



ADDISON PARK DISTRICT

16" SOFTBALL

LEAGUE RULES

The Addison Park District has adopted the following set of rules for the 14" Co-Ed Recreational Softball Leagues. Any rules not covered herein will follow the most current ASA Official Rules

All League information will be posted on the park district website:

www.addisonparks.org /Click Things to Do/Sports Leagues

Team Fees

We would like all team fees to be turned in and paid in full by the first scheduled game. Teams that do not pay the full team fee by the start of their 3rd scheduled game will be taken off the schedule and not allowed to play in the league.

Manager's Responsibilities

1. Each team shall designate a representative who will be the sole liaison between that team and the Park District. Only the designated representative should communicate concerns with the Park District.
2. The manager and team captain of the team is the only person allowed to question a call made by the umpire. The manager is responsible for his players and spectators actions.
3. It is the Manager's responsibility to make sure all team members are aware and abide by all rules for the league as well as park rules.
4. Both teams must keep accurate score for both teams. Teams should report their runs to the umpire after each inning. Home team keeps the game ball. Balls and scorebooks will be provided by the Park District.

Player Rosters & Eligibility

1. All participants must be at least eighteen (18) years of age.
2. Rosters are due at the team's first scheduled game. You must turn in your roster ahead of your first scheduled game or at the field at your first scheduled game to the field supervisor. No changes to your team's roster will be allowed after your team has played two (2) games. Any changes after that must be approved by the league coordinator of the park district.
3. Players may only play on one (1) team within the league.
4. Teams consist of 10 players. Additional Hitters may be used up to a maximum of 12 hitters in the batting order. It must be declared before the game if any additional hitters will be used.
5. Teams must have at least nine (9) players to start a game. There will be a ten (10) minute grace period before a game is forfeited. If there are only nine (9) players to start the 10th spot in the line-up will be an automatic out.

Player Equipment and the field

1. All cleats are to be one (1) piece molded construction. Screw in or Screw on cleats are illegal. ABSOLUTELY NO METAL CLEATS ARE ALLOWED.
2. All bats must be 2 ¼" barrel. Bats cannot be damaged (cracks, dents, etc...) or altered in any way. Umpires will aid in determining if bats are legal for game play.
3. The Pitcher's Mound will be set at thirty eight (38) feet
4. The bases will be set at sixty (60) feet



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Game Play

1. The ball is deemed out of play when it goes past the fence if it were extended. On over-throws, the ball is in play unless the ball goes into the dugout or over/past the fence and out of the playing area. Bases will be awarded under the umpire's discretion. If the ball stays in play, the runner(s) may advance at their own risk.
2. The pitcher must stand on the pitching mound and present the ball to the batter. The pitcher is allowed to take one step – in any direction. After his/her first step, the pitcher's back foot cannot step in front of his/her lead foot.
3. Pitches must be made with a minimum six (6) foot arch and a maximum of twelve (12) foot arch. Illegal pitches are under the umpire's discretion.
4. No intentional Chopping or Bunting is allowed: **Penalty** - Batter will be declared out under the umpire's discretion
5. **Avoid Contact Rule:** All players must avoid contact at anytime there is a play at any base. It is the umpire's judgment, if there is any contact the runner may be declared out or safe. Any flagrant contact by the runner or fielder will result in immediately being ejected from the game.
6. Courtesy Runners may be used with the other team's manager's permission. The courtesy runner must be the **last batted out.** During ground rules let the umpire/opposing manager know of any courtesy runners for your respective team.
7. All at bats will start with a one-one (1-1) count. A foul ball after two (2) strikes is an out. No strike mat will be used. Umpires will call balls and strikes under with their discretion.
8. Player Fielding Positions – Players may play any position on the field with no restrictions. Short Center may play on either the dirt or grass. All outfielders must remain in the outfield grass and in their position (LF, C, RF). Teams must have a minimum of three (3) outfielders at all times.
9. All 16" leagues are NO GLOVE leagues. All defensive players may NOT wear a glove/mitt.
10. NO LEADOFFS OR STEALING IS PERMITTED. Runners may leave the base once the ball is released by the pitcher.
11. **Slaughter Rule:** If any team is beating another team by ten (10) runs after five (5) completed innings, the game is called after the losing team has batted. If the Home team is winning by ten (10) runs in the 5th and the visiting team has batted, the bottom half of the inning will not be played.
12. In case of rain or lightning during the game, 4½ innings is considered an official game.
13. If the previous game ends early, the next game will not start until its scheduled time. If a game runs late, the following game will start immediately.

Weather Information

The Addison Park District has the final decision on canceling games. Decisions will be made by 4:00 pm the day of the game for weeknights. Any decision after that time will be left up to the field supervisor and umpire at the game. For rain information visit:

<https://www.quickscores.com/addisonparks>

Managers will be notified through text, email and website notification as well as a phone call if games are cancelled before game time. It is the Manager's responsibility to notify all team members of cancellations.

Every effort will be made to reschedule cancelled games in order to finish the season in a timely manner.



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Protests

There are two types of protests:

1. Illegal Roster (players) - This protest must be made before the last out of the game. The protest fee for illegal players is \$50.00/player maximum of three (3) players. At the time of the protest the player(s) that are questioned will have ten (10) minutes to produce a picture ID. The head supervisor will be in charge of handling this protest. If a player cannot produce a picture ID, it will be assumed that the player in question is an illegal player. Rosters will be out at the fields for all games.
2. Rule Interpretation - This protest must be made at the time the incident occurred. If another pitch is thrown and play resumes, no protest could be made. At the time of the protest, the manager of the team making the protest must ask the umpire for play to stop, that he wants to file a protest. The umpire, both managers, scorekeeper and head field supervisor must all be involved in the protest meeting. The scorekeeper must mark clearly in the score book the point of protest. The head supervisor must write out the report stating exactly what rule is in question by the protesting manager. The protesting manager must submit a written protest at the time of the protest. Play will resume at that point. The decision will be made within 24 hours by the athletic staff and team managers will be notified of the decision.

All protest fees must be made at the time of the protest and in cash. Protest fees will be \$50 - cash only. These fees must be paid within 15 minutes of the last out of the game. If not paid within this time frame fees will be doubled.

All protest fees are non-refundable. If the word protest is said to the umpire or head supervisor then it is a protest, the fee must be paid. If your team wins the game you still must pay the fee. If you protest a player on the roster, there will not be a refund, win or lose.

Player/Team Conduct

Player ejections:

Any player ejected from a game will be reported to the field supervisor. That player will sit out a minimum of one full game.

1. The Addison Park District's Recreation Staff has the authority to give an automatic game suspension to a player, coach or team member that is ejected from an athletic contest (before, during or after the contest) anywhere from the normal automatic one game to a maximum 8 game suspension. If a situation warrants a more severe penalty, the park district staff may issue a longer length of suspension to the player, coach or team member as defined in the District's Control Ordinances .
2. Team Offense:
Any team which is involved in a "team" (most or all the team members present) fight will forfeit that game and be eliminated from the remainder of the season plus one year.
3. No alcoholic beverages, glass containers or drugs are permitted in any park. Contests will not be played and the game will be forfeited. Teams or players may be barred from further competition or asked to leave the playing area. Manager is responsible for fans of his/her team.