




# Adult Softball League Rules

Revised 4/11/22

All rules will be according to the NSA rule book. Highlights and exceptions are noted as follows:

## Rule 1 - Equipment

- A) No metal spikes allowed
- B) Balls will be furnished by the Park District
- C) Park District will supply scorebook
- D) Uniform requirements will not be enforced
- E) Only women may wear gloves in 14"
- F) NSA approved softball bats only  
Bats must have 2012 NSA Stamp in order to be legal for play.   
No titanium bats or senior league bats allowed.  
Any players caught using an illegal bat will be called out and ejected from the game.

## Rule 2 - Players and Substitutes

- A) All players must be 18 years or older to play.
- B) All players must be listed on the team roster to play. A player can only play on 1 team per night. They can only be listed on 1 roster per night.
- C) Players can be added or removed from the roster until June 1 for the summer league or September 21 for the fall League. After those dates rosters will be set and no changes will be allowed. (updated 2021)
- D) Teams must field (at least) 9 players at all times or risk forfeit.
- E) An extra player is legal and must be declared prior to beginning of the game.
- F) Open substitution will be allowed as long as the team is roster batting. In all other cases, the re-entry rule will be used. This means any starting player may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the line-up. Substitutions may not re-enter once withdrawn. The starting player and substitute may never be in the game simultaneously.

- G) Co-Rec Substitutions – In co-rec softball games, for any substitutions, men must substitute for men, and women must substitute for women. Under no circumstance can a male player substitute for a female, or vice-versa.
- H) Roster Checks - All players must be able and ready to show proof of identity at all times. Site supervisors will have a copy of all team rosters on site. Captains/acting captains will have the ability to challenge a roster following this format:  
Captains/acting captains must challenge a roster by the end of the first inning. No roster challenges will be permitted after the completion of the first inning, unless in a substitute situation in which they must be challenged immediately.
- I) Non-Rostered Players (to avoid forfeit) - The intent of this rule is to give to teams that are short players an opportunity to play the game. Players must be listed on a Buffalo Grove Park District roster and filled out a waiver to be eligible. The declaration of non-rostered players in this situation is being done as a courtesy and not as an exception.

Any concerns regarding player eligibility, (i.e. a team recruiting a player from another team prior to the start of their game) or any non-rostered players (used to avoid forfeiting), must be addressed with the opposing team captain before the first pitch. The team captain that is asking non-rostered players to participate must notify the opposing captain of their intent, and the opposing captain has the right to agree to the player or not allow the player to play. If the opposing captain agrees to allow the player to participate, then both team captains must then notify the umpire and the Field Supervisor that the opposing captain is allowing a non-rostered player. If both captains agree, the game will be played and will count for league/tournament standings. All decisions are final.

If these steps are not taken, illegal players are subject to Roster Check Rule (Rule 2, Sec. H).

- J) If a player is ejected in the first game of a double header, they must sit out the second game.

### **Rule 3 - The Game**

- A) The home team is responsible for the game book.
- B) No new inning may begin 60-minutes after the first pitch. The game will be official after 4 complete innings. Ties are possible.
- C) First game is allowed a 10-minute grace period to start the game. Any grace time used will be subtracted from the 1-hour time limit. If the home team is responsible for the delay, they automatically forfeit status as home team and become visiting team (in an attempt to get as much playing time as possible). After the 10-minute grace period has expired, the game is a forfeit.
- D) On all leagues, the batters will begin with a 1-ball, 1-strike count.

- E) The Mercy Rule is in effect after 4 innings (the losing team must bat 4 times)
- 1) 20/15/10 Mercy Rule will be used as follows:
    - 20 runs after 4 innings
    - 15 runs after 5 innings
    - 10 runs after 6 innings
- F) A regulation game shall consist of a minimum of 4 innings (see Mercy Rule), not to exceed 7 innings.
- G) In the event of the field lights turning off before the completion of a game (if the home team has not had a fair chance to tie or win the game), the score will revert back to the last completed inning.
- H) Infield fly rule is in effect at all times.
- I) Co-Rec - A minimum of 4 women must play on the field at all times, and the defensive team shall field no more than 1 more male fielder than female.
- J) Co-Rec - When a man is walked (under any condition) the woman following has the choice to bat or accept a walk.

#### **Rule 4 - Pitching Regulations**

- A) Before the start of a half-inning or relief substitute, no more than 3 pitches will be allowed.
- B) No foreign substances may be used on the ball.
- C) Arc limits for both 12" and 14" are no less than 6 feet and no more than 10 feet.
- D) The pitcher must begin with 1 foot on the pitching rubber and make no motion with the intent to deceive the batter.
- E) The pitching mound for men will be 53 feet. The pitching mound for Co-Rec will be 43 feet.

#### **Rule 5 - Batting**

- A) No donuts, fans, pipes, etc. may be used by the on-deck batter to loosen up. Only approved equipment may be used.
- B) When a batter has 2 strikes against him and hits a foul ball, it will be considered a dead ball, and the batter is out and runners must return to the base from which they started.
- C) Roster batting is allowed. If a player is hurt or ejected while their team is roster batting, then that team must take an automatic out anytime that player is scheduled to come to bat.
- D) Home Run Limit – Teams are allowed 4 over-the-fence home runs in a game. Any balls hit over the fence after that will result in an out. (updated 2021)
- E) Home Runs - Any batted balls that hit the yellow line or above will be counted as a home run.

- F) Co-Rec - The batting order must alternate men and women throughout the entire game or teams may choose to roster bat provided that the batting order alternates between males and females. Teams must declare their intention to roster bat before the game begins. Exception: When a team has only 4 eligible women at the game, men are allowed to bat back-to-back only when they are at the last batter in the order and the lead-off batter.
- G) You must have 4 women to begin any game, however in the event that a team has only 3 eligible women players at game time, to avoid a possible forfeit the team may begin batting with 3 women in the line-up, provided that an automatic out is designated when any men bat back-to-back. The team must have 4 women to play the field prior to playing defense that first inning. Additional, the field supervisor may switch home team status to allow players time to arrive to the field and avoid a forfeit.
- H) In the event that a player becomes unable to continue during a game, and no other eligible substitute is available, than that spot in the batting order becomes an automatic out, for the remainder of the game. Teams may not fill this spot at a later time during the game should another player be available.

#### **Rule 6 - Base Running**

- A) Base paths will be 70 feet.
- B) 12" and 14" - No lead-offs are permitted. Runners can advance after the batter makes contact or the ball has crossed home plate (i.e. base on balls). No stealing is allowed. Runners may not be picked off at any time.
- C) Crash Rule - The runner must avoid contact with the fielder at all times. If the umpire rules the contact was flagrant, the runner will be declared out and will be ejected from the game. The Park District does not enforce a must slide rule.
- D) Courtesy Runners - Courtesy runners are allowed. The courtesy runner is the last out of that inning or the last out of the previous inning (if zero outs have been made in the current inning).
- E) Co-Red Courtesy Runners - In Co-Rec games, the courtesy runner rule is the same except that women must run for women, and men must run for men.

#### **Rule 7 - Protests**

In all cases, the captain must notify the umpire of the protest before the next pitch. At that time, the protesting team must inform the opposing team and the field supervisor of their intent to protest. The protest being made must be done before the next pitch or, if it is the last out of the game, before the umpire leaves the field. A complete written statement explaining, in detail, the event and the rule that was violated must also be submitted within 24 hours by the protesting captain to the Recreation Supervisor. A \$25 protest fee must accompany the written protest. There are no refunds regardless of the outcome of the protest. If any of the above procedures are not followed, the protest will not be acknowledged. Judgment calls by umpires cannot be protested.

## Additional Rules and Procedures

- A) No alcoholic beverages are allowed on Park District property at any time.
- B) League standings will be determined in the following order: (updated 2021)
  - 1. Won/loss record
  - 2. Head-to-head record
  - 3. Run differential in head-to-head games between tied teams
  - 4. Total runs against
  - 5. Overall run differential
  - 6. Total runs scored
- C) Tie-Breaker - In case of a tie in the standings a tie-breaker will determine standings. Tie breakers will be determined by following the same format that league standings follows (Rule 8, Section B).
- D) Games that are canceled or postponed will be re-scheduled to a date and time determined by the recreation supervisor.
- E) Games will be canceled no earlier than 4:30 pm weekdays, and 11am weekends. In the event that the weather changes after those times, the umpire and field supervisor will have the authority to make any decision at the time of the game. Captains and players should contact the weather hotline 847.235.6857 ext. 9 for information regarding games.
- F) All games will be played as scheduled.

**Blood Rule** - Should a player get injured and begin to bleed that player must be replaced with a courtesy player until the bleeding has been stopped and the uniform part has been changed. The injured player may return to the game once the wound has been clean and bandaged. Re-entry, designated player or extra player rules will be waived in this instance. In some cases, reasonable time will be granted by the umpire for all injured players to return.

**Team Forfeits** - Any team that forfeits a game (regular season, play-off or tournament) will be subject to the following penalties:

- 1. If any team forfeits a game for any reason, the team must pay a \$50 forfeit fee within 48 hours to the Park District. Once the fee is paid, the team will remain eligible for league play as well as post-season play. If you cannot avoid a forfeit, please contact the athletic supervisor as soon as possible so that he can let the other team know.
- 2. Any second occurrence will be treated as stated above with the exception of a second occurrence with no call. This will result in loss of money and the team will be declared ineligible for post season, tournament, playoffs or league championship play. You will also lose returning team status for the next year. An additional \$50 fee must be paid within 48 hours.
- 3. A third occurrence will result in loss of money and disqualification from the league from that date to the conclusion of the season. The team will be declared ineligible for post season, tournament, playoffs or league championship play. Teams will be allowed to return the following year upon the athletic supervisor's discretion. These teams will also lose returning team status for the next year if allowed back.

# Adult Softball League Discipline and Suspensions

The goal of the Buffalo Grove Park District is to provide a safe and enjoyable experience for all participants, spectators, officials and staff involved in the Adult Softball program.

Listed below are rules and discipline for players, managers, and coaches in all Buffalo Grove Park District Adult Softball programs:

1. If there is fighting anywhere on facilities or grounds of Park District sponsored events the incident will be reviewed by staff. Players involved in the fight are subject to a minimum 1 game suspension and maximum season suspension.
2. If league player(s) are under the influence or possessing alcoholic beverages, the player(s) will receive a 1 game suspension. Repeat offenders are subject to permanent suspension.
3. If a league player is involved in rough tactic as deemed by the umpire, the player will receive a 2 game suspension.
4. Touching, pushing or striking an official or supervisor will result in permanent suspension from all Park District athletic programs.
5. Threatening an official or supervisor will result in a minimum 3 game suspension or a maximum permanent suspension from all Park District athletic programs.
6. Verbal abuse of an official or supervisor will result in a minimum 1 game suspension and a maximum 1 year suspension, effective beginning on the date of the offense.
  - A. If a league player is ejected from a game, it will be at the umpire's discretion.\*
    1. First offense - 1 game additional suspension
    2. Second offense - 3 game additional suspension
    3. Third offense - 1 full year suspension from all Park District athletic programs (effective beginning on the date of this offense)
7. Team forfeiting - Forfeits include insufficient number of players to field a team and/or misconduct by team member or members that warrant umpire to call a team forfeit.
  - A. First offense - \$50 forfeit fee, to be paid by the next scheduled game
  - B. Second offense - \$50 forfeit fee plus a \$25 fine, to be paid by the next scheduled game.
  - C. Third offense - Suspension from league for the remainder of the season without a refund, plus a \$50 forfeit fee and a \$75 fine that must be paid in order to sign-up for any future softball season.
8. If a league player is improperly listed as a Park District resident; not listed on the team roster or playing without having signed the team roster will receive a 2 game suspension for player and the manager/team captain.
9. A current trend in the world of softball is altering an illegal bat to look like a legal bat. Bats are banned because they perform too well and the chances of injury increase as the reaction time to make a play on a ball decreases. If a player is caught using an altered bat, he/she will receive a permanent suspension from play in the Buffalo Grove Park District softball leagues.

If an altered bat is found to be on the bench and nobody takes responsibility for the bat, the manager/team captain of the team will receive the permanent suspension. This is a serious offense that puts the safety of your opponent at risk.
10. Any player caught participating in a league during a suspension will receive a 1 year additional suspension.
11. Team Captain is responsible for his/her team's sidelines, fans and overall team conduct.

\*Ejected players must leave the Park District property immediately. Umpires may rule a forfeiture from non-compliance. All ejections are reviewed by the league director. Suspensions could be subject to change, pending severity.

## NSA NON-APPROVED BAT LIST

Bats listed below are not legal for play with NSA

### Anarchy Bat Company

ALL bats manufactured by Anarchy Bat Company

### Boombah, Inc.

ALL bats manufactured by Boombah, Inc.

### Dirty South Bats

ALL bats manufactured by Dirty South Bats

### Monsta Athletics

ALL bats manufactured by Monsta Athletics

### Onyx Bat Company

ALL bats manufactured by Onyx Bat Company

### Easton Sports, Inc.

Easton Ghost **ASA ONLY Bat** – Fast Pitch (See Info and Photo below)

Easton Ghost **ASA ONLY Bat** – Slow Pitch (See Info and Photo below)

Ghost (BLUE) – ASA (98 MPH), ISF

Available in -11 / -10 / -9

