



CITIZENS PARK
317 S. 44th Street
Belleville, IL 62226

**Cancellation:
233-PARK**

MEN'S and CO-REC SOFTBALL LEAGUES

2024 SUMMER



BELLEVILLE
Parks & Recreation
510 W. Main Street
Belleville, IL 62220
Office: 233-1416
NCC: 277-9785

RULES AND REGULATIONS

OBJECTIVE: IT IS THE PURPOSE OF THIS PROGRAM TO PROVIDE AN ORGANIZED RECREATIONAL SOFTBALL PROGRAM FOR MEN AND WOMEN, AGES 18 AND OVER - TO ENJOY* **GOOD SPORTSMANSHIP WILL BE EMPHASIZED! ** *

- **Citizens Softball League Coordinator is Emma Martin: emartin@belleville.net or (618) 233-1416.** Men's & Co-Rec Leagues: Play will follow USA Softball. Leagues are **not** sanctioned.
- Belleville Parks & Recreation League Rules as follows:
 - General rules of play not outlined here can be found in the current USA Official Rules of Softball Manual. https://www.usasoftball.com/wp-content/uploads/sites/120/2023/12/2024_OfficialRulebook_USASoftball.pdf
 - Coaches Meeting is Mandatory - Each team must have a Representative.
 - **Final payments due March 18, 2024, completed roster due before 1st game.** Partial payments will not be accepted. Failure to pay will result in teams being dropped and not put on the schedule.
 - Refund Policy: There will be NO refunds after the schedule is posted. Schedules are posted after FINAL PAYMENT DEADLINE. DEPOSITS are NON-REFUNDABLE.
 - If changes are made, all team captains affected will be notified.
- Men & Co-Rec Leagues: In the event of inclement weather canceling games during the season, the Belleville Parks & Recreation Department will only re-schedule regular season games until SEPTEMBER 1. Any additional cancellations due to weather will not be re-scheduled.
- **ALCOHOL POLICY / AGREEMENT AT CITIZENS PARK**
NO BEVERAGES OR FOOD, except a water cooler for the players, can be brought into Citizens Park (including the parking area) during organized Leagues. Violators will be asked to leave. (Players who continue to violate this rule will be removed from the league for the remainder of the season.) **NOTE: Money made from the concession stands is used to improve programs/facilities.**
- The Belleville Parks & Recreation Department reserves the right to modify/change, add, or delete any rules or regulations during the season.
- **NO SMOKING OR DRINKING ALCOHOL ALLOWED ON THE PLAYING FIELD!!**

PLAYING REGULATIONS

REGULATION 1: LEAGUE FORMAT/DIVISIONS & AWARDS

1. (Men's Leagues) Teams will play approx. 14 league games (depending on number of teams and rain outs).
(Co-Rec Leagues) Teams will play approx. 12 league games (depending on number of teams and rain outs).
2. Men's or Co-Rec Leagues - NO REGULAR SEASON GAMES WILL BE RESCHEDULED AFTER SEPTEMBER 1.
3. Games are scheduled each hour (6:30, 7:30, 8:30, 9:30) and periodically make up games will be scheduled at 10:30 P.M. A ten (10) minute grace period will be allowed for the **first game** on field only to avoid forfeiting.
4. The BPRD reserves the right to move teams up/down into League Divisions. Criteria for this will be based upon the following:
 - A. League & Playoff standings from previous season(s)
 - B. Score differential amongst games
 - C. Estimation of Coaches playing ability of members
5. An award will be given to the teams finishing first in league play and first in the Playoffs.

REGULATION 2: TEAM ROSTERS

1. Players must be at least 18 years old.
2. **ALL TEAM ROSTERS *MUST* be submitted online through TeamSideline.com (no exceptions) prior to each league season. Rosters may **NOT** be turned in to the umpires on the field. A team must have a minimum of 12 players and a maximum of 24 players on its roster to start the season.**
3. ALL PLAYERS participating in league play **MUST** be on the team's roster. (Includes Coach) Any player who participates in league play and is not on the roster is an illegal player and may cause the team to forfeit, if a roster is checked by the opposing team.
4. **DEADLINE for ROSTER changes is JULY 1ST**
 - A. Any roster changes can be made throughout the season in the manager's TeamSideline account until the deadline.
5. PLAYERS MAY PARTICIPATE IN DIFFERENT PARKS AND RECREATION DEPARTMENT LEAGUES, however, a player may NOT be on more than one roster in the same league or will cause his team to forfeit all games in which he played.
6. PLAYERS MUST HAVE A PHOTO ID (Driver's License preferred) AT ALL GAMES, IN CASE THE ROSTER IS CHECKED.

REGULATION 3: ELIGIBILITY OF PLAYERS

1. A team coach may request an eligibility check of any player during a game with the official.
2. Eligibility requests **MUST** be made *prior* to the last out of the game by the opposing team.
3. A player is illegal/ineligible and may cause his team to forfeit if:
 - A. The player does not accept the online roster invite from the manager.
 - B. The player does not have a valid Photo ID at the park.
 - C. The player does not meet the age requirement.
 - D. The player appears on more than one roster on the same league night.

PENALTY: *The illegal/ineligible player is automatically ejected from the game and the team using the illegal/ineligible player forfeits the game.*

REGULATION 4: LEAGUE STANDINGS/PLAYOFFS/FORFEIT TIME

1. Standings will be available at www.teamsideline.com/belleville
2. **PLAYOFF SPOTS:** The top four (4) teams will compete in the Playoffs. If there are any ties in the top four (4) places, tiebreakers will be:
 - A. W/L RECORD – HEAD-TO-HEAD COMPETITION**
 - B. TOTAL RUN DIFFERENTIAL – SCORED BETWEEN TEAMS INVOLVED IN HEAD-TO-HEAD COMPETITION**
 - C. DEFENSE EVALUATION: FEWEST RUNS SCORED UPON FOR ENTIRE SEASON**
 - D. TOTAL RUN DIFFERENTIAL FOR ENTIRE SEASON**
3. **FORFEITS:** Game time is forfeit time
 - A. A ten (10) minute grace period will be allowed for the *first game* on field only to avoid forfeit.
 - B. A team that forfeits three (3) games during league play may be dropped from the league with no refund.

REGULATION 5: SCOREKEEPING

1. **Co-Rec League:** The BPRD provides scorekeepers for Co-Rec games.
2. **Men's League:** The home team is responsible for keeping score of the game.
3. The managers will hand in their lineup card to the scorekeeper/home team 10 minutes before game time. We encourage that both the visitors and home team coaches initial the score sheet after the game for verification of correct scores being reported.
4. All players must be listed on the scorebook sheet. (Prefer both first and last name)
5. Umpires try to keep the score accurate throughout the game; however, it is recommended that all teams keep score and confer with the other team/scorekeeper throughout the game.

REGULATION 6: PARTICIPANT CONDUCT / EJECTIONS / SPORTSMANSHIP

1. The game official has the authority to issue a forfeit to any game, eject players, coaches or spectator from the game for any conduct deemed unbecoming or detrimental to the game.
2. **ALL COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF ANY PLAYERS, ASSISTANTS, OR FANS IN ATTENDANCE.**
3. The players' **Code of Conduct / Sportsmanship Agreement** can be found at the end of these rules.

4. If a player, coach, manager, team, or spectator is ejected from a game due to unsportsmanlike conduct, he/she/they will automatically draw a 2-game suspension. The suspension includes the game being played and the next scheduled game. The ejected person(s) is also placed on probation for the remainder of the season and if ejected again that person(s) must be reinstated by the Citizens Park Athletic Committee. The second suspension will draw a minimum of a four (4) game suspension to a maximum of a twelve (12) month suspension. If the misconduct occurs after a completed game the offender will be suspended for the next two scheduled games. The ejected player may not participate in either game in any capacity.
5. When a player, coach, manager, team or spectator is ejected from a game by an umpire, she/he/they must leave the field and the general area around the field immediately. The general area is described as a 100-foot radius around the entire field. Failure of an ejected player, coach, manager, team or spectator to leave will result in is/her/that team forfeiting the game. Players are not allowed onto the facility until the completion of their suspension.
6. Any player or coach striking, or assault (harmful or offensive contact) towards an umpire during or after a game will be barred from Citizens Park. (Illinois "Laws on Assault of a Sports Official")
7. Any physical violence or an attempt to harm someone will result in his/her team being ejected from the league and must be reinstated by a Parks & Recreation/Citizens Park Committee.
8. Teams, players, or coaches who are on probation and are involved in any incident that results in ejection from a game or a forced forfeit due to an infraction of a league rule will be suspended from the league play and must be reinstated by the Parks & Recreation/Citizens Park Committee. The minimum suspension for a team, player, or coach already on probation will be four (4) games while the maximum will be a twelve (12) month suspension.

REGULATION 7: PROTESTS

SEE Protest Procedure page attached for guidelines.

1. Eligibility protests are acceptable only at the time your team is playing the team whose player's eligibility is in question and prior to the end of the game.
 - A. ONLY misinterpretation of the rules may be protested.
 - B. **UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED on grounds that he was not correct:**
 - a. On a decision involving a ball or strike.
 - b. That a batted ball was fair or foul.
 - c. That base runner was safe or out.
 - d. When a game is called for darkness, rain, panic, or other logical reasons.
2. The team coach will be responsible for communicating directly with the League Coordinator to instigate the protest.
 - A. The team coach must call time and bring the protest to the game official. The game official will document the official protest on the score sheet.
 - a. All protests must be in writing and received at the Parks & Recreation Office within 48 hours following the date of the game.
 - b. All protests will require a payment of \$30 to the BPRD. If the protest is upheld \$30 will be refunded.
 - a. If the protest is denied, the fee will go to the league fund. All protest decisions made by the Parks & Rec. Protest committee are FINAL.

REGULATION 8: COMMUNICATION/GAME CANCELLATIONS

1. The Belleville Parks & Recreation Department reserves the right to adjust league format during the season.
2. Unavoidable game cancellations due to inclement weather, or other factors beyond our control will be rescheduled by the league coordinator during the season or after the regular season prior to playoffs. **Schedule changes can be viewed on www.teamsideline.com/belleville.**
NO REGULAR SEASON GAMES WILL BE RESCHEDULED AFTER SEPTEMBER 1.
3. **Decisions on Rain-out games can be obtained after 4:00 PM by phoning the information hotline at 233-PARK (233-7275). Any decision to cancel after that time will be made by the game officials at game time at game site.**
4. Lightning Policy - Games will not be started or continued with lightning in the area.

PLAYING RULES

RULE 1: EQUIPMENT AND FIELD

1. The Belleville Parks & Recreation Department reserves the right to withhold any equipment usage which significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance based on equipment rather than individual skill.
2. Game balls (2- one new & one used) will be provided by the league for each game.
The description of the ball will be:
 - A. Men's Leagues - 12 inch - Core .52/300 compression
 - B. Co-Rec Leagues - 12 inch - Core .44/400 compression
3. Base distance for all leagues is 70 feet. Pitching distance is 50 feet.
4. Pitchers/Infield practice: At the beginning of the game or when a Pitcher relieves another Pitcher, One minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher, or some other teammate. Pitchers will only be allowed 1 pitch between innings. No infield practice is allowed between innings.
5. Soft toss against fences is prohibited.
6. Any player who deliberately throws a bat may be ejected from the game. The ball becomes dead immediately, the batter is out, and runners may not advance. In the case of an accidental bat throwing the umpire will issue a warning.
7. Metal Cleats are not allowed during play. Players must wear tennis shoes, or rubber cleats. (NO flip-flops or bare feet allowed. Teams are encouraged to have matching (same color) shirts. NO tank tops permitted.
8. First Aid Kit and Cold Packs/Ice are available in the Concession Stands. AED Machine is accessible in the Diamond #1/Upper Diamond Concession Stand.

RULE 2: END OF GAMES

1. Umpires will keep the official game time with a stopwatch.
 - A. A game is seven (7) innings in length OR 60 minutes. During the regular season, all games are played until there is a WINNER. (See: TIME LIMIT & RUN RULES)
 - B. TIME LIMIT:
 - a. Any game tied after 60 minutes of playing time will continue until a winner is declared.
 - b. An inning started before the 55 min. time limit will be completed unless the home team is leading
 - c. No inning will be started after 55 minutes.
2. REGULATION GAME: RUN RULES - All games will be called at the conclusion of:
 - A. 3 innings (or 2 1/2 if the home team) is ahead by 20 runs.
 - B. 4 innings (or 3 1/2 if the home team) is ahead by 15 runs.
 - C. 5 innings (or 4 1/2 if the home team) is ahead by 10 runs.

RULE 3: PITCHING

1. The pitcher's plate distance is 50 feet. We recommend for Pitcher's to wear a mask for safety.
2. The pitcher must come to a complete stop in the pitching area before delivering the pitch to the plate.
3. NO fake pitching. Once the pitcher starts his motion it must be completed without hesitation, unless instructed by the umpire.
4. The ball must be pitched underhanded at slow speed; the pitched ball MUST arc at least 6 feet from the ground after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than 12 feet above the ground. Pitch height - Parks Rule: 6 to 12 feet.
5. MAT RULE: - If the pitched ball hits the mat within the height limit, the ball is called a STRIKE. The mat is intentionally extended past the batter's box, to increase strikes, which benefits the pitchers.
6. The pitching area is a box bordered by the front edge of the pitching rubber extending back six (6) feet and three (3) feet wide centered on the pitching rubber.

RULE 4: BATS / BATTING

1. **All bats must be USA Softball Approved.** <https://www.usasoftball.com/certified-equipment/>
2. All batters will begin each at bat with 1 Ball & 1 Strike count. **NO Courtesy Foul after the 2nd Strike - Third strike foul is an out.**
3. The offensive team is responsible for retrieving balls hit or thrown outside of the playing area.
4. Games may be delayed if the balls are not retrieved.

5. When a defensive player has the ball and the runner remains upright and crashes into the defensive player, the ball is dead, and the runner is out.
6. Obstruction is the act of a fielder:
 - A. Not in possession of the ball.
 - B. Not in the act of fielding a batted ball, which impedes the progress of a batter-runner or runner who is legally running the bases. It is obstruction if a defensive player is blocking the base or base path without the ball and the runner or batter-runner is impeded. Defensive players must catch the ball, block the base and then make the tag.
7. No body contact, except in sliding. Violations of this rule will result in the violator being called out and possible ejection from the game.

RULE 5: MEN'S AND CO-REC COURTESY RUNNER RULE

1. **COURTESY RUNNER FOR PLAYERS.** Any eligible players that may participate on offense or defense and are on the roster including available substitutes may be used as a courtesy. ***A courtesy runner may be used once per inning.***
2. Should an injury or disqualification occur, and no substitutes are available, the courtesy runner must be used as a substitute and take the place of the injured player. Should the courtesy runner be on base and is entered as a substitute, the player for whom the courtesy runner is running must run in their place.
3. The batter- runner must reach first base or subsequent bases on their own before a courtesy runner can be granted. Courtesy runner must be used before the first pitch to the next batter.
4. *Co-Rec Only:* When using a courtesy runner, a team must replace the runner with a runner of the same gender.
5. A courtesy runner is in the game when reported to the plate umpire.
6. A courtesy runner whose turn at bat comes while on base:
 - A. The player who the courtesy runner is running for will be called out.
 - B. The courtesy runner will be removed from the base and take their turn at bat.
 - C. A second courtesy runner or a substitute is not permitted at this time.
7. A courtesy runner may not run for an existing courtesy runner except for an injury.
8. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
 - A. Violations result in an out.
 - B. The runner is removed from the base.

MEN'S LEAGUE'S

1. A TEAM shall consist of 10 players (or 9 players without penalty), whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first basemen, (4) second basemen, (5) third basemen, (6) shortstop, (7) left fielder, (8) left center fielder, (9) right center fielder, (10) right fielder and 1 or 2 additional hitters permitted.
To start or finish a game, the teams must have nine (9) players WITHOUT penalty and using the Shorthanded Rule.
2. *Shorthanded Rule:*
 - To start a game:
 - A. A game may begin or finish with a minimum of 8 players.
 - B. The vacant position must be listed last in the batting order if the team starts with 8 players.
 - C. An OUT will be recorded when the vacant position in the batting order is scheduled to bat.
 - To continue a game once started with a full team listed in the line-up:
 - A. If a team begins play with the required number of players, that team may continue a game with one less player that is currently in the batting order whenever a player leaves the game for any reason other than EJECTION.
 - B. If playing shorthanded and a substitute arrives the substitute must be inserted immediately into the vacant spot.
 - C. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
 - D. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.
 - E. The player who has left the game cannot return to the line-up.
Exception: A player who has left the game under the blood rule may return even after missing a turn at bat.

3. EXTRA PLAYER (E.H.) rule can be used in the entire program. (Optional) A team may insert an additional hitter (1) or hitters (2) into its lineup. (11 or 12 players) The batting order must remain constant; however, any 10 of the 11 or 12 players can take a defensive position throughout the game. The E.H. cannot be added after the start of a game. The E.H. may be substituted for at any time, either by a pinch runner or pinch-hitter, who then becomes the E.H. The substitute must be a player who has not yet been in the game. The starting E.H. can re-enter.
4. HOME RUN RULE: Each team is limited to 5 Home Runs over the fence per game. After 5 Home Runs, any ball hit over the fence by a player is awarded an OUT. Players who hit a Home Run, do not need to run the bases. **Report all lineup changes and substitutions to the umpire.**

CO-REC LEAGUE'S

1. Ten players shall constitute a team. To start or finish a game, the teams must have nine (9) players. If an eligible team of nine signed players cannot be fielded at the scheduled starting time, the team ready to play will be credited with a win.
2. Any player (10th) arriving late to the game is added to the bottom of the batting order.
3. If a player leaves a game due to injury or is ejected, his/her spot can be taken by a bench substitute. If a substitute is not available, the vacant position in the line-up is an automatic out each time it appears throughout the game. *NOTE: Only when this rule is in effect, the defensive team cannot walk a batter to cause the offensive team to end their inning or to end the game.
4. Co-Rec: If 2 extra players (E.P.'s) are used (one female and one male), they must be listed in the lineup prior to game time. Should an E.P. have to leave the game due to an injury and no eligible sub is available, then both E.P.'s must leave the game and the game may continue with 10 players. However, when both E.P.'s have left the game, an automatic out will be declared when that player's turn at bat comes up in the batting order. (**Cannot** play with 6 of one gender and 4 of the other. **Cannot** start the game with 11 players). If E.P.'s are used, defensive positions can be changed if the female/male required ratio is met. The batting order must remain the same during the game. The offensive team is responsible for retrieving balls hit or thrown outside of the playing area. Games may be delayed if the balls are not retrieved.

RULE 5: CO-REC LEAGUE MODIFICATIONS (Wednesday & Friday)

1. Batting order must alternate male/female. No requirement on the placement of males and females on the playing field.
2. Each batter will only be allowed one movement with lead foot. NO RUNNING UP IN THE BATTERS BOX.
3. On a walk to a male batter (intentional or not) the male batter is automatically awarded second base.
 - A. With less than two (2) outs, the upcoming female hitter must hit (no exceptions).
 - B. There are two (2) outs, the female hitter has the option of hitting or taking an automatic walk
4. Outfielders may not play in closer than the designated "**chalked**" arc. - **160 feet (Distance extended in 2016)**, prior to the ball being hit.
5. Intimidation Rule: Safety Call: Pitcher's are recommended to wear a mask. Hitting up the middle can be intimidating or cause injury. Umpires have the authority to call a batter OUT, if the umpire(s) feel the batter intentionally tried to harm the pitcher.
6. Infielders must be on the dirt infield until the ball is hit.
7. Co-Rec Coaches: **Report all lineup changes and substitutions to the scorekeeper.**
8. NO FLIP-FLOP Scoring Rules.
9. You may play defense with either 5 men/4 women OR 5 women/4 men. You are not allowed to play with 6/4 on defense.
10. Batting Position: Prior to the pitch, the bat must have both feet completely within the lines of the batter's box, the batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.

ADULT SOFTBALL - CODE OF CONDUCT / SPORTSMANSHIP AGREEMENT

ALL RULES WILL BE STRICTLY ENFORCED, THE TERM "INDIVIDUAL" INCLUDES THE FOLLOWING: COACH, PLAYER OR SPECTATOR. AT TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL CITY OF BELLEVILLE LEAGUES. THE TERM "OFFICIAL" INCLUDES THE FOLLOWING: UMPIRE, OFFICIAL, OR CITY STAFF.

NO INDIVIDUAL SHALL:

1. At any time lay a hand upon, shove, strike or threaten an official or individual.
 Minimum Penalty... Removed from league play for (1) calendar year and placed on (2) year probation.
 Maximum Penalty... Banned from the Parks Department programs and assault charges filed.
2. Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats - or any other forceful actions.
 Minimum Penalty... Warning by official.
 Maximum Penalty... Ejection from game and playing field and a (1) game suspension.
3. Be guilty of using unnecessary rough tactics in the play of the game.
 Minimum Penalty... Ejection from game and playing field and a (1) game suspension.
 Maximum Penalty... Banned from the Parks Department programs and assault charges filed.
4. Be guilty of an abusive verbal attack upon any official or individual on or off the field of play.
 Minimum Penalty... Ejection from game and playing field and (2) game suspension and probation for the season.
 Maximum Penalty... Suspension for one full year and placed on probation for (6) months after reinstatement.
5. Use profane, obscene or vulgar language in any manner at any time on or off the playing field/court.
 Minimum Penalty... Warning by league official or umpire.
 Maximum Penalty... Ejection from game and playing field and (2) game suspension and probation for the season.
6. Appear on the field in an intoxicated condition or under the influence of any type of drug that will infringe on the player's safety or the safety of others.
 Minimum Penalty... Ejection from game and probation for the remainder of the season.
 Maximum Penalty... Banned from the Parks Department program.
7. Be guilty of any demonstration of unsportsmanlike conduct.
 Minimum Penalty... Warning by official.
 Maximum Penalty... Banned from the Parks Department program.

NOTE: Players or coaches who are on probation when another incident occurs can have their penalty increased to the maximum. The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. Recreation Staff/Citizens Board Committee will determine the penalty within a reasonable amount of time.

PROTEST PROCEDURE

1. A deposit of \$30.00 at the Belleville Parks and Recreation Department Office is required at the time a protest is filed. Multiple protests by a team on the same date require an individual \$30.00 deposit for each protest.
If the protesting team wins the protest the \$30.00 deposit is returned.
2. The Protest committee will hear all protests concerning rule interpretation in the presence of parties concerned and render a decision on the protest. The decision of the committee is final. A report of the decision will be filed at the Parks and Recreation Office within five (5) days of the meeting.
3. All protests must be made in writing and received at the Parks and Recreation Office within 48 hours following the date of the game. Any protests received later than the specified time will not be considered. Holidays and weekends are not included as part of the 48 hours. The written protest must contain the following information:
 1. The date, time and place of the game and team name.
 2. The names of the umpires and scorekeeper.
 3. The rule under which the protest is made.
 4. The decision and conditions surrounding the making of the decision.
 5. All essential facts involved in the matter protested.

Eligibility protests are acceptable only at the time your team is playing the team whose player's eligibility is in question and prior to the end of the game. Burden of proof lies upon the protestor. No fee for eligibility protests. Eligibility protests are limited to one per game. (Late roster changes may not be at the field and can be confirmed next day at the office). Rosters may be checked in your manager's teamsideline account.

4. **ALL players are required to have a photo ID at all games in case the roster is checked. A legal player who does not have a photo at the game, will be considered an illegal player if the players eligibility is questioned and will cause the team to forfeit.**
5. The team against whom the protest is filed must be notified within 48 hours after said protest.
6. Protests are permitted for playing rule violation(s) or playing rule infractions. There will be no protest of judgment calls.
7. Whenever a matter of protest arises, the protesting coach or manager must notify the umpire **IMMEDIATELY**, before the next pitch, whether legal or illegal. The umpire will promptly inform the coach or manager of the opposing team that the game is being continued under protest and the scorekeeper/umpire will note it. This will enable the interested parties to take notice of the exact conditions and details of the situation.
8. No protest will be accepted after a game is over.

IF THE UMPIRE IS NOT NOTIFIED WITHIN THESE SPECIFIED GUIDELINES, THERE IS NO PROTEST.