

2023 Elk Grove Park District

Adult Softball Rules

Game Play

1. Forfeit time is game time. In the event not all of your team is present at game time, the team short players will automatically become the visiting team. The game continues until the three outs are made or the team has batted around through to the spot in the line up where they are short players. At this time the game is a forfeit.
2. Base length is 65' for the 12" leagues and 60' for the 14" and 16" leagues. Safety bases will be used at first base in all leagues.
3. Pitching mound distances will be:
 - a. 50' for 12" leagues
 - b. 38' for 14" & 16" leagues
4. There is a one-hour time limit on all league games (12", 14" & 16"). A new inning will not begin after one hour from the start of a game. Ties will be played out through 10 innings in the regular season. At this point, it will end in a tie. The exception to this is the playoffs. There will be no time limit for playoff games.
5. The slaughter rule is 12 runs at the end of 5 innings or 10 runs at the end of 6 innings, this does not apply in the playoffs.

Equipment

1. No metal spikes will be allowed.
2. Mitts will be allowed in the 12" leagues. Mitts will be optional for ladies in the 14" co-ed league. Batting gloves are not allowed on a bare hand while playing the field in 14" leagues.

Players & Substitutions

1. A minimum of 8 players is needed to play. At game time, a team captain may agree to give the opposing team a player to meet the 8 player minimum & play the game as an official game. Once a player is given, the player stays on that team until the game is complete. Alternatively, the captain may choose to accept the forfeit and the teams may use the field as a practice field or play a practice game with no umpire. A team may play a complete game with 8 players as long as there are a minimum of four females present. With 8 players, it is the team's discretion to set up their fielders as they choose.
2. If a team forfeits twice, they may be eliminated from the league for the remainder of the season without refund. If a team knows that they will be forfeiting, please contact the Athletics Supervisor prior to the scheduled game.
3. Co-ed teams must have a minimum of 5 females on the roster. Four females must be playing at all times. In the co-ed league, batters must alternate male and female. If the male is walked, the next batter also receives a walk if they desire.

(If a team is using four females, they cannot have more than four males). In the co-ed leagues, the short center fielder must be on the grass at the time of the pitch. Defensive alignment will consist of the following a male & a female as pitcher & catcher, 2 males & 2 females in the infield, 2 males & 2 females in the outfield.

4. A maximum of 20 players will be allowed on the roster. Final team rosters must be turned in prior to the first game. It is the responsibility of the team to turn in a roster prior to the first game. Individuals must be 18 years of age to play in a league.
5. During the playoffs all players will be required to have identification. If a player / roster is contested by another team and the person in question can't produce identification, they will be considered an illegal player and the team will forfeit the game.
6. Player eligibility may be protested. The Athletic Supervisor will keep team rosters. The protest must be submitted in writing with a nonrefundable protest fee of \$50 by 5:00 pm the next business day. If the protest is upheld, \$25 will be refunded & \$25 will be lost as an administrative fee. If a team has failed to turn in a roster, the protest will be upheld & rule #7 will apply.
7. If a team is caught with an ineligible player, they will forfeit the game regardless of the final score. If there is a second occurrence, the team will be ejected from the league without refund.

Batting

1. Batters start with a 1 ball and 1 strike count in all leagues (12", 14", & 16").
2. An extra batter may be used in every league. The extra batter must be announced at ground rules and the team must have at least 11 players present. In the co-ed league, the first extra batter must be female; therefore the leadoff batter must be a female, maintaining male / female rotation in the batting order. Teams will then have the option to have a second extra batter that can be male or female. A team may bat females consecutively in the order, but males cannot bat back-to-back.

Pitching

1. A pitch must have a minimum arc of 6' and a maximum arc of 12'.
2. No drag pitching, side steps or hesitations will be allowed by the pitcher in the 12" or 14" league.

Base Running

1. Crash rule: A base runner coming into a base with the probability of a play must make every attempt to avoid a collision with the fielder. This rule applies at every base including home plate and does not require the runner to slide. The runner has three options: 1. Legal slide 2. Try to get around 3. Give themselves up. If the umpire determines that a player intended to & or flagrantly collided with a player, that player will be ejected from the game and may be suspended for the next two games.
2. There will be no lead offs in the 12" & 14" leagues.

3. Stealing is not permitted in any league.
4. Courtesy runners will be allowed. Teams must inform the umpire before the game as to which players may need courtesy runners. The courtesy runner is always the last batted out. In the co rec division this will apply to the last batter out of the same gender. For example, if a female needs a courtesy runner the last female out will be that runner.

Conduct

1. Unsportsmanlike conduct before, during, or after the game will not be tolerated. This includes but is not limited to swearing, taunting, and fighting. The player will be ejected from that game & will be suspended for the following game, possibly more depending on the severity of the ejection. In addition, the Athletics Supervisor will review the incident and further disciplinary action may be taken at his discretion. Action could include suspension or expulsion from the league without refund.
2. Abusive behavior or language directed toward an umpire, player, fan, etc. before, during, or after a game will not be tolerated. The Athletics Supervisor will review the incident and further disciplinary action may be taken at his discretion.
3. If a player is ejected from a second game (in the same season) they will be expelled from the league.
4. When a player is ejected from a game, they must leave the facility immediately or their team will forfeit the game.
5. Alcohol is not permitted at the Community Athletic Fields by anyone. If your team is caught, you will be notified by staff on site or an umpire and the Athletics Supervisor will send a notice to your team captain notifying you of this violation and therefore 1 game suspension. Please keep in mind our facility is a family friendly atmosphere and staff/umpires may ask you to leave the facility if they deem it appropriate. Any team violating this rule will forfeit the following game. A second occurrence will result in the team being expelled from the league.

Rosters

1. A player may play in two or more different leagues. However, a player may not play for more than one team within the same league. Teams will forfeit all games if they have players that are on two or more rosters in the same league.
2. Women are eligible to play in a men's league if they have submitted their request to participate in a men's league in writing to the Athletics Supervisor prior to the team's first game. As a safety consideration, the Athletics Supervisor may request additional information to ensure that the player is able to play in a men's league without a significant risk of injury.
3. Rosters and waiver forms must be turned in to the Athletics Supervisor or the Pavilion front desk prior to the first game. It is recommended that teams have at least 14 players on the roster to reduce the chance of forfeits. No more than 20 players maximum on a roster to ensure everyone gets enough playing time.
4. Payment of league fees must be made to the Elk Grove Park District prior to the start of the first game.

Miscellaneous

1. **Tie Breakers will only be calculated into the final standings.**
2. If there is a tie between two teams, the following procedure will be used:
 - a. Head to head result between the teams
 - b. Run Differential in Head to Head to head games
 - c. Run Differential throughout the season
 - d. Total runs allowed
 - e. Total runs scored
 - f. Coin flip
3. If there is a tie between three or more teams, the following procedure will be used:
 - a. Head to Head record between teams tied in standings (teams must have played an equal amount of games vs each other)
 - b. Run Differential in Head to Head games between teams tied in standings
 - c. Run Differential throughout the season
 - d. Total Runs allowed
 - e. Total runs scored
4. Any Team with a forfeit automatically loses all tiebreakers.
5. The number of teams that qualify for playoffs will be determined by the number of teams registered for the league.
 - a. 4-9 teams registered - 4 Playoff Teams
 - b. 10-13 teams registered - 6 playoff Teams
 - c. 14+ teams registered - 8 playoff Teams
6. Every effort will be made to reschedule rainout games. The Athletic Supervisor will update the schedule on the website to reflect rainout games. Rainout schedule changes will be noted. All games that start and get delayed by rain will be restarted unless the game is through 5 complete innings. If the home team is leading, through 4.5 innings. After this, any game that does not get to this point will be considered no game. Any game hitting 4.5 innings (5 innings if the home team is losing) will be deemed an official game and count toward the standings. All playoff games will be a full 7 inning game. Any playoff game prior to reaching the 4.5 inning mark or 5 inning will be started over and any game through that point will resume from where it went into a delay.
7. Each team is encouraged to keep score of the game on a scorebook. Each team should communicate with one another and the umpire between innings to confirm the score. Captains need to sign the official score sheet at the end of the game. If there is a disagreement between teams before, during, or after the game, the umpire's decision shall be final.
8. Only official ASA approved softball bats will be allowed in the 12" leagues. Open bat rules will apply to the 14" & 16" leagues. All bats must have 10" of either tape or rubber on the handle of the bat. (No electrical tape will be permitted). If a 12" player is caught using a banned bat which does not have the recertification mark (refer to ASAsoftball.com for a list of banned bats) it will result in an immediate ejection. If a player is caught using a banned bat a second time, he is ejected from the game & the league. The captain is also ejected from the game if a banned bat is used by any of his team members. Any bat that is suspected as

being altered may be confiscated by the umpire at any time. The team must either surrender the bat or accept a forfeit. If the team chooses to accept the forfeit, the umpire will report the forfeit to the Athletics Supervisor. The bat that was not surrendered may not be used in any subsequent games. If the bat is surrendered, it will be sent to the manufacturer for inspection. The owner will not be held responsible for any of the costs incurred. If the bat passes inspection, it will be returned and may be used immediately. If it does not pass, it will not be returned and the owner will not be compensated for it. In the event of a serious injury, the bat will be confiscated- no exceptions

9. Game Protests - Protests must be formally submitted in writing with a nonrefundable protest fee of \$50 by 5:00 pm within 5 business days of the game being protested. If the protest is upheld, \$25 will be refunded & \$25 will be lost as an administrative fee.

If you have any questions or concerns regarding the league, please call the Athletics Supervisor at 847-228-3523.

Updated 4/27/2023