



MT. PROSPECT PARK DISTRICT 14" COED SOFTBALL RULES

Updated 2024

The Mt. Prospect Park District will use official ASA 14" softball rules unless otherwise addressed in these rules or at the captains meeting. PLEASE READ THESE RULES CAREFULLY. Teams are responsible for the knowledge of both ASA 14" rules and MPPD house league rules. Rules may be added or deleted by the league supervisor at any time, but not without proper notification to team captains and officials.

CODE OF CONDUCT:

1. Any player ejected from a game will be reported to the field supervisor. That player will sit out a minimum of one full game.
 - a. The Mt. Prospect Park District's Athletic Department 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 Ordinance #525.
 - b. 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.

2. The manager/team captain is the only person allowed to question a call made by the umpire. The manager is responsible for his players and spectators actions.

PARK/FIELD RULES:

1. No alcoholic beverages, glass containers or drugs are permitted in any park. Contests will not be played and the games will be forfeited. Teams or players may be barred from further competition or asked to leave the playing area. Manager is responsible for the fans of his/her team.

2. The ball is out of play when it goes past the fence if it were extended. The dugout area is considered out of play. All Bats must be kept behind the backstop, out of play.

3. 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. If the ball stays in play, the runner may advance at his/her own risk.

4. The Mt. Prospect Park District has the final decision on canceling games. Decisions will be made by 4:00 p.m. the day of the game for weeknights and at 9:00 a.m. for weekend games. Any decision after that time will be left up to the Field Supervisor and Umpire at the game. For rain information visit www.teamsideline.com/mppd

ROSTERS:

1. All rosters are due at the team's first game of the season. Roster (& Waiver) form must be done through Team Sideline. Any roster which is not properly completed, not turned in, or having falsified information will be subject to the team's immediate forfeit of all games until matters are corrected.
2. Players are NOT permitted to play on more than one team currently playing in the same MPPD 14" softball league/night.
3. Each team is limited to 22 rostered players.

EQUIPMENT:

1. For all 14" softball leagues, fielding gloves may be worn by female players only.
2. Official softball bats only may be used in all leagues. No bats can be artificially doctored in any manner. "All Leagues" only official softball bat rule. No other bats will be allowed.
3. No metal spikes are allowed. If a player has metal spikes on they will be ejected from the game without warning. Batter is automatically out and ejected from the game.
4. Both teams must keep accurate scores for the game. Teams should report their runs after each inning. Winning team keeps the ball. Balls and scorebooks will be provided by the Park District.

GAME PLAY RULES:

1. Base lengths will be at 60 ft and Pitching Rubber will be at 38 ft.
2. Batters begin the at-bat with a 1-1 count. After the 2nd strike, if the batter hits a foul ball, they are out.
3. The pitcher must stand on the pitching mound and present the ball to the batter and umpire. The pitcher may take one step in any direction. After their first step, the pitcher's back foot cannot step in front of their lead foot. The pitcher must throw the ball slowly and underhand a minimum of 6' and maximum 12' arch.
4. The batting order must go male/female or female/male in order. You may not have two people of the same gender batting next to each other at any time. If you have an odd number of one gender, you must then use the re-entry rules.
5. If a male batter is walked, the next female batter has the choice of being intentionally walked.
6. Each team must have 9 players to start the game. For only the first scheduled game on that field only, there will be a ten minute grace period before a game is forfeited. The 10th spot in the order is an automatic out. A 10th player can be added at any time without penalty.
7. Teams must have 2 male and 2 female players in the infield, 2 male and 2 female players in the outfield and 1 male and 1 female in the pitcher and catcher positions.

8. **Re-entry** - any of the starting players may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup. NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.
 - a. Violation of the re-entry rule results in the use of an illegal player. An ejection of both the manager and the illegal player shall be declared when the violation is brought to the attention of the umpire by the offended team.
 - b. Violation of the re-entry rule is handled as a protest, which can be made anytime during the game. The protest need not be made prior to the next pitch.
9. Courtesy runners may be used only with the other team's manager's permission and announced prior to the start of the game. The courtesy runners must be the player that made the last batted out.
10. **Avoid Contact Rule** - All players must avoid contact anytime there is a play at any base. It is the umpire's judgment, if there is any contact the runner will automatically be out. Any flagrant contact by the runner or fielder will result in immediately being ejected from the game.
11. No intentional chopping or bunting is allowed.
12. In case of rain, lightning or darkness during the game, 4 1/2 innings is considered an official game.
13. **Slaughter Rule** - If a team is beating another team by 10 runs or more, after 5 completed innings, the game is called after the losing team has batted.
14. No new innings will start after 60 minutes (except extra innings).

PROTESTS:

There are two types of protests:

- a. **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 can not 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.
- b. **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, and 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 within 24 hours of the protested game. Protest fees will be \$50.00. 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.

TIEBREAKER PROCEDURES:

For playoff seeding purposes, the following tiebreaker procedures will be used.

1. Winning Percentage
2. Head-To-Head
3. Head-To-Head Differential
4. Total Points For
5. Total Points Against
6. Total Points Differential
7. Lowest Number of Forfeits
8. Coin Toss

FORFEITS:

If at any point during the season, your team needs to forfeit, I ask that the captain contact me directly (either via email or phone/voicemail) by 3:00pm so the opponent, umpire & staff can be notified in a timely manner. Captains should take advantage of the Free Agent List to find subs to avoid forfeiting.

There will be a **\$75.00 forfeit fee** that must be paid by the forfeiting team within 1 business day prior to their next scheduled game. The forfeit fee must be provided directly to the Athletics Manager and not to MPPD staff on site. Any team that forfeits twice in one season (except for doubleheaders) will automatically be removed from the league.