



## DOWNERS GROVE PARK DISTRICT

### 2022 SUMMER ADULT BASEBALL RULES AND REGULATIONS

**NOTE:** The Downers Grove Park District has developed the following set of rules and regulations to govern baseball leagues organized or controlled by the Park District. Rules not covered herein will be determined by the Illinois High School Association's "Official Rule Book." These rules have been developed as a guide to enjoyable participation. The spirit of the rules is extremely important. To apply a positive approach, it is essential that each participant abides by these rules and enlists the support of all other members of the team.

The Downers Grove Park District does not provide hospitalization or medical insurance covering players, officials or spectators. Players competing in our leagues are responsible for their own health. Any injuries incurred are not the responsibility of the Downers Grove Park District. Players compete by THEIR CHOICE and must sign an injury waiver (team roster) before competing in any league. It is strongly suggested that each individual have personal insurance coverage in case of injury.

It is Park District policy that no alcoholic beverage be present on district properties. Offenders risk penalty of the law. Any player drinking before, during or after the game on Park District property is ineligible to play the next game, and their team shall forfeit their game on that particular evening. Spectators drinking may also cause forfeiture of the game.

#### TEAMS MUST TURN IN FINAL ROSTERS BY THE START OF THE REGULAR SEASON

##### I. THE SCHEDULE

###### A. Regular Season Play

1. Regular season play consists of a 10 game schedule plus followed by playoffs
2. If two or more teams are tied for any position at the end of the regular season, the following criteria, in order as stated, determine final league standings and post-season seedings:
  - a) Team with the most forfeits during the regular season automatically loses all ties
  - b) Head-to Head Win/Loss record in all games between tied teams
  - c) Head-to-Head Runs Scored vs. Runs Allowed (percentage) in all games between tied teams
  - d) Win/Loss Record vs. Teams that finished higher in the standings.
  - e) Runs Scored vs. Runs Allowed vs. Teams that finished higher in the standings
  - f) Coin Toss
  - g) In the event of a 3-way (or more) Tie: Once a team is calculated to be first, revert to Rule # 1 to break the tie between remaining teams

## **B. Post-Season Tournament**

*\*Number of teams who make playoffs will depend on the number of teams signed up for each league*

1. The playoffs are single-elimination and played on the first regular game day following regular season and make-up games.
2. Before playoff games the Park District will randomly choose teams to roster check. Failure to bring a photo ID with you to the playoff game with result in that player being ineligible.

## **II. LEAGUE AWARDS**

- A. DGPD Issued Check is awarded to the first place finishers of the regular season. - \$150
- B. DGPD Issued Check and a Trophy are awarded to the first place finishers of the post-season tournament. - \$100

## **III. TEAM REPRESENTATIVES RESPONSIBILITIES**

- A. Each team shall designate a captain who will be the sole liaison between that team and the Park District. Since there are hundreds participants in various Adult Leagues, only the designated captain should communicate concerns with the Park District. To avoid confusion players should speak with their team captain on all inquiries and not contact the Park District directly. The team captain may be either a player or a non-player.
- B. Team captain are expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.
- C. Team captain are expected to inform players of the game schedule, make up dates, etc. and pass along any other information from the Park District.

## **IV. ELGIBILITY & ROSTERS**

- A. All players must be 17 years of age by June 1, 2022.
- B. There will be no more than 25 players per team per roster unless the league supervisor approves special arrangements.
- C. Each player is responsible for signing the team roster/registration/waiver form, prior to participating in a game.
- D. No player may participate in a Downers Grove Park District League if, during that season, he plays for any professional or semi-professional softball or baseball team.
- E. Additions to the roster may be made through the third scheduled game.
- F. Replacement of players is allowed after the third scheduled game if:
  1. A player is going into military service.
  2. A player is moving out of the area.
  3. A player has been injured and is out for the season.

*\*Requests for replacement must be submitted to the league supervisor and accompanied by a doctor's written statement, change of address statement, etc. If approved, the new player must come in to sign the roster/registration/waiver form.*
- G. Roster additions or changes may not be made for any reason after the seventh scheduled game.

- H. Use of ineligible players will result in forfeiture of the game.
- I. Persons deemed to have played as an ineligible player would become ineligible to play in any Downers Grove Park District baseball league for the remainder of the season.
- J. No player may participate on more than one Downers Grove Park District baseball team per season.
- K. Players will be required to sign a waiver of liability prior to their participation in the league. Persons that do not sign the waiver will be denied participation.

#### **V. LEAGUE RESPONSIBILITIES**

- A. All teams provide their own equipment. (Bats, Helmets, Catcher's Equipment, etc.)
- B. The Park District will provide:
  - 1. Game Balls
  - 2. Home Plate
  - 3. Pitching Rubber
  - 4. Bases
  - 5. Playing Field
  - 6. One Umpire (two when possible)
- C. Each team is required to provide matching, numbered jerseys. After the third game of the season, only players in uniform will be allowed to play.
- D. All batters and base runners must wear a helmet with at least 1 earflap. The earflap must face the pitcher when batting. All catchers must wear a helmet. All children in dugouts must wear a helmet.
- E. The umpire may, in his sole judgment, restrict or disallow any equipment he feels is unsafe, broken, or defective.
- F. Watches, rings, earrings and other jewelry are not allowed. EXCEPTION: Medic-alert jewelry must be taped down.
- G. Game Results/Standings/Makeups will be posted to the Park District Team Sideline Website within 5 days whenever possible. Managers should report any missing or incorrect results, with scores, to the League Supervisor as soon as possible.

#### **VI. FORFEITS**

- A. A team shall consist of 9 or more players and a team must bat at least 9 players in the batting lineup. Teams may bat all players as a continuous order if desired.
- B. A team may play with 8 players and avoid forfeits. The 9th spot in the order will not result in an out. A team cannot participate with less than 8 eligible players. In the event that a team begins a game with 8 players, they may add a 9th upon his arrival. This player shall bat 9th in the order.
- C. In the event that a team starts with 9 players and one of those players is injured there will not be an automatic out when their position is up to bat. In the event there is an ejected player there will be an automatic out when their position is up to bat.
- D. Should both teams have less than eight players, both teams will be credited with a loss.
- E. Any game in which ineligible players take part will be an automatic forfeit regardless of whether a protest is filed.

F. GAME TIME IS FORFEIT TIME - (Assuming the field is ready for play) Time is as determined by umpire or scorekeeper. There will be a 10-minute grace period allowed for the first game of the day only. After that, game time is forfeit time. The opposing team does not have the right to waive this rule or to grant any additional grace period.

G. Each team is allowed one forfeit. A second forfeit will result in a \$50 fine assessed to that team. This fine is due at 4:00 pm the Friday prior to that team's next scheduled game. Failure to pay before the next regularly scheduled game, or a third forfeit, results in that team being dropped from league play, with no monies returned to that team.

1. **EXCEPTION: If a team captain notifies the Athletic Supervisor by 4:00pm two days prior to a game that they will forfeit the game, no fine will be assessed.**

## VII. RAINOUT POLICY

A. There will be no postponement of a game for any reason, except:

1. Dangerous field conditions
2. Inclement weather
3. Causes beyond our control

B. All postponements will be called by the league supervisor or umpire, depending on the circumstances.

C. Inquiries as to postponements may be made by calling Rainout line – 630-225-7272 x 70

D. If the umpire calls a game before the losing team has batted 4 times, it shall be replayed from the beginning. If a game is called by the umpire after the losing team has batted 4 times, the game shall be considered official. (If the score is tied, it shall go into the records as a tie.)

E. Makeup schedules will be posted on our TeamSideline page within 5 days. If a team captain does not receive notification, it is his responsibility to contact the League supervisor for the information. It is the team captain's responsibility to inform their team of the revised schedule. Schedules posted on the website will be adjusted to reflect make-up dates.

F. Rescheduled games will be made up when and where fields are available. An attempt will be made to give 10 days' notice whenever possible.

G. Our fields are equipped with the Thor Guard® Lightning Warning System – All play shall immediately cease when the system activates and participants should take cover until the All-Clear signal sounds.

H. Rain/Lightning Delays – Umpires should wait 30 minutes from the onset of a weather delay to formerly call a game unless both managers agree to call the game earlier

## VIII. PROTESTS

A. Protests based solely on a decision that involved accuracy of judgment on the part of an umpire will not be considered.

B. Protests that shall be considered concern matters of the following types:

1. Misinterpretation of a playing rule.
2. Failure of the umpire to apply the correct rule to a given situation.
3. Failure to impose the correct penalty for a given violation.
4. Use of an ineligible player.

- C. The intention to Protest must be made known by the Manager of the Protesting Team to the Umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action or, in the case of a third out, before all defensive players have left fair territory. The Umpire receiving the protest shall notify the opposing Captain and the scorekeeper. This will allow everyone to note the circumstances of the protest.
- D. The league supervisor will make a written decision on protests within 7 days. If a team still disagrees with the decision, the protest may be brought before a hearing committee consisting of a team representative from all teams in the league who are not involved with the protest. Each party to the protest will have 5 minutes to state their case and then the hearing committee will render a decision. The Director of Recreation may override this decision if deemed in the best interest of the Park District baseball program.
- E. The Park District reserves the right to initiate action in any situation where an ineligible player plays in a game.

#### **IX. INJURIES**

- A. Players who are injured during a game should notify the umpire who will have First Aid supplies available. An accident report form is to be filled out after any injury.
- B. When a player bleeds during a game, the game shall stop for no more than 5-minutes and the player must stop the bleeding and cover the injury with a bandage before play may continue. If he cannot stop and bandage the bleeding within 5-minutes, he must leave the game.
- C. Participation in the game of baseball carries with it some inherent risk of injury. The Park District does not provide accident insurance, as the costs would make program fees prohibitive. Team members are advised to review their own health insurance policies.

#### **X. PLAYER-TEAM CONDUCT**

- A. ANY UNSPORTSMANLIKE DEMONSTRATION such as swearing, fighting, abuse of equipment etc., displayed in a game, or AFTER a game shall disqualify THE OFFENDING PLAYER or MANAGER for the next consecutive game on a first offense, and for the rest of the season (including any post-season play) for the second offense. These are automatic suspensions. The umpires, league coordinator and league supervisor are empowered to suspend players when necessary.
- B. Persistent poor behavior, including harassment of umpires or other teams, by a team may result in the dismissal of that team from the league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the league supervisor. Issuance of a second warning for team misbehavior will result in that team being placed on probationary status.
- C. Teams are responsible for the conduct of their spectators.
- D. Any drugs (unless prescribed by a physician) and/or alcoholic beverages (including beer) of any kind are prohibited on Park District and school-district owned property. The following applies to parking lots as well as playing fields:
  - 1. Player caught with alcoholic beverages will be suspended from the game and the next game.

2. Player caught with alcohol after the game will be suspended for the next game.
  3. The second time a player has been caught with alcohol; he will be suspended from the league.
  4. Players caught with drugs will be reported to Police and suspended as above.
  5. If the problem continues, the team will forfeit a game.
  6. Spectators can and will be escorted from the park if caught with alcohol.
  7. Park District and City Police are empowered to issue tickets to violators in addition to the penalties listed above.
- E. Any player who threatens or strikes another player or spectator will be suspended for no less than 6 games.
  - F. Any player or manager who strikes an Umpire, scorekeeper, and league official or other park district employee will be suspended for not less than one year.
  - G. Smoking is not allowed on or near the playing field. For games scheduled on school district-owned fields: Per Illinois State Law and school district policy, absolutely no smoking is allowed on school district property, including parking lots. Please cooperate, as our continued use of the facility may be jeopardized.

#### XI. GENERAL RULES

- A. All rules not specified in the general rules will follow the 2014 I.H.S.A. "Official Rule Book".
- B. **Lineups**, including first and last names, as well as numbers, shall be turned into the opposing manager prior to the scheduled starting time of each game.
- C. Games should start at the exact time designated on the league schedule, but 2 minutes of infield practice will be allowed to each team in any case. Between innings, teams are limited to 6 warm-up pitches.
- D. Teams may secure commercial sponsorship for uniforms and entry fee.
- E. It is the Park District's prerogative to require all players to sign a team card or otherwise verify a player's I.D. or age for the purpose of checking their eligibility at any time.
- F. Each game will be 7-innings with a 2 hour and 15-minute time limit. No new inning shall start after 2 hours from the scheduled game time. If the game is tied, it shall remain a tie.
- G. **Obstruction** – No defensive player may block an entire base or plate. At all times, he must give up  $\frac{1}{2}$  of the base or base path. Similarly, the runner has the same responsibility to avoid contact.
- H. **RULING**: If a defensive player has the ball at any base awaiting a runner, the runner must walk into a tag, slide, or otherwise avoid contact with the defensive player without leaving the base line. Otherwise, the umpire shall call the runner out. Flagrant abuse of this rule is unsportsmanlike conduct and may result in expulsion from the game.
- I. **Ground rules** for each game will be discussed prior to the game and will not be questioned after the game commences.
- J. Home team shall use the third base dugout.
- K. Courtesy runners are allowed (but not required) for Pitchers and Catchers at any time. Teams may claim 1 or 2 players needing a designated runner before the first pitch of the game. There is no penalty if the player forgets or chooses not to use the designated

runner. NOTE: This rule is to prevent aggravating an injury to a player. It is not designed to replace a slow runner with a fast runner. The use of designated runners for injured players is discouraged. If a player cannot run the bases he should not be playing. A designated runner may run only once per inning per batting rotation. Courtesy and Designated runners shall be:

1. A non-playing player; or, if none are available,
2. The last player to make an out for this team.
3. Or, if the first batter in the game, the last man in the order.

- L. **Delay of game** – Rule 7-3-1 of IHSA Rules is not completely in effect. A batter will not be charged a strike for stepping out of the batter's box after a pitch.
- M. **Pitcher Conference** – Each pitcher is allowed one meeting with the bench coach per inning. Removal is automatic upon the second meeting in the same inning.
- N. **Intentional Walks** – Intentional walks are allowed, but the pitcher must throw pitches and the catcher must assume the proper position in the catcher's box.
- O. **Base Running Appeals** – Appeal for missed bases must be asked for by the defensive team's pitcher when the play is dead. No throw to a base is necessary.
- P. **Substitution** – Defensively, there are unlimited changes except pitching. Once a pitcher is removed he cannot re-enter as a pitcher. He can play any other defensive position. EXCEPTION: Starting pitchers can return one time to pitch if he moves to another defensive position until he returns as a pitcher. Defensive changes can be made at any time without announcement, except for pitchers who must be announced to the opposing team before he delivers his first pitch.
  1. Offensively, teams must bat a minimum of 10 players if 10 are available; 9 if only 9 are available, but must add a 10th to the bottom of the lineup upon his arrival. Players added as Designated Hitters can be added at any time to the bottom of the order. Teams may bat as many rostered players beyond 10 as they wish.
  2. Any player in the batting order may be substituted for by any player not listed, either as a batter or as a base runner. A starting player who is removed from the batting order may re-enter once, but only in the same spot in the batting order. A non-starting player may not re-enter once he is removed.
  3. If a player leaves the game due to injury or other reason, and no substitute is available, his spot in the batting order will be skipped with no penalty as long as the team has the required minimum of 8 players. EXCEPTION: An ejected player's spot in the order will be recorded as an out.
- Q. **Bats** – Standards for metal bats that limit the barrel diameter to 2 5/8 inches. The weight-length differential can be no greater than three (e.g., a 32-inch bat must weigh at least 29 ounces). Bats meeting this standard are marked with BBCOR Certification. Player entering the batters box with an illegal bat will be called out. Composite barrel bats are illegal for high school baseball unless they have been approved by the NFHS
- R. **Trash** – Managers are responsible to inspect the premises and to clean up and dispose of any trash in or near their dugout.

- S. **Hit Batter** – If a pitcher hits three batters during the game, he must be immediately removed from the pitcher's position. He may continue to play another defensive position if the umpire deems the wildness to be unintentional.
- T. **Rule Changes** – A rule change during the season can be made by the League supervisor with the concurrence of 75% of team managers.
- U. **Slaughter Rule** – The game shall end when the visiting team is behind by 15 or more runs after 3 ½ innings, or if the home team is behind by 15 or more runs after 4 innings. The game shall end when the visiting team is behind by 10 or more runs after 4 ½ innings (or any inning after that), or if the home team is behind by 10 or more runs after 5 innings (or any inning after that).