



Universal League Softball Rules

ALL RULES ARE PLAYED UNDER ASA RULES WITH THE EXCEPTION OF OUR HOUSE RULES WHICH TRUMP ASA. THE PARK DISTRICT STAFF ON-SITE WILL AND CAN ALWAYS TRUMP ANY ASA RULE ON THE SPOT IF NECESSARY, WHEN A RULING ON THE FIELD CONFLICTS WITH OUR HOUSE RULES VS. THE ASA RULES. HOWEVER, THEY CAN NEVER TRUMP AN UMP'S JUDGEMENT CALL OR AN ASA RULE.

PARK DISTRICT STAFF ARE RESPONSIBLE FOR WEATHER DECISIONS WHEN PRESENT. UMPS MUST WAIT UNTIL THE ALL GAMES ARE CALLED BEFORE THEY LEAVE.

Team Captains are responsible for providing the rules to their entire team.

There are no league refunds once the meeting has been held!!!

Pre-Season Meeting

- Team captains or representatives who do not attend the league meeting are responsible for acquiring all the necessary league information rules at www.quickscores.com/tinleypark. The Park District will not call to provide the necessary details.

Pre-Season Bat Certification

- All Women's 11" and Men's 12" teams must have every bat at the meeting in order for the Park District to certify them for use in our leagues. Teams who get new bats throughout the season will have to notify our staff on the fields to have the bat certified before it can be used. This is done every spring for all teams and new teams or new bats must be certified in the fall only.

Forfeits

- Forfeit time is 5 minutes only after the first game. Forfeit time for the second, third, and fourth scheduled game is game time unless teams are traveling from another location due to doubleheaders. In this case, games could start 5-10 minutes late if necessary.
- Any team that forfeits and does not give enough notice (by 3 pm of the game day) will be fined \$75, which must be paid prior to their next scheduled game to the Athletic Supervisor at the Rec Center between 9:00 a.m. and 4:00 p.m., Monday-Friday. For 12" leagues, a phone call must be placed to the front desk (708)342-4200 must be placed by 12:00 p.m. (noon) Saturday. If a team forfeits TWO games they will be eliminated from the season-ending tournament. If a team forfeits THREE games they may be eliminated from the league at that point. No refunds will be given in any event.
- Ten players are recommended to begin a game and the game will be considered a forfeit with less than 9 players.

Batting Rules

- Teams are allowed to bat up to 12 players. If a team only has 9 players for their game, it will result in out every time the 10th batter is scheduled to bat. If a team has only 9 players, has two outs and the 9th batter is walked they will not be given the third out for the 10th batter. Any player who comes after the start of the game may be entered into the end of the batting order in the next inning. The team can bat to 12 players in the lineup and the lineup cannot change once the game starts.
 - In the 14" leagues teams must alternate between guys and girls or have girls batting next to each other. Teams can only have two males bat next to each other if the team has 9 players or unless a female gets hurt during gameplay. See reduction of team size information on page 2 of the rules for more information.

Sub Rules

- Teams are allowed to sub in their 11th and 12th players into the field, but they must be a player who has not been in the field and is in the current batting lineup. The starting players substituted for may re-enter the field for the substituted players only once per game and the substituted player may not re-enter once removed. A maximum of 10 players can be on the field at once. Defensive changes may be made at any time, but only at the start of the inning. Substituted players are frozen into their positions.
 - In the Co-ed 14" league all substituted players must be substituted for the same sex.

Reduction in Team Size during the Game

- Teams will not be penalized if they fall below 10 players or the number of players they started the game with when injuries occur, however, if an ejection occurs the ejected player will be called out every time they are scheduled to bat unless a walk occurs when there are two outs. If teams fall below 9 players at anytime the game will be forfeited. In the event, that your 11th and 12th substitutes were used and an injury happens to cause your team to drop below 9 players, teams will be allowed to have one of their substitutes re-enter a second time as a permanent starter to avoid a forfeit.
 - In the 14" leagues if a female is injured during the game being played, teams are allowed to play with 5 guys and 4 girls if another girl isn't available to sub. However, the game will be forfeited if the team falls below 9 players or if another girl is injured leaving 3 girls left. Remember only your 12 bating teammates can partake in the game, any additional players are not valid for the game! Co-ed teams are allowed to use 5 guys and 4 girls at the start of games.

Rosters

- **A maximum of 18 players may be carried on the roster. Rosters must be completed online two weeks from the league meeting or it will result in a forfeit for future games until the roster is completed.** No additions to online rosters may be made after they are frozen unless it is due to a medical issue and/or approved by the Athletic Supervisor. A medical note may be required. New players cannot be added to or right before playoff games. Make sure to have a valid ID on hand at all scheduled games for possible roster checks. Playing a non-rostered player will result in the forfeit of the game and possible suspension from the league with loss of all fees. All players must be 18 years or older with no high school players. **Please see the online roster handout for more information pertaining to roster requirements and how to complete an online roster**

W9 Forms

- Any team who wins prize money at the end of the year will be required to fill out a W9 form in order to collect their winnings. These forms will be emailed out at the end of the season to the person who registered for the league and they will assume all responsibility. You only will be taxed in the event you receive over \$600.00 per year from the Park District. It is wise to have someone else register in the fall for softball! Prize money will be handed out as stated below and mailed out within 3-4 weeks from the season-ending.

○ League with 7 or more teams	League with 4 teams
▪ Season (first-third)	Season (first-second)
• \$325	\$200
• \$225	\$100
• \$125	Playoffs (first-second)
▪ Playoffs (first-second)	\$150
• \$225	\$75
• \$125	
○ Leagues with 6 or 5 teams	
▪ Season (first-second)	
• \$300	
• \$200	
▪ Playoffs (first-second)	
• \$200	
• \$100	

Protest

- All protests must be in accordance with ASA rules and house rules. You cannot protest an umpire's judgment call. If the game is under protest, the umpire will stop the game and let the opposing team know as well as sign the Score Card letting the Park District know about the protest. He/she will then continue the game. Protests must be submitted in writing to the Park District office within 24 hours from game time or the protest will not be upheld. The protest must be accompanied by a \$100.00 fee. This will be returned only if the protest is granted.

Roster Checks

- Roster checks can be administrated during any scheduled game. It is the responsibility of the challenging team to question the opposing team's roster. The umpire will immediately stop the game and ask to see the ID card of the player in question and will write down his/her name and ask the player to submit a signature. If the player does not have an ID he/she will be considered a non-rostered player and can't play. The umpire will then continue playing the game and submit the results to the Park District where a final decision will be made. Any player found playing and not on the roster will result in a team forfeit and a \$50 fine, which must be paid before their next scheduled game to the Athletic Supervisor at the Rec Center between 9:00 a.m. and 5:00 p.m., Monday-Friday. If the team is found with a non-rostered player a second time during the season, the team will then be subject to a one-year suspension in addition, to forfeiting the rest of their season games.

Umpires

- No game will be considered valid unless worked by an assigned umpire. Teams must wait 15 minutes after the scheduled game time for an umpire to show up before leaving the field or the game could result in a forfeit. Please find our field monitor or call the Park District at the scheduled game time if an umpire is not there so we can try to locate them. (708) 342-4200. Please press #9 to be transferred to the front desk after 5:00 p.m. or on weekends when we are closed in the main office. Teams may agree on a person to officiate or simply play without someone officiating. Such a game will be considered valid. If teams cannot agree, the teams must vacate the field, and the game will be rescheduled.

Score Cards

- Will be in the umpire's possession and it is the responsibility of each team's captain to sign the scorecard after the game is over. **MAKE SURE THE SCORES ARE CORRECT ON THE SCORECARD AND UNDER YOUR TEAMS NAME.** Any score recorded wrong will be locked into the standings until both teams can provide a scorebook to prove the correction. Our field monitors will pick up the cards after the game from the umpire. The umpire will not keep track of game stats, nor will the Park District. We recommend each team keeps track of game stats just in case the game is challenged. If a team does not have valid stats and challenges the game, the challenge will not be considered. Each team will be provided with a scorebook and if a protest occurs both teams must be able to provide the game's score sheet and if they cannot they will lose the protest automatically.

Equipment

- The Park District will supply softballs for the games. Teams are expected to provide their own equipment other than balls and bases. If they are short equipment they can ask the other team if they can share or the game will result in a forfeit.
- Metal spikes are not allowed. Any player caught wearing metal spikes will be asked to change and if they refuse to change they will be ejected from the game.
- **Bats**
 - **All bats must meet ASA standards and be certified through the Park District in 11" and 12" leagues only.** If a bat has not been certified and a team wishes to add a bat they need to meet with the field staff on site.
 - In the 14" and 16" leagues players may use any wooden ASA or non-ASA bat as long as they are not baseball bats and not wider than 2.25" in diameter in its largest part of the barrel and no more than 34" long. Bats cannot be cracked or dented!
 - Batters using illegal bats or uncertified equipment will cause your team to forfeit that game after the first warning. ASA illegal bat lists and bat standards will be supplied at the meeting, available on our website

and ASA website. Any bat with a TPPD blue/white sticker has been 100% approved and cannot be challenged. Bats do not need to be recertified for the fall 2018 season. We only certify bats once per year.

Unsportsmanlike Conduct

- Any player involved in fighting before, during, or after the game will be subject to discipline by the Park District and ejected from the current game. Any player involved in fighting or touching an official or Park district staff member any time will be automatically suspended from the current game and league and will not be allowed to play in any Park District leagues for the remainder of the year. They may also be subject to the law. The Park District reserves the right to remove any player or team from the league if the situation warrants such action. Any player ejected from a game will receive an automatic one game suspension and be fined \$25 fine. If a player is ejected a second time throughout the season, the team will be fined \$75 and that player will not be allowed to play for the rest of the season. Throwing bats out of anger, not to get them out of the way will also result in an ejection. ASA umpires reserve the rights to remove players at their discretion as well.
 - **Profanity Rule-** If a player uses profanity the following actions will be implemented.
 - First Offense- The player will receive a warning.
 - Second Offense- The player will be called out in his batting order.
 - Third Offense- Unsportsmanlike Conduct rules will apply.

Pitching

- Pitch count starts at 1-1, 1 ball and 1 strike in the 12", 11" and 14" leagues. The pitch count in the 16" leagues starts at 0-0. After 40 minutes if the game has not reached the 5th inning, batters will start the next inning with a 1 ball, 1 strike count. In all leagues the first foul after 2 strikes will result in a batter out. The ball is live when caught on a fly.
- 6 feet to 10 feet pitching arc. for ALL Men's 12" and Women's 11" Leagues and 6 feet to 12 feet pitching arc. For ALL 14" and 16" Leagues.
- 50ft pitching in 12" and 11" leagues and 38' pitching in 14" and 16" leagues.
- The pitcher must be in the infield for the ball to be dead with the ball in his/her hand or when the ump calls the ball dead.
- The pitcher must present the ball to the batter before making the pitch in the 12", 11" and 14" leagues. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion. However, in the 16" league the pitcher may bluff a throw 2 times; but they must pitch or attempt pickoff on the third time. Pickoffs are only allowed in the 16" leagues
- One foot must be in contact with pitching mound when ball is released in the 12", 11" and 14" leagues. However, in the 16" league one step may be taken from the pitcher's mound.

Fielding Positions Co-Ed 14" & 16" League Only

- Players must alternate male-female in the infield, pitcher / catcher and in the outfield. Teams can play 5 infielders or 4 outfielders, but teams cannot change once the inning starts.
- Two females may be next to each other if a team has more females playing than males. Teams can also have two males next to each other in the pitcher/catcher position if a team is down a female. See reduction of team size information on page 2 of the rules for more information.
- If a team is playing with nine players they are required to use 3 outfielders and no short center position.
- Positions cannot change until the inning is over.
- Short Center – is on the infield directly behind second base. The short center or the fourth outfielder is a set position at the start of an inning and cannot change in the middle of an inning between positions. The Short Center is allowed to move away from second base once the ball is live to make a play. **You cannot drift into the grass until the ball is hit and the 4th outfielder cannot drift out of the grass until the ball is hit.**

Slide / Contact Rules

- **Contact must be avoided by both defensive and offensive players.** Anyone who fails to avoid contact will be called out or awarded the base depending on the situation. This is at the umpire's/field staffs discretion.

Base Running / Advancing

- Base distance will be 65' in 12" and 11" leagues and 60' bases in 14" and 16" leagues
- A walk to a male in the Co-Ed 14" League will result in a two base award in ALL CIRCUMSTANCES. The next batter a female then must hit, unless there are two outs, in which case the batter may choose to hit or take a walk to first. Runners already on base will be pushed to the next open base if applicable when the, walked player needs to occupy their base. (Example 1 – A runner on 1st will be pushed to 3rd on a walk to a male, however a lone runner on 3rd would not advance). (Example 2 – A runner on 2nd will be pushed to 3rd on a walk to a male and would not advance to home). (Example 3 – If bases are loaded, a walk to a male will result in 2 runs scored.)
- Lead offs are allowed in the 16" leagues. Stealing is allowed to second and third base (**NOT HOME**) by the runner and is only allowed if the base ahead is unoccupied and on pickoff attempt by the pitcher/catcher. Only the runner played upon may advance and the runner is subject to being tagged out. Stealing home base is not allowed. Runners may take lead offs on all bases, but they have to wait until the ball has left the pitcher's hand before proceeding. If the ball isn't hit they must tag the base. This can only occur in the 16" leagues. Runners may not leave the base until the ball is hit in the 14", 11" and 12" leagues.

Game Speed Rules

- Batting
 - Batters must keep at least one foot in the batter's box during at-bats.
- Pitching
 - Pitchers are only allowed to take a maximum of 3 warm-up pitches per inning.

Courtesy Runner- A courtesy runner is allowed at the umpire's discretion and must be the player who made the last game out. Males can only fill-in for Males and Female for Females in the Co-Ed 14" leagues. Therefore, in the 14" leagues courtesy runners might not be the exact last out. In the event two courtesy runners are asked for back to back it then will revert to the second game out and so on. In the event a courtesy runner happens to be an individual who is injured or needed a courtesy themselves teams will be allowed to skip to the following game out.

Catching / Batting Gloves

- Batting gloves are never allowed to be used in the field. Catching gloves may only be used in the 12" and 11" leagues and by females in the Co-Ed 14" & 16" league.

Home Run Limit

- Teams are allowed 3 out of the park home runs each game at fenced fields. After that, teams will be given an out for each additional home run until the one-up rule can be applied.
 - The one-up rule- Once both teams hit 3 home runs each team will be awarded 1 additional home run opportunity. This rule will not be applied if both teams have not hit 3 home runs before the bottom of the 6th inning in order to keep the game fair. Once the one-up rule is applied, all home runs will max out at 4 and then teams will be given an out for each additional homerun.

Infield Fly Rule

- Will be in effect when applicable.

Official Game Rule

- Games are scheduled for 7 innings of regulation play unless these situations occur.
- Complete games are 4 ½ or 5 innings if called because of darkness, rain and Etc. If the home team is winning, 4 ½ innings must be completed. If the visiting team is winning, 5 innings must be completed. If a game is not completed, the game will be replayed from the point the game is stop at future date.

Time Limit

- No new inning can begin 60 minutes from the start time.
- The ump will announce the starting game time and from that point on teams are responsible for keeping track of where they are in the game as the ump will just simply call game time anytime after 60 minutes.
- The ump cannot end the game until three outs have occurred and he must allow the home team a chance to bat if they are losing. After this point the game will be called.

Slaughter Rule

- Any team leading by 20 runs after 4 innings (3-1/2 innings if the home team is ahead), 15 runs after 5 innings (4-1/2 innings if the home team is ahead), and 10 runs after 6 innings (5-1/2 innings if the home team is ahead)..... Will result in a slaughter depending on which team is winning.

Tie Breaker for League Standings

- Winning Percentage
- Head to Head Competition (between two teams)
- Avg Run Differential (10 Max Factor)
- Forfeit
- Coin Flip

Playoffs

- Playoffs will be announced towards the end of the season. The top seeded teams will be considered the home team. Games must produce a winner, unlike the regular season where we can have a tie. Playoff games do have a time limit besides the championship game. Every team will make the playoffs, unless a team forfeits 2 or more games throughout the season.

Shirts

- All players must play in a shirt. If a player does not have a shirt, he/she will not be allowed to play.

Weather Information

The rain out number is (708) 779-6010. A message will be placed on the machine at least one hour before the start of the first game time on questionable days. The athletic website will also be updated one hour before the first game time. This can be accessed at www.quickscores.com/tinleypark. The Park District will try to update weather information throughout scheduled games, but it is not guaranteed due to the office closing at 5:00 p.m. on weekdays and closed on all weekends. Please always check the weather information before your game time in case the first sets of games were canceled, but not the second. The Park District will try to make up every rained out game, but may not be able to due to unforeseen circumstances. Make ups may or may not be on your scheduled playing day, depending on how the season folds out, but more then likely they will be on your scheduled day. If make-ups, towards the end of the season will not affect final standings, the Park District may cancel these games. The umpire or field staff will call the game if field conditions are not playable. It is every team's responsibility to show up during their scheduled game time if the games are not canceled.

Injuries

- The Tinley Park-Park District will not be held responsible for any injuries that occur during the softball season. If teams wish to purchase their own insurance they may do so, but the Park District will not provide insurance and will not be responsible for seeking or paying insurance. Please notify the Athletic Supervisor or our field staff of any injuries.

Park Rules

- Alcohol and illegal drugs are not allowed on any Park District property. Any violators may be subject to law enforcement. Teams and/or players seen or caught drinking or using drugs by Park District staff will be given an automatic forfeit without any warnings. Smoking cannot occur on the field. **PLEASE PICK UP AFTER YOURSELF. TEAMS WHO DO NOT CLEAN THE DUGOUTS AFTER THE GAME WILL BE FINED \$50 OR SUBJECT TO A FORFEIT DEPENDING ON THE SITUATION.**

The Park District reserves the right to change or alter any rule or league schedule in order to improve the quality of the league. The Park District reserves the right to make any decisions necessary to complete the league/tournament in a timely manner. This is not limited to, but includes playing any day or night of the week, having games canceled or calling a game completed if ended early due to weather.