

REVISED

2022



Men's 12" Softball



LEAGUE RULES

VILLAGE OF LAKE IN HILLS RECREATION DIVISION

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LEAGUE INFORMATION

The current year USA Softball (formerly ASA) Rules govern all play except specifically modified by these local rules and regulations for slow-pitch softball.

This guide is meant to be an overview of home rules and USA Softball rules and is not all-inclusive.

UMPIRES HAVE THE FINAL DECISION,
RULE, APPLICATION, AND INTERPRETATION

All league information will be posted on the Village of Lake in the Hills Quickscores page: www.quickscores.com/lith



VI. INCLEMENT WEATHER/MAKEUPS/THORGUARD

A game called by the umpire due to rain or other circumstances shall be considered regulation if five or more complete innings (4 ½ innings if the home team is ahead) have been played unless the game qualifies as a blow-out after the end of 4 innings played.

If the game does not reach regulation length, we will start where the game left off.

A team ahead by 15 or more runs at the end of 4 innings and 10 or more runs at the end of 5 innings will be declared the winner.

VII. AWARDS

The team having finished in first place at the end of the regular season, in their pool, will receive awards as well as a number one seeding in the post season tournament. Likewise awards will be issued to the team who finishes first in the post season tournament will be issued an award.



REGISTRATION FOR ADULT LEAGUES

REGISTRATION LINK: [CommunityPass](#)

Recreation leagues are a self-supporting program. Therefore, league fees are subject to change from season to season. The fees cover the cost of awards, umpires, equipment, supplies, field preparation & maintenance. USA Softball does not sanction this league.

- Registration for all leagues is online and on a first-come, first-serve basis
- All fees must be paid at the time of team registration—which includes Sponsor payments.
- Teams may pay by personal check, cash, or credit card and then seek reimbursement directly from their sponsor.
- Spots are not guaranteed until payment is received in full.
- Any individual or team who has presented a "returned check" will be suspended from all participation until the check has been made good. Checks cannot be held for later deposits. A \$25.00 administrative fee will be assessed on all returned checks. Cash is required to replace checks returned due to non-sufficient funds.

THE VILLAGE OF LAKE IN THE HILLS, ADULT ATHLETIC PROGRAMS/LEAGUES ARE ORGANIZED FOR THE HEALTH AND RECREATIONAL BENEFITS OF THE RESIDENTS OF LAKE IN THE HILLS



GENERAL RULES & INFORMATION

- All Village of Lake in the Hills parks, facilities rules, regulations, and ordinances apply.
- Vehicles are not allowed beyond the pedestrian pathways except for pre-approved delivery vehicles
- Team Managers are responsible for their spectator's and teams' actions
- No alcohol of any kind is allowed
- Being under the influence of a controlled substance is prohibited
- Gambling on any play or the outcome of a game is prohibited
- Climbing trees, fences, and backstops is prohibited
- Shoes must be worn at all times inside the park. This applies to players, managers, umpires, and spectators.
- Parents/Guardians are responsible for their children's safety and behavior and must supervise youth spectators at all times and should not interfere with gameplay
- It is encouraged that you bring your hand sanitizer.
- If you share equipment, we suggest sanitizing the equipment after each use.
- Please do not enter the dugout until the last team is completely out.
- Follow carry in/carry out Leave No Trace trash etiquette: make sure you do not leave any trash in the dugout or surrounding area
- Please be prompt when leaving the dugout at the end of your game. This will allow us to stay on schedule.
- Practice good hygiene. Sanitize hands appropriately.
- Assume gates, fences, and equipment have not been disinfected. There is no practical way for staff to maintain a constant state of sanitation.
- Stay home if you are not feeling well

FINES AND SUSPENSIONS

- V.4. Team forfeiting** – Fines will be charged to the Team Manager CommunityPass account and must be paid online by your next scheduled game:
- V.4.1. First offense - \$25 forfeit fee
 - V.4.2. Second offense - \$50 forfeit fee
 - V.4.3. Third offense - Suspension from the league for the remainder of the season. \$75 fee must be paid in order to sign-up for the next season.
- V.5. Threatening an official or supervisor:** Season suspension.
- V.6. Fighting** – Players or team managers fighting anywhere in the park:
- V.6.1. 1st offense - two-game suspension PLUS a \$50 per player fine.
 - V.6.2. 2nd offense –season suspension PLUS a \$50 per player fine.
- V.7. Ejection from the game:**
- V.7.1. First offense - at least 1 game suspension
 - V.7.2. Second offense - at least 2 game suspension
 - V.7.3. Third offense - season suspension
- V.8. Any player caught participating in a league during a suspension:** Forfeit of all game's the player participated in.

IV. UMPIRES

It is the duty of the umpire to administer decisions of the game in accordance with the current year's official USA Softball Rulebook and the Village of Lake in the Hills Rules and Regulations.

All games are under the control and direction of the Umpire. Only Team Managers may discuss decisions with the Umpire.

Umpires will not hold up a game to look for rules between innings or batters. All situations regarding rule interpretation is to be handled through the protest procedure

Umpires shall have the authority to order a player, manager or spectator to do or cease doing, any act which in their judgment is necessary to enforce Village of Lake in the Hills Rules and Regulations.

UMPIRE ABUSE

Any player, manager, sponsor, spectator, or any other person who pushes, shoves, bumps, threatens, or strikes an umpire shall automatically be suspended for one (1) year from all programs with the Village of Lake in the Hills. The current game will be forfeited or the next game whichever is appropriate.

V. PROTESTS, FINES & SUSPENSIONS

There are three types of protests:

V.1. Misinterpretation of a playing rule - must be made:

- V.1.1. Before the next pitch legal or illegal,
- V.1.2. Before the next play
- V.1.3. Before all infielders have left the fair territory

V.2. Illegal player - must be made while the player in question is in the game

V.3. Ineligible player - can be made any time. Eligibility is the decision of the umpire and the Recreation Supervisor.

LIABILITY STATEMENT

The Village of Lake in the Hills, its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur due to this program. Individuals are encouraged to have their own personal health/accident plan for such injuries. Therefore, players participate at their own risk.

- All players are required to legibly sign a waiver of liability and provide a minimum of one emergency contact person and their phone number
- **Players without a legibly signed waiver of liability are not permitted to play, and if found to be playing, the team will receive a forfeit for those games.**

The Team Manager's responsibility is to ensure waivers are signed before playing the first game, including any substitute players.

CONSUMPTION OF ALCOHOLIC BEVERAGES

- No alcoholic beverages are allowed in the parks at any time. If any member of a team or the team's fans are observed consuming alcohol before, during, or after their game. In that case, their team risks forfeiting that week's game or their next game.
- Teams are responsible for their fans. Therefore, it is up to the team to inform their fans of this policy.
- Adults should also ensure that they do not participate in softball while under the influence of alcohol, drugs, or medication, as doing so creates a greater risk of injury to the person under the influence and those around them. Playing under the influence of alcohol or any other substance that causes reaction times to slow down is very dangerous, in part, because of slowed reaction times.
- Participation in softball while intoxicated is likewise dangerous and should never be undertaken for these same reasons.

CONDUCT AND FAIR PLAY

The foundation of sport, at whatever level, is built on principles of fairness and respect – win, lose or draw – we want to know that the competition has been honest and people respect the effort and participation of everyone involved.

The Village of Lake in the Hills encourages fair and honorable play between its participants, officials, and spectators. Below are the criteria of how teams and players are rated. If there is an issue of fairness or sportsmanship during a game, contact the Umpire. Post-game concerns can be addressed with the Recreation Supervisor.



– **Excellent Conduct and Fair play** - Players cooperate fully with the officials and other team members. The Team Manager calmly converses with officials about rule interpretations and calls. The Team Manager also has full control of their teammates, bench, and spectators.



– **Good Conduct and Fair play** - Team members verbally complain about some decisions made by the officials and show minor disputes, which may or may not merit the Umpire to intervene.



– **Average Conduct and Fair play** – The team shows verbal disagreement towards officials and the opposing team. The Team Manager exhibits minor control over their teammates, the bench, and spectators but controls themselves.



– **Below Average Conduct and Fair play** - The team consistently comments to the officials and the opposing team from the field and dugout. The Team Manager exhibits little or no control over teammates, the bench, spectators, and themselves.



– **Poor Conduct and Fair play** - The team is completely uncooperative. The Team Manager has no control over teammates, the bench, spectators, and themselves.

immediately being ejected from the game

III.14. **Force Out** – All bases and home plate are force-outs.

The runner does not have to touch the base or plate and may run to the outside of the bag or plate. If the runner passes a base or plate before the ball has arrived, the runner will be declared safe. If a runner rounds a base, within the Umpires judgment, with the intent to advance, but does not cross the commitment line, and returns to the last base occupied, it is a force out.

III.15. **Home Run Rule (HR)** - Any team that hits 4 HR's has to wait for the other team to hit 4-HR's before hitting any other home run. If an HR is hit before the other team gets to 4 HR's it will be an out. Once each team has 4 HR's it will be a one-for-one rule where a team can then hit another HR but has to wait for the opposing team to hit one before hitting another (or it is an out). This applies to over fence HR's only.

III.16. **Home Run Walk-Off Rule (HRW)**– When a home run is hit, it is not necessary (however is acceptable) for the batter or runners on base to run the bases. All offensive players may return directly to the dugout.

III.17. **Tied Game** – If a game is tied after seven (7) innings and there is time remaining within the time limit, extra innings may be played until the tie is broken or time expires. If the game is still tied when the time expires, the game will stand as a tie, except during playoffs. Tied games count as a half-win and half-loss in league standings.

III.9. **Pitching Arc** – The pitching arc will be six (6) feet minimum to ten (10) feet maximum and must clear the white of the plate. A strike zone mat will be used. . Any pitch of appropriate arc that hits the mat will be called a strike.

III.9.1. The pitched ball must be released within five (5) seconds from the time the pitcher and the batter are set. If a pitch is deemed “flat” by an Umpire, they must indicate that immediately.

III.10. **Warm-up pitches** - Pitchers will be allowed no more than two warm-ups between innings after the first inning to keep games moving along.

III.11. **Infield Fly** - An infield fly is a fair fly ball caught by an infielder with ordinary effort when 1st and 2nd, or 1st, 2nd, and 3rd bases are occupied before two are out. The pitcher, catcher, and any outfielder who positions himself in the infield on the play shall be considered infielders. Therefore, the ball is alive, and runners may advance at the risk of the ball being caught or tagged up and advance after the ball is touched.

III.12. **Obstruction** - The act of a fielder, while not in possession of the ball or not in the act of fielding a batted or thrown ball, impedes the progress of a base runner who is legally running bases. As a result, the obstructed runner and any other runners affected by the obstruction will be awarded the base(s) they would have reached had the obstruction not occurred.

III.13. **Fielder/Runner Interference:** All players share the responsibility for avoiding collisions. Failure to do so will constitute “interference” or “obstruction” and will result in an out and/or ejection. Any other runners will return to the base occupied at the time of the ruling, or forward as awarded by the Umpire in the case of obstruction. It is the umpire’s judgment if there is any contact, the runner may be declared out or safe. Any blatant contact by the runner or fielder will result in

TEAM MANAGER EXPECTATIONS

A Team Manager is responsible for the team’s actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a Team Manager in the event the coach is absent or that player is acting as a player/team manager.

LEAGUE FORMAT

As a 12-team league, we will have two divisions of 6 teams. The schedule will consist of teams playing everyone in their division once and having 4 crossover games. When seasons have less than 12 teams, this will be modified.

TIME

- Game time starts as indicated on the schedule. Games are seven innings in length.
 - For the 8 am game only: There will be a ten (10) minute grace period (running clock) before a game is forfeited. If it takes 10 minutes to get nine rostered players at the field, 55 minutes of game time will remain.
- At the 50-minute mark, a 2-2 count will apply at the new inning.
- No new inning will begin after 65 minutes from when the game began.
- If the game is still tied after 7 innings or after the 65-minute time limit, extra innings will be played until the tie is broken.
- A team ahead by 15 or more runs at the end of 4 innings and 10 or more runs at the end of 5 innings will be declared the winner.
- A game called by the umpire due to rain or other circumstances shall be considered regulation if five or more complete innings (4 ½ innings if the home team is ahead) have been played unless the game qualifies as a one-sided victory after the end of 4 innings played. If the game does not reach regulation length, the game resumes where it was left off.

TOURNAMENT PLACEMENT

The tournament seeding will follow this format:

- Each division winner will receive a top seed. Their record will determine whether they are an #1 or a #2 seed. After that, the teams will all be ranked based on their record. The next two teams (#3 and #4) will receive first-round byes. All other teams #5-#12 will have play-in games.
- Rankings will be issued based on head-to-head competition for teams with equal records. If teams have no head-to-head competition, the team with the most wins will receive the higher seeding. If this is even, a coin toss will determine seedings.

I. ROSTER/PLAYER ELIGIBILITY

- I.1. All participants must be at least eighteen (18) years of age at the start of the first game of the season.
- I.2. Rosters are accessible all season from the Quickscores website/app and Umpires.
- I.3. An individual may not be on more than one team's roster. Players not listed on a team roster will be considered ineligible.
- I.4. A roster change may be made after the season's second game in the extreme case (injury, player moving, military responsibilities) with the approval of the Recreation Supervisor. Documentation may be required.
- I.5. Teams must have at least eight (8) players to start a game. Additional Hitters may be used up to 12 hitters in the batting order. It must be declared before the game if any additional hitters will be used.

III.4. Base Running – Runners on the base paths are expected to slide when appropriate. Interference or obstruction is an umpire's judgment call. A runner creating any type of interference or obstruction would be called out and an additional base runner if a double play was possible before the interference. Runners are allowed to overrun all bases as long as no move is made toward the next base.

III.5. Lead-off / Stealing - NO LEADOFFS OR STEALING IS PERMITTED. Runners may leave the base once the ball is released by the pitcher.

III.6. Extra Player (EP) – Under normal circumstances, when all players are present, eleven (11) players (including EP's) may bat. An EP may not be added after the start of the game and needs to be used throughout.

III.7. Courtesy Runner (CR) – Each team is allowed one (1) Courtesy Runner per inning once the replaced runner reaches base. The courtesy runner used must be the last batted out or last out of the previous inning. If the last batted out cannot run due to injury, the courtesy runner will be the previous batter out or the last out of the previous inning. If a CR's turn at bat comes while on base, the player who the CR is running for will be called out, and the CR will take their turn at bat.

III.8. Pitchers – Pitchers may pitch, for the sole purpose of safety, anywhere from the pitcher's mound back towards up to two feet from the mound, provided the pitcher stays within the 24-inch-wide pitching rubber plate and pitches in the same location until the batter's turn at bat has been legally completed. The pitcher may return or move to a different area for subsequent batters. The pitcher may not move around to confuse the offensive team.

- II.6. Glove/Mitt may be worn by any player.
- II.7. Uniforms- All players on a team shall properly wear at minimum a matching shirt color with a player number. If a player is requested by the umpire to remove jewelry, illegal shoes, or illegal parts of the uniform and they refuse, the player will not be allowed to play.
- II.8. Shoes – Participants must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats, golf, football, or track shoes are not allowed.
- II.9. Jewelry - Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

III. GAMEPLAY

- III.1. **Ball/Strike Count** – Hitters will begin with a one (1) ball and one (1) strike count. The batter will be out on the second foul after two (2) strikes
- III.2. **Batting Order** The batting order shall show the names, first and last, in the order in which the players are scheduled to bat.
 - III.2.1. The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by a substitute who must take the place of the removed player in the batting order
- III.3. **Batting Position** – The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire. It is an automatic out if a batter takes a step over or on the plate while swinging.

- I.6. If there are only seven (7) players to start the 8th spot in the line-up, will be an automatic out --
 - I.6.1. If a team starts a game with fewer than the maximum players or a spot in the lineup is left vacant for any reason, including injury or ejection, the team will not be assessed an automatic out if there are legal and eligible substitute players available.
- I.7. The roster maximum is twenty (20) players.
- I.8. **Rosters will be completed online through the Quickscores website or app and must be legibly completed by players, even potential substitutes, before their first game. Paper rosters/waivers will be allowed at the discretion of the Recreation Supervisor.**
- I.9. Any starting player may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the line-up.
- I.10. Substitutions may not re-enter once withdrawn. In addition, the starting player and substitute may never be in the game simultaneously.

ILLEGAL PLAYERS

- I.11. Proper eligibility is the obligation of both players and managers.
- I.12. Illegal players can be identified for suspension if a protesting team completes and files a Protest Form during the game or when an eligibility check is done by the Recreation Department.
- I.13. In both leagues and tournaments, players should have picture identification available. The protested player must produce identification for the umpire or have their identity verified by the Recreation Division or umpire. A protested player unable to provide this proof may be considered an illegal player, and the result may be forfeiture of the game.

I.14. Protests that require only identification will be handled by the umpire on the playing field at the time of the protest. The game clock will continue to run.

I.15. If a Manager or designee knowingly uses an “illegal” and or an “Unverified” player, the game will be forfeited.

I.16. A Manager who lists a player on the roster under an assumed name, the player, Manager, or designee will be suspended from the game, including playoffs. If a team uses an “illegal” or “Unverified” player under an assumed name, during playoffs, that team shall automatically be dropped from the playoffs.

INJURED PLAYER

I.17. During a live ball situation, when a player becomes injured, and in the umpire’s, judgment requires immediate attention, the umpire shall call “DEAD BALL”. It will be at the umpire’s discretion to award any bases that would have been reached.

BLOOD RULE

I.18. A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered.

I.19. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire’s judgment. Uniform rule violations will not be enforced if a uniform change is required.

I.20. Rules of the game regarding substitution, and re-entry apply.

II. FIELD SETUP & PLAYER EQUIPMENT

II.1. First Aid Kit – The umpire has access to the first aid kit and is available for players and spectators.

II.2. Bases – The bases will be seventy (70) feet. A double base will be used at the first base.

II.3. Pitching Mound – The pitching mound is set at 50 ft from home plate.

II.4. Softballs - The softball provided by the league will be the official game ball. The official softball shall have a yellow optic cover, red stitch 12-inch ball with a size of 11.875 inches or over, a weight of 6.250 ounces or over, a COR of .520 or under, a compression of 300.0 lbs. or under, and a Dynamic Stiffness of 5500.0 lbs. or under.

II.4.1. The Village of Lake in the Hills will furnish a new ball. After a ball has been used, it will be kept by the umpire and used as a backup ball for other games. It is the two playing teams’ responsibility to retrieve balls that have left the field either immediately or in between innings.

II.5. Certified Bats - Only slow or fastpitch bats which bear the USA Softball approved certification mark or those included on the list published by the USA Softball National Office.

II.5.1. Bats cannot be damaged (cracks, dents, etc.) or altered in any way. Umpires will aid in determining if bats are legal for gameplay

II.5.2. The Village of Lake in the Hills or its representatives has the right to confiscate any bat that is allegedly illegal/altered. If the bat is found to be illegal, that player and the bat’s owner will be suspended from athletic programs for a minimum of 1 year and up to a lifetime ban

II.5.3. A list of approved and non-approved bats is available from USA Softball

www.teamusa.org/USASoftball/Certified-Equipment