10 min.) minutes from actual game time. If one hour and ten minutes has passed before the completion of the game, the inning being played will be the last unless the score is tied then the tie breaker rule will be in effect. An inning begins when the last out is made in the preceding inning. Umpire time is official.
- **Article #3** - The TIE BREAKER RULE is if the score is tied after the time limit, and each half inning thereafter, the offensive team shall begin its turn at bat with the batter, **with a 1-1 count**, and who made the last out in the preceding inning at second base. If that player is unavailable due to ejection or injury, replace that player with the preceding player in the order. **The game does not have to be in extra innings for the tiebreaker to be used, nor does it have to be used if the game is in extra innings, its only in effect because of the time limit. NO GAMES CAN END IN A TIE, UNLESS THE FINAL STANDINGS WON'T BE CHANGED.**
 - **Playoffs: No time limit for Championship Playoff Games**
- **Article #4** - The umpire is responsible for calling the game once the game is underway. The site supervisor may overrule the umpire if there are unsafe conditions. If a game is called and the game is in either the top of the third, bottom of the third, or top of the 4th, it will be classified as a suspended game, (unless the hour and ten time limit has been met) and be made up from the point of suspension. If less than two complete innings have been played, it will be made up from the start. If the game is in the bottom of the 4th inning and the home team is ahead, it will be declared a complete game with the home team winning the game.
- **Article #5** - A game called by the umpire shall be considered complete if four or more innings have been played or the hour and ten minute time limit has been met.
- **Article #6** - Teams leaving before a game is officially called will forfeit that game with a score of 7-0
- **Article #7** - Umpire may call a game at any time due to darkness, rain or unplayable field conditions.
- **Article #8** - If an umpire does not show for a game two options exist: 1) Both teams agree to use a substitute umpire. This umpire shall be paid, please give the replacement umpires information to the site supervisor, the game is official. Or 2) The game will be rescheduled. Please note: site supervisors are not required to officiate games, they need to help secure officials for the evening's remaining games.
- **Article #9** - Home Run Rule - A five over the fence home run limit per team per game will apply. Any over the fence home run hit after the fifth will be considered an out.
- **Article #10** - Slaughter Rule is twenty (20) runs after 4 innings (3 ½ if home team is winning) fifteen (15) runs after 5 innings (4 1/2 if home team is ahead) and twelve (12) runs after 6 innings (5 1/2 if home
- team is ahead.
- **Article #11** - Flip Flop Rule--in the inning when the Slaughter Rule is exceeded and the Home Team is losing the Home Team will remain at bat and become the Visiting Team. If the Team (new Visiting Team) does not score enough runs to reduce the run difference below the Slaughter Rule, the Game is over. If they reduce the run difference below the Slaughter Rule then the new Home Team will bat. If they subsequently score enough runs to exceed the Slaughter Rule, the game will be over, if they do not, the Game will continue under that format. If the situation reverses, the Teams would Flip/Flop again. This would occur after 4 innintw (20 runs), 5 innings (15 runs) or 6 innings (12 runs).
- **Article #12** - A forfeited game will be considered a score of 7-0. Possible reasons for forfeit are:
 - 1) A team fails to show
 - 2) A team cannot field eight players
 - 3) An ejected player refuses to leave the facility
 - 4) Unsportsmanlike delay tactics are used
 - 5) If an AH is used, a team must finish with the same number of players that the team started with in case of ejection (See Rule 9.3)
- **Article #13** - Protests - protests will only be considered in the case of a difference of opinion in regard to the application and interpretation of the rules. A team must declare a protested game after the call and before the next legal pitch or before the fielders have left the field. The protest must be written in the scorebook and game continued from that point.
- **Article #14** All protests regarding a players eligibility may be made anytime until the end of the third inning. After the third inning, it must be made at the time the player enters the game. Teams may question the eligibility of up to three players. Players in question must present ID and sign the scorebook of the protesting team to be submitted to the Centre of Elgin along with the protest. Teams using illegal players will be subject to forfeit and team fines.
- **Article #15** - The official written protest must be submitted by 5 p.m. the next working day to the Centre of Elgin (100 Symphony Way) to be considered a valid protest. A \$25 fee must accompany all protests (or credit card number, exp. date, and signature with faxed protests). Valid protests will be voted on by the Softball Committee. If the protest is upheld, the game will be replayed from the point of protest and the fee returned. If disallowed, the game result will be final and the fee not returned.

USSSA RULE 5 ELGIN HOUSE RULE (PLAYERS AND SUBSTITUTES)

- **Article #1** - A team shall consist of ten players. At least eight (8) players are required to start and finish a game. A pitcher and catcher are required. If eight players are available at game time the game shall begin. For the 6:30pm games **GAME TIME IS FORFEIT TIME!**
- **Article #2** - Substitution Rule - All leagues shall permit a starting player withdrawn from the game to re-enter once, providing the player occupies the same batting position he/she had at the start of the game. Substitutes must take the batting position of the player he/she is replacing. Substitutes may not reenter. There is no penalty for unannounced proper re-entry.
- **Article #3** - Additional Hitter (AH) - Any team may insert an AH into the lineup. The batting order must remain constant; however any of the 10 of the 11 (12 for Co-Ed) players can take a defensive position throughout the game. If an AH is used, a team must finish with 11 (12 Co-Ed) players or in the case of ejection, an automatic out will result. If a team cannot provide the same number of players they started the game with due an ejection an automatic out will be declared when that player(s) would be up in the order. A team may walk any number of players to reach the automatic out. The use of an AH must be declared before the start of the game. If an AH is found to be used after the game has begun, that player shall be ejected. In Co-Ed, if an AH is used, it must be both one male and one female.
- **Article #4** - A team may start a game with 8 to 11 players (12 Co-Rec). If at any time, a player(s) is/are ejected and the team can not provide a substitute, the result will be a batted out in the lineup.
- **Article #5** - If a team drops a player(s) due to injury or other reasons, the game will continue and the player that was injured will be skipped in the lineup. A team must have a minimum of 8 players to continue the game.

USSSA RULE 6 ELGIN HOUSE RULE (PITCHING)

- **Article #1** - The pitched ball must arc at least 6 feet before it passes any part of Home Plate. The arc limit is unlimited for all leagues except Masters and Co-ed.
- **Article #2** - Any legal pitch hitting any part of the strike mat is a strike. The plate is NOT a strike
- **Article #3** - Pitchers can pitch from the mound or the safety box. One foot must be on the mound or in the box when the ball is released.

USSSA RULE 7 ELGIN HOUSE RULE (BATTING)

- **Article #1** - The batter starts with a 1 and 1 count. **All leagues, a fouled third strike, batter is out AND THE BALL IS DEAD. NO ONE CAN ADVANCE.**
- **Article #2**- Courtesy Runners— The courtesy runner can be any player on the roster. If the courtesy runner's spot comes up in the lineup while they are on base, the spot in the lineup will be an out and the runner will remain on base. No substitution is allowed for the courtesy runner. 2 players per inning will be allowed to get a courtesy runner. An exception will be made if a player gets injured after 2 players have received runners that inning.

USSSA RULE 8 ELGIN HOUSE RULE (BASERUNNING) *LEADOFFS*

- **Article #1** - 11" and 12" runners may not leave the base until the ball leaves the pitcher's hand. If not the base runner is out. Once a player leaves a base on an unbatted ball and is played on, the out can be made by force, no tag is necessary. Baserunners are entitled to advance without liability to be put out when forced to advance because of the batter being awarded first base. Stealing is not allowed.

Rule #4 Inclement Weather/Make ups/Thorguard

- **Article #1** - Rain-Out information to see if games will be played is available at 847-931-6145 ext. 1 and www.quickcores.com/elgin will also be updated on days of inclement weather.
- **Article #2** - Games that are cancelled during the season due to the weather will be made up throughout the season on your scheduled night of league play. This will result in a doubleheader in most cases. If a number of cancellations do occur, the season will be extended. Dates for make up games will be posted within two business days on your schedule at www.quickcores.com/elgin. It is your responsibility to check these sources for time and dates of your make ups.
- **Article #3** - The Elgin Sports Complex has the Thorguard Lightning Detection System. This detection system is located at the top of the softball concession stand. It will sound one tone with a duration of 15 seconds when lightning has been detected in the area. Three tones with a duration of 5 seconds each indicates that lightning has cleared the area.
- **Article #4** - The strobe lights located on the Thorguard System (at the top of the softball concession stand) will be activated when lightning has been detected in the area and potentially dangerous weather conditions are present. Once the system has been activated, participants must seek shelter in their cars or a building. They should not use a tree or dugout for shelter and they should keep away from metal objects such as the fences, bicycles, umbrellas, etc. All participants must wait until the Lightning Detection System performs an all clear before resuming activity.
- **Article #5** - If after 20 minutes, the lightning detection system has not given the all clear, the onsite staff will decide whether to cancel/suspend the games for the remainder of the evening or continue waiting. (Please see Rule #8 (Article #4) regarding suspended/complete games). Please check the hotline or quickscores for updates on timeslots after the games that are in delay/canceled/suspended for updates on if they will be played.
- **Article #6** - If staff cancels the evening because the lightning detection system has not given the all clear, the complex staff will start to turn the lights off so the participants know that games have been canceled for the night. Once games have been canceled, the hotline will be updated.
- **Article #7** - If after the 20 minutes an all clear sound has been given (3 short tone blasts with a duration of 5 seconds each and the strobe light deactivates) games will resume play.

Rule #5 Trophies/Standings

- **Article #1** - Team trophies will be awarded for the 1st place teams and tournament winners. Consolation brackets do not qualify for awards.
- League champions can choose from a credit, trophy or shirts. Tournament winners can choose from a credit or trophy.
- **Article #2** - Team standings will be determined by wins and losses.
 - **A. If two teams tied:**
 - 1) Wins and Losses
 - 2) Head to head
 - 3) Head to head Least Runs Allowed
 - 4) Least Runs allowed entire season
 - 5) Coin flip.
 - **B. If three or more teams are tied:**
 - 1) Head to head between all tied teams (HTH)
 - 2) Head to Head Run Differential (HTRDiff). Once a team is eliminated during the tiebreaker, the process reverts back to Step A. 3rd place is determined first.
- **Article #3** - League Champions will be moved up one level in the following year. Teams may ask to remain in the lower league but, must be approved by league supervisor. To balance out leagues, the League Coordinator may move multiple teams at his discretion. **If a team remains in a lower league they can not qualify for playoffs or win awards again the following year.**

Rule #14 Co-Ed Leagues

- **Article #1** - If ten players: 5 female 5 male must be in the lineup at all times. If unable to field 5 males and 5 females, a team is allowed to have 6 females on the field. **If nine players: 4 must be female.**
- **Article #2** - Each team must have male/female, pitcher/catcher combination. If a male pitches a female must catch, if a female pitches a male must catch. At least 2 females must play the infield excluding pitcher and catcher. 2 males and 2 females must also play in the outfield if 10 players. If 9 players & 4 are female, a girl must play Center Field!
- **Article #3** - Males and Females must alternate in batting order, If only nine players or in the case of 10 players and 6 are female it is allowable for the leadoff and last batters to bat in order. If batting two guys back to back see Article 4.
- **Article #4** - Any walk to a male batter will result in a two base award. The next batter (female) will bat. EXCEPTION: With two outs, the female batter has the option to walk or bat. NOTE: No out will be called if the female batter-runner passes a male during the dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed. EXCEPTION: In the case of two males batting back to back (9 players), the first male that walks will be awarded one base. The next batter (male) will bat and if he walks will be awarded two bases.
- **Article #5**- **In order to use the Additional Hitter (AH) for Co-Rec, you must use a male and a female or 2 females for a total of 12 players. If agreed by the coaches you may use more additional hitters but must continue to have a male and a female or 2 females (14,16 etc).**
- **Article #6**— A safety base will be used at Home Plate. It will be marked as a white line placed on the field 8 feet over from home plate. Runners will be required to go to that safety base at all times when coming home to score. Any runner that touches home plate or enters the batters box will be out. The play at home plate will be a force out. No tagging of the runner is allowed. The defense must touch the actual plate before the runner reaches the safety line.
- **Article #7**— A point of no return line will be used for all plays at home. Once a runner touches or crosses the point of no return line with one foot, they must continue to go to the safety base at home plate. If the runner crosses the point of no return line and returns to third base they will be called out. The only exception is if the runner crosses the line and a ball hit in the air and needs to return to the base to tag up.

Rule #15 Co-Ed 12" Leagues

- **Article #1** - The Males will use a softball little league bat when batting. Teams are allowed to purchase their own softball bat. The softball bat must be no longer than 29" and must be a youth softball bat or 27" youth baseball bat is allowed. **The bat must be USSSA certified with a diameter of no larger than 2 ¼ inches. No large barrel baseball are to be used.**
- **Article #2** - Pitching—Arc must be no higher than 12 feet from the release and at least 6 feet high.
- **Article #3** - All other Co-Rec Rules stated above will apply.

Rule #16- Fines and Suspensions

- (Any fines paid to the City of Elgin will be donated to the Youth Scholarship Fund)
- **Article #1** - Players managers or coaches fighting anywhere in the facility: two week suspension PLUS a \$50 per player fine. 2nd offense –season suspension PLUS a \$50 per player fine.
- **Article #2** - Players, managers, or coaches under the influence or possession of intoxicating liquors: two week suspension PLUS \$50 fine.
- **Article #3** - Players involved excessive rough tactics: two week suspension PLUS a \$50 fine per player. 2nd offense –season suspension PLUS a \$50 per player fine.
- **Article #4** - Players, managers, or coaches who push, strike, touch, or threaten an official or a City of Elgin employee in any manner: minimum automatic 12 month suspension from all City of Elgin sports up to a lifetime ban from all City of Elgin sports PLUS a team fine of \$100. This includes, threatening to beat someone up in the parking lot.
- **Article #5** - Continuing use of profanity after warning: one week suspension PLUS a \$25 fine
- **Article #6** - Repeated violation of not cleaning team site area: team fine of \$25
- **Article #7** - Player improperly listed as a city of Elgin resident on roster: team fine of \$30 per player PLUS season suspension of player
- **Article #8** - Players, managers or coaches ejected from a game: 1st Offense: Warning, 2nd Offense: two week suspension and fine of \$50, 3rd Offense: season suspension PLUS a team fine of \$50
- **Article #9** - Players managers or coaches who after a warning, continue to harass an official: two week suspension PLUS a \$50 fine
- **Article #10** - Suspended players appearing at the Elgin Sports Complex: player suspend for season PLUS team fine of \$50
- **Article #11** - Ineligible player; drop of player PLUS \$50 team fine and forfeiture of game (s).
- **Article #12** - Team forfeiting, first offense: full payment of officials fees
- **Article #13** - Team forfeiting, second offense: Team fine of \$25 PLUS full payment of officials fees PLUS dropped from league
- **Article #14** - Use of an illegal or altered bat: player and owner of bat are ejected PLUS minimum one year suspension and up to a lifetime ban from all City of Elgin Sports, PLUS \$50 team fine.
- **Article #15**—Persons leaving the dugout/bench area in any altercation: Forfeiture /and or team fine of \$50.00
- **Article #16** - Player's and/or team fines must be paid at the Park's and Recreation office or on-site prior to the team's next game. Teams will not be allowed to play their next game until fines are paid. A receipt of payment must be presented prior to being allowed to play
- **Article #17** - Checks (payable to City of Elgin) cash or credit cards (office only) will be accepted for fines.
- **Article #18** - Fines not paid at end of season will be deducted from the forfeit fee.
- **Article #19** - The appropriate fines and suspensions will be applied by the Athletic Supervisor at his/her discretion. Appeals may be made in writing to the Superintendent of Recreation and Facilities within 2 business days of the Athletic Supervisor's decision. Penalties will be in effect while appeal is being investigated

MASTERS 50 AND OVER.

- ALL RULES FROM ABOVE APPLY WITH THE FOLLOWING EXCEPTIONS.
- **Article #1** – Games will begin at 6:45 PM and 8 PM with a 1 hour and 15 minute time limit. At 1 hour mark, finish the inning plus open inning.
- **Article #2** – Games will be called by Slaughter Rule if a team is winning by 15 runs after the 5th inning or by 12 runs after the 6th inning.
- **Article #3** – The umpire shall call out an illegal pitch while it is in the air.
- **Article #4** – Any ball that is hit to the outfield in the air is a hit.
- **Article #5** – Bats will be 1.20 and pass compression of 225 lowest and 600 highest. **70 and over may use senior bats SSUSA SPA USSSA 1.21**
- **Article #6** – A safety net will be placed in front of the pitcher. Per USA masters rules it must be placed 4 feet in front of the mound and on the glove side of the pitcher. The net must be edge must be centered on the mound. If 1 team playing wants the safety net it must be used by both teams and be placed in this location. A batted ball that hits the net is a strike. If you hit the net with 2 strikes it is an out.
- **Article #7** – Homerun rule will be 3 homeruns and then 1 up. First team to hit a home run can not hit another homerun until the other team has hit one. No team can be more than 1 homerun ahead of the other team. Any homerun that is hit over the 1 up rule will be a single.
- **Article # 8** – Rosters are due by game 3.
- **Article #9** – A rostered player that is late can join the game at any time. A player not on the roster for that team but on another teams roster can not join after the 3rd inning with a limit of 3 players from other teams allowed to play in the game.

