

MEN'S 16" SOFTBALL RULES AND GUIDELINES SUMMER 2017

**Morton Grove
Park District**



www.mortongroveparks.com

LEAGUE FORMAT

1. Teams will play a schedule consisting of 12 divisional games prior to the postseason tournament. Standings will be kept over the entire regular season schedule and the best overall record will determine league champions.
2. At the conclusion of the regular season, all teams will be eligible for a post-season tournament. This is a one day, interleague tournament with teams from both league nights. Tentatively scheduled for Saturday, August 5th.

SCHEDULING

1. The "Home Team" will be the team whose number appears second on the schedule throughout the season.
2. Makeup games shall be conducted on Sundays or if possible on the same week night.
3. Questions regarding game locations and times can be found by visiting www.quickscores.com/mortongrove Rainouts can be answered by calling the **Morton Grove Park District (24) hour hotline number (847-965-7558) after 4:00 p.m. Ext: #3**
4. All make-up games will be reported to the team managers. It is the team manager's responsibility to inform their team members of such make-ups.
5. **There will be no changes in schedules after schedules are posted on-line.**

ROSTER/WAIVER FORMS

1. All teams must have a roster/waiver form on file before the season starts. Rosters must be complete with names, addresses and phone numbers of all participants. All players must fill out all roster information completely. **Players must be at least 18 years of age or older on the first date of play.**
2. Rosters will be limited to a maximum of (21) players.
3. Rosters must be turned in before the first game. Changes to the roster can be made until the start of the third week of the season.
4. Players may play on (1) team per competitive league only. Any player found participating on more than (1) team per league will lose the opportunity to play any more in that league. Teams that the person played for will forfeit all the games in which the player in question was used. To prevent this shortcoming, all players are required to carry a **picture ID** to all games and present it upon request.
5. Protest of player eligibility can be made or appealed any time during the game. The umpire must be notified of a roster check and play will be stopped until the field supervisor checks the roster. The player in

question at this time must present their picture ID. If the player is declared ineligible has played, the team will forfeit the game.

STANDINGS

1. Standings will be posted at www.quickscores.com/mortongrove
 2. A (2) team tie in the standings will be broken on the basis of head-to-head competition throughout the season. If the tied teams have the equivalent record against each other, the tie will be broken on the basis of runs scored and given up in the games played against each other. The team who's number approaching (0) if all negative shall be awarded (1st) place, (2nd) place, etc.
 3. A (3) team or more tie in the standings will be broken on the basis of runs scored and given up in the games played against each other. The team(s) that has its difference the highest positive number (or number approaching (0) if all negative) shall be awarded (1st) place, (2nd) place, etc.
 4. In the event teams remain tied following the run differential procedures stated in rules (2) and (3), ties in the standings will be broken on the basis of runs given up by the tied teams against all opponents throughout the season, will be the determining factor in breaking the tie*
 5. The team that attended the April Captain's meeting, will be the determining factor. In the event that teams remain tied following all of the above mentioned procedures, a play-off game will be scheduled to break the tie.
- * **With the above-mentioned rules, it is imperative that all scores are accurate on the official scorecards submitted. Thus, both team manager's signature, in addition to the umpire's signature must appear on the scorecard.**

LEAGUE CHAMPION AWARDS

1. A monetary award will be presented to the League Champion team payable to the TEAM CAPTAIN stated on the official application form.

League/Tournament Champion Payout, sponsorship reimbursement, will be mailed a maximum of 4 to 6 weeks (30 to 45 days) after the end of the program.

PLAYING RULES

The official rules for 16" softball slow pitching, as adopted by the Amateur Softball Association (ASA) will govern all league play except those rules indicated.

1. The "Home Team" will keep the game ball after each game.
2. Official scorecards will be provided by the Morton Grove Park District. **BOTH TEAM MANAGER'S AND UMPIRE'S SIGNATURE MUST APPEAR ON THE SCORECARD.**
3. The official scorecard may be submitted to the Field Supervisor or place on the clipboard where it will be collected. If an official scorecard is unavailable to submit, the score sheet from the winning team's scorebook may substitute.
4. Games are limited to **one hour**. A regulation game shall consist of 7 innings with the exception of the slaughter rule or a game called by the umpire. **In the event of rain, darkness or other circumstances declared by the umpire, a game shall be considered official after (4 1/2) innings if the "Home Team" is leading.** Should the game not go 4 1/2 innings, the

game will be re-played on another date picking up the game at the point where the game was called. **No new inning will start after 55 minutes of play, exception to this rule would be a tie.**

In the rare event of a tie game (after 60 minutes of play or past 7 innings), the game will be played until a winner is determined using the following rules:

The 8th inning: 2-2 Count goes into effect

The 9th inning: 3-2 count goes into effect and the last batter to make an out in the previous inning starts at second base

***In the end of the season tournament, this rule does not apply. Games will continue with normal rules until a winner is determined.**

5. **Slaughter Rule: Any team leading by 12 runs at the end of 5 innings or 10 runs at the end of 6 innings will be declared the winner.**

***Playoff slaughter rule: 15 runs at the end of 6 innings, no slaughter after 5 innings. Time limit is 1:25 min**

6. All teams must begin/or end a game with a minimum of (9) players, if not, a forfeit will occur. If a team begins a game with (9) players, the (10th) player may enter the game as soon as he arrives and must bat in the (10th) batter position.
7. Game time will be forfeit time for all games. **The score of a forfeited game will be 12-0.** Nine players must be present by game time. If neither team has (9) players present, both will forfeit the Game (Loss). If (9) players are present, the game must begin.

Teams are permitted two forfeits throughout the season, incurring a \$50.00 fine for the first forfeit. **If any team forfeits a second time, that team may face an additional forfeit fee and be removed and or expelled from the league, forfeiting all league fees paid.** The league schedule may be re-worked at this point and captains will be notified of the new schedule.

If a team walks off the field during a game that is not called final by the umpire, that team will forfeit the game and is subject to removal from the league forfeiting all league fees paid

8. Each team shall have equal possession of the infield prior to the start of the game, provided the game begins at the scheduled time.
9. **No metal spikes or football cleats are allowed.** Only rubber cleats are acceptable. Failure in complying with this ruling shall result in an "ejection of the game."
10. There will be no drawn batters box. The batter will be called out if he steps across the side of home plate when the pitched ball is hit foul or fair. The ball becomes dead and base runners may not advance.
11. Any baseball/softball bat may be used, as long as the bat has not been tampered with, in addition to having a minimum of (10") of continuous tape extending from the handle. This rule will no longer be based on an appeal play. The batter is declared out, all base runners return to the base occupied at the time of the pitch and play is continued with the next batter in the lineup. The "illegal bat" will not be allowed to be used for the remainder of the game/season. Any continued offenses of using an "illegal bat" by the original batter or other team members, will result in an "ejection from the game".
12. The "Strike Zone" is that area over home plate that is below the batters shoulders and above the knees when the batter assumes his natural batting stance. The "wells" will be considered strikes.
13. After (2) strikes, any batter who fouls off (1) pitch will be declared out, the ball will become dead. The base runners may not advance, unless the foul ball is caught on the fly.
14. A batted **FAIR BALL**, which strikes the overhanging branches of any tree will be a dead ball, and no count assessed to the batter. Runners may not advance. A **FOUL BALL** that strikes the branches will be considered a strike.

15. Extra Hitter Rule

Teams must designate the use of an E.H. before the start of the game. A team using E.H. has 11 batters; any 10 of the 11 batters in the lineup may play the field at anytime during the game. Substitution for the E.H. by a player who has not yet been in the game is allowed. If the E.H. is unable to bat due to an injury or ejection, and cannot be replaced by a substitute, then that turn at bat, and all subsequent turns at bat will be considered an out.

16. **The count of the batter will start with 1 Ball and 1 strike.** Free lance pitching is allowed. The pitched ball must be delivered at a slow speed without a maximum height, thus allowing an “unlimited arc”. Picher’s may take (1) step in any direction. After the second hesitation or windmill motion, the ball is delivered to the batter or thrown to a base to make a play on a base runner. **The closest pitcher’s plate will be used (38 feet).**
17. On a pickoff attempt by the pitcher or catcher, the base runner played upon may advance (1) base, provided the base ahead of the runner is unoccupied. Only the base runner played upon may advance. No double steals are allowed. A base runner played upon is defined as a throw to the base in which the runner started from. Note: The pitcher has **TEN (10) SECONDS** to release the next pitch after receiving the ball or after the umpire indicate play ball. **UMPIRE’S DISCRETION** will be used to determine abuse of this rule. This rule will be used primarily to avoid excessive time consumption by a team.
18. Pitchers are allowed three (3) warm-up pitches for the (1st) inning of each game and/or if a new pitcher enters the game. Two (2) warm-up pitches are allowed each inning thereafter. For every additional warm up pitch thrown a ball will be assessed to the batter.
19. Courtesy runners will be allowed by mutual agreement of both captains. The courtesy runner will be the player who made the last out.
20. On an overthrow, the ball remains in play if it hits the fence behind (1st) and (3rd) base, the fence behind home plate and/or the ball stays within the imaginary line extending from the ends of the fence parallel to the foul lines. Base runners may advance at their own risk. If the overthrow goes beyond the imaginary line of the fence, the ball becomes dead, and the base runner is awarded (2) bases based upon the position of the base runners position on the release of the throw by the fielder.
21. If a base runner deliberately and with great force, crashes into a fielder while attempting to reach a base, the base runner will be declared out for failing to avoid contact. If the act is determined to be flagrant, the base runner may be ejected from the game.
22. A batted ball that flies or bounces unassisted into the trees/shrubbery, is a **live ball** that the fielder can choose to play **at their own risk**. However, if the fielder chooses not to go after the ball for safety concerns, they can put both hands in the air and it will be an automatic homerun.
23. Substitution. By general rule, all players must be substituted for when taken out of a game. Exceptions to rule are as follows:
 - (a). A team using an (EH) Extra Hitter 11 batters in the lineup.
If a player(s) has to leave the game before its completion, and the team has no available substitute(s), thus reducing the team to ten (10) players, this situation must be discussed and approved by both team managers before the game. The player’s turn at bat, and all subsequent turns at bat, will be considered an OUT. **NOTE:** This ruling prevents a team from gambling on reducing the team to ten (10) players and pulling a weak hitter in a crucial situation out of the game.
 - (b). A Team using an (EH) Extra Hitter 11 batters in the lineup.
If a player is injured during the game, and is unable to continue playing, and there are no available substitute(s), thus reducing the team to ten (10) players, the player may be lifted from the lineup and not be replaced. **NOTE:** In the event that this situation does occur, the injured player may not re-enter the game. The injured player’s turn at bat, and all subsequent turns at bat will be considered an OUT.
 - (c). A team using ten (10) batters in the lineup.

If a player has to leave the game before its completion because of injury and there is no available substitute(s), thus reducing the team to nine (9) players, the player's turn at bat, and all subsequent turns at bat will NOT be considered an out. **NOTE:** This team is now forced to play nine (9) players in the field and is placed at a disadvantage. Therefore the turn at bat will not be an out. This rule applies to injuries only, and not ejections due to behavior or misconduct. In order to declare the OUT, the opposing team must appeal to the umpire for a "batting out of order" ruling.

24. Substitution Re-Entry Rule

Any of the starting players, including an E.H., may be withdrawn and re-entered once, provided the players occupy the same positions at bat whenever in the lineup. (All players are now allowed re-entry status).

25. Smoking is not allowed on the playing field while games are in progress. This includes the (1st) and (3rd) base coaching areas. Failure to comply with this ruling, will result in "an ejection from the game". Players may confine their smoking activities to the bleachers, benches or aside from the field.

26. **ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON MORTON GROVE PARK DISTRICT PROPERTY.** Participants showing evidence of being under the influence of alcohol, or any other illegal drugs will be subject to immediate ejection from the game and face up to a one (1) or more game suspension. The team involved may face up to a one (1) or more game suspension. The team involved may face up to a one (1) or more game suspension, and expulsion from the league if further violation is committed thereafter.

27. Any verbal or physical abuse of an umpire or Park District Representative or player prior to, during, or after a softball game may result in (1) or more game suspension of the player. In the event of any subsequent infraction, the team will be placed on probation, and may face a one (1) or more game suspension and team ejection from the current league and the league in the following year. Any decision to suspend or terminate privileges to participants will be made by a committee consisting of the umpire, umpire assignment chairman and the Recreation Supervisor.

MANAGERS ARE RESPONSIBLE FOR CONDUCT OF ALL PLAYERS AND SPECTATORS OF THEIR TEAM.

28. **DOUBLE FIRST BASE RULES**

A. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.

B. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter runner may touch the white or colored portion. Should the batter runner return, the runner must return to the white portion.

NOTE: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base.

C. When tagging up on a fly ball, the white portion must be used.

D. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or colored portion of the base.

E. On an errant throw pulling the defense off of the white portion of the base into foul ground the batter-runner may use either the white or colored portion.

F. On an attempted pick-off play, the runner may return to the white or colored portion of the base

- G. On plays at 1st base when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white of the base, Interference is called. The ball is declared dead, the batter-runner is out and runners must return to the last base occupied at the time of interference.
29. If the heat index is in excess of 115 degrees at game time, games will be cancelled until the heat index is less than 115 degrees.

PROTESTS

- A. All protests of games participated must be on an infraction(s) of the rules and not a matter of judgment. Protest will be considered on this basis only.
- B. The following procedures are to be followed:
- (1) The official(s) and the opposing team must be informed of the intent to protest immediately at the time of the rule(s) infraction(s). This action must be done before play is resumed. It is recommended the score sheet be marked and initialed by the umpire to be submitted with the written protest.
 - (2) A protest **must be in writing** and **submitted to the Athletic Department by 5:00 p.m. the next day following the completion of the disputed game.** The only exception being a game played on a Friday or Saturday, or before a holiday. In this case, the written statement must be submitted by 5:00 p.m. the first day following the protested game that the Park District Administration offices are open.
 - (3) All protests must be accompanied by a \$25.00 fee. If the protest is upheld, the \$25.00 will be returned.
- C. The Protest Committee
- A Protest Committee will decide all protests. The Protest Committee will be comprised of the Athletic Supervisor, Recreation Manager, Softball Supervisor, and the Official Softball Assignment Chairman.

GAME SITES

HARRER PARK
6250 W. DEMPSTER STREET
MORTON GROVE, IL 60053



Zero Tolerance Policy

The Morton Grove Park District will suspend or terminate league privileges to any individual(s) involved in the following activities:

**FIGHTING
ABUSIVE LANGUAGE
DEFIANCE OF AUTHORITY
DISRUPTIVE BEHAVIOR
GENERAL HARASSMENT
DESTRUCTION OF PROPERTY
DRUG & ALCOHOL USAGE
MOB ACTION**

Please respect your league, its officials and those who participate in it.

**Thank you
Morton Grove Park District**