



2025 Rules and Regulations



DECATUR PARK DISTRICT SOFTBALL LEAGUE RULES

www.teamsideline.com/decaturn

A. OBJECTIVE OF THE SOFTBALL PROGRAM

The softball program is here to provide an enjoyable leisure time activity for everyone interested in softball as conducted by the Park District, respecting the basic fundamentals of sportsmanship, honesty and fair play. Integrity must be a basic part of this program. No one has the right to interfere with the enjoyment of others, and will not be allowed to do so. It is the manager's responsibility to explain and enforce these rules for their team.

The Decatur Park District reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers will be notified. In addition, The Decatur Park District reserves the right to add additional rules and regulations when they will benefit the program.

ASA / USA Softball Rules on Slow-Pitch Softball will apply to all league and tournament situations not covered in the Decatur Park District League Rules and Regulations. For equipment and safety concerns the park district may refer to one or more, but not limited to the following softball associations: Amateur Softball Association (ASA), USA Softball, United States Sports Specialty Association (USSSA), Independent Softball Association (ISA), Senior Softball USA, Softball Players Association (SPA), National Softball Association (NSA).

B. SPORTSMANSHIP/PLAYER BEHAVIOR

- **Possession or consumption of drugs and/or drug paraphernalia (excluding alcohol) on Park District property by any participant or spectator. This rule applies to parking lots, spectator's areas, etc... Failure to comply with this will cost your team to forfeit the rest of your games.**
- Resorting to behavior that threatens or assaults any player, coach, umpire or staff. All players expected to respect the rights of the umpire's, Park District staff, coaches, players and spectators. If for some reason an umpire or staff member is verbally threatened, or struck by a player or captain before, during or after a game, that individual will be **permanently expelled** from participating in any adult league without warning. Further legal actions will take place.
- We ask that you try and help us out with the language. We know we can't stop it but we ask that you keep it to yourself. If the language is directed at someone then you could possibly be suspended up to two games.
- Players ejected for unsportsmanlike conduct must leave the park immediately, if they do not comply their team will forfeit.
- Player ejections are **NOT** subject to protest. If a player is ejected from a game, the player will receive a suspension that will be up to the discretion of the Recreation Supervisor.

- Active participation in any type of disorderly conduct (excessive arguing, making threats, etc...) will result in at least a two-game suspension. A second offense will result in a one-year suspension.
- **Fighting will not be tolerated. An attempt for bodily harm to another individual will result in a one-year suspension.**
- The Decatur Park District reserves the right to eject any player or team from the adult softball program without warning or refund at any time in cases of severe circumstances.
- There will be no tolerance for inappropriate names and numbers on the back of the jersey/t-shirt. If you wear something that is inappropriate, you will be asked to remove it and put on another shirt.

C. Alcohol Policy

- Alcohol will be available for purchase at the concession stand upon an ID check. If you cannot produce a state issued ID and be of legal drinking age, you will not be served.
- Individuals will be issued wristbands upon ID check pass. Any individual who is found drinking alcohol without a wristband will be asked to leave the park.
- Outside alcoholic beverages are prohibited. If caught consuming an outside beverage, the individual will be asked to leave. In addition, people in possession of outside alcohol are subjected to fines of up to \$150.00 from the park police. Park police will conduct random patrols to enforce the park liquor ordinance.
- If any individuals that drink without a wristband/bring in outside alcohol are players, their team may be subject to a forfeit.
- If an umpire feels a player has become intoxicated to the point, they are belligerent or a safety hazard to themselves or others, the player will be ejected from the game.
- If caught purchasing alcohol for minors/drinking under age, the park police will be called.
- If there is a significant amount of trash in the dugout after a game, the team responsible may be subject to next game forfeit.
- All calls made by an umpire, the recreation supervisor, or site supervisor are final. Any refusal of the above policies will result in legal action.
- Alcohol sales will end 30-45 minutes after the last scheduled game.

D. REGULATIONS

1. A player may be on the roster of one team in the rec league and/or one team in the competitive league; or be on multiple rec league teams not

in the same league; however, **A REC TEAM ROSTER CANNOT HAVE MORE THEN 3 PLAYERS FROM ANY COMPETITIVE LEAGUE.** Ineligibility will result if a player signs two rosters in the same rec league or two rosters in the same competitive league. Any team using an ineligible player(s) will forfeit that game.

2. Recreation league players may be on a roster and substitute for one (1) team other than their own in any league; they MUST be listed at the bottom of the second teams' roster and clearly marked "SUB". Any substitute player may only sub a maximum of five (5) games for their secondary team in a single season. A team may have a maximum of five subs for their team. Subs are not eligible to play in the playoffs. **This rule does NOT apply to Competitive Leagues.**
3. If a team wants to challenge an opposing player to see if they are on the roster, the challenge can be made until the final out of the current game being played. The challenge can be made anytime during the game prior to the last out of the game. The umpire will make a note on the official scoresheet of the challenged player. The game will then continue. League officials will make a ruling based on the official roster. You can't challenge an opposing player after the game. **IF A TEAM IS FOUND USING AN INELIGIBLE PLAYER, THEY WILL FOREIT THEIR GAME NO MATTER WHAT THE SCORE IS. THE GAME WILL NOT BE MADE UP.**
4. **No Wednesday Night Rec. 2 players may be listed as a rostered player for the Men's Rec. E Division.**

E. RESIDENCY REQUIREMENTS

The park district did away with the resident and non-resident fee effective for the 2020. Players may be asked to provide ID if their identity is in question.

F. REGISTRATION & ENTRY FEE (LEAGUES ARE NON-REFUNDABLE)

- A representative of each team shall submit all their forms to the Decatur Indoor Sports Center (1295 W. Wood St.). All forms must be turned in before a team will be allowed to join a league.
 - o A complete roster/waiver with a minimum of 8 signatures of players.
 - o Signed Code of Conduct Form from the team manager.
 - o An entry form completely filled out.
 - o Proof of Residency (see Section D for details)
 - o Cash or check for the exact amount, including any non-resident fees. VISA and Master Card will also be accepted.

REGISTRATIONS MUST BE COMPLETE WITH FULL PAYMENT AND ALL REQUIRED SIGNATURES AND ADDRESSES. FAILURE TO COMPLETE ALL FORMS CORRECTLY AND PROVIDE THE FULL PAYMENT WILL NOT BE ACCEPTED AND THEREFORE NOT ENTERED IN THE LEAGUE.

- **YOU HAVE TO PAY WHEN YOU SIGN YOUR TEAM UP NO EXCEPTIONS. IF YOU DO NOT HAVE THE MONEY, THEN YOU WILL BE PLACED ON THE WAITING LIST AND YOU CAN LOSE THE SPOT THAT YOU WANT.**
- Additions to your rosters can be made until 75 percent of your games have been played (8 games for a 10-game schedule and Rosters will be locked after this point for playoffs. Players can add their names to rosters by submitting an add/drop form to park district staff the day of games at Rotary Park. Proof of residency must be presented when adding a name to the roster for the purpose of receiving a resident refund.
- The official roster will be kept by park district staff in writing and digitally. The roster under no circumstances may be removed from direct supervision of park district staff. If a roster is missing and a team challenges its validity, the challenge will automatically be upheld. All players sign the waiver prior to any games. If there is an emergency and a team cannot field enough rostered players that must go through the Recreation Supervisor.
- A recreation team may have a max 20 players on their roster.

G. RULES

- The official 2025 USA/ASA Softball Rules Book will govern all contests in league play unless provided for in the other sections of this packet.
- Once the game is final the umpire will ask the managers to come and sign the score card. This way the team managers will know what score the umpire has written down. If a team manager refuses to sign the official scorecard the umpire will note that on the scorecard and turn it in. **The score will be final and standings will not be disputed at the end of the season.**
- Umpires will keep the official score on their scoresheet. They shall consult with each team's official scorer (if available) in between each inning to verify runs scored each inning. If there is a dispute between the home team's scorebook and the away team's scorebook, the home team's book should be considered official. If the home team does not have a book then the away team's book shall be considered official if there is any discrepancy in the umpires scorebook. The umpire has the ability to designate the official scorekeeper in the event a scorebook is consistently inaccurate.
- You will have 10 minutes before the game is called a forfeit. This time is subtracted from game-time.
- (Men's Leagues Only) Teams may begin and play a game with only nine (9) players. A team shall not be permitted to start or continue a game with less than nine (9) players. The result shall be a forfeit.
- All leagues will have batters starting with a 1 and 1 count (1 ball, 1 strike)
- A called game is complete if 4 or more innings have been played (3 ½

innings if the home team is winning).

- If a ball is hit over the fence for a homerun, all runners DO NOT have to run the bases. They can stop where they are at.
- Any balls hit over the fence or out of play must be retrieved by the team at bat and returned to the umpire. You will NOT be given any extra balls. The game will be stopped if all balls are out of play. Your time limit will continue to run while retrieving the balls.
- Each team will be provided with game balls each week. Each team is allowed to keep their game balls for use in future games. It is the responsibility of each team to retrieve their game balls that were hit out of play. Park District staff will not give teams extra balls and are not allowed to go and retrieve game balls due to social distancing guidelines.
- You Hit It You Get It: When a Home Run OR Foul Ball is hit during a team's at bat, that team is required to retrieve their Home Run OR Foul Ball before the batter / runner who hit the Home Run OR Foul Ball comes up to bat again OR the end of team's next inning at bat (whichever comes first). There will only be 3 (three) balls used per game. Once the third ball is out of play, play will stop (clock continues to roll) until the Home Plate Umpire has a ball to continue play. Park district staff may assist with the retrieval of out of play balls if available. However, final responsibility to retrieve balls hit out of play rests with each team. The only exception to the ball retrieval policy is as follows:
 - There will be a courtesy foul only in rec. leagues, women's and all coed leagues. Two foul balls will result in an out with two strikes.
 - Bases will be placed at 70 ft. for all leagues.
 - The pitching rubber will be placed at 50 ft. for all leagues. Floating Pitching Rubber: All teams will have the option of using what is referred to as a Floating Pitching Rubber, meaning the pitcher may be 6' (FEET) behind the pitching rubber. The pitcher has the option to pitch the ball within this six-foot area. The pitcher MUST be directly behind the pitching rubber and in line with its edges. The pitcher must follow regular pitching rules. When pitching, they must have a continuous arm motion. NO pitching between your legs, behind your back, and no fake pitching.
 - The pitch shall be at least 6 ft. high with a maximum height of 10 ft. The pitch must be slow, and have an arc. Height, arc, and speed are at the discretion of the umpire.
- In recreation leagues pitchers will be allowed to wear a batting glove on their pitching hand. This rule does NOT apply to Competitive leagues.
- Any foul ball that is caught is an out at all times.
- When there is a play at first base the orange base is reserved for the runner and the white bag for the fielder. If there is NO play being made at 1st base it is the responsibility of the fielder to stay out of

the runner's way to avoid interference.

- The rubber mat will be used for balls and strikes. Strike Zone: A mat will be used during all softball play. If the ball touches any part of the mat it will be strike. This includes a pitch that hits the plate and the mat simultaneously. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground while not exceeding a maximum height of twelve feet from the ground
- In all leagues the rubber mat will be used as an extension of home plate to avoid collision at home plate. Sliding into the mat is allowed. However, any slides must be legal.

BAT RULE. All bats used in Decatur Park District Leagues must follow USA Softball Rules. The USA SOFTBALL bat rule is listed below:

CERTIFIED/APPROVED: The official bat for USA Championship Softball Play must meet all the USA Softball specifications and the requirements of Rule 3, Section 1, and:

The official bat, made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer, and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark (Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified only), as shown below and must not be listed on the ASA Non-Approved Bat List with 2000 or 2004 Certification Mark.



NOTE: USA Softball has begun transitioning to the new USA Softball Certification Marks for the 2020 calendar year. On behalf of equipment manufacturers, the USA Softball Equipment Testing and Certification Committee requested that the new certification marks be approved for the 2019 calendar year and the USA Softball Board of Directors approved the new marks (seen here) for 2019 USA Softball Championship Play. The Official Rules of Softball, Rule 3, Sections 1 and 3 will be updated for 2020 to identify the new Certification Marks for Championship Play.



All Games



Adult Fast Pitch/All Slow Pitch

1. must be included on a list of approved bat models published by the ASA
OR
2. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with USA Softball Bat Performance Standard. This includes wooden bats.

Exception: Senior Softball bats may be used in Senior Championship Play only.

All bats in USA Softball Championship Play, except Seniors, must pass the ASA Bat Performance Standard. All bats having the 2000, 2004 or 2013 (Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified Pitch ONLY) Certification Mark and not listed on the list of Non-Approved bats with Certification marks will be allowed in USA Softball Championship Play. Bats with the 2013 Certification Mark will be allowed in Slow Pitch National Championship Play Only. For your convenience, USA Softball's website has a listing of all approved bats and bats that have ASA Certification Marks and are no longer approved.

- **Park district staff reserve the right to conduct random bat checks throughout the season. Illegal Bats shall be removed from the dugout. If a batter is caught using an illegal bat during a play, the batter shall be called out, and all playing action nullified. A second offense using a second illegal bat result in the offender being ejected. Umpires will be provided with a color copy of all illegal bats.**
- All players must wear shirts at all time.
- A batter is automatically out for bunting or chopping down on the ball.
- If a runner leaves the base early, the runner is out and no pitch is declared, any hit or out by the batter is nullified.
- When the ball is in play and is overthrown beyond the boundary lines, all runners will be awarded the base they were running towards plus one more.
- For an intentional walk, all the pitcher needs to do is let the umpire know of his intentions and the umpire will award the batter 1st base.
- **Every illegal pitch is an automatic ball unless it is swung at, and then the pitch is legal.**
- The umpire will warn the pitcher once in case of a pitch that is too fast. For any subsequent pitch which is too fast, the umpire will disqualify the pitcher from pitching and they must be replaced. The pitcher can remain in the game.
- A 12" (52/300) softball will be used for all games. Only balls that are provided by the Decatur Park District and approved by USA Softball will be allowed for use in league games.
- **There will be a chalk line crossing the base line approximately half the distance between 3rd base and home plate. Any player crossing this line or line extended. creates a force play at home plate. A player is considered to have crossed this line when one or both feet touch or cross the line. (Only in women's slow pitch, coed, and rec leagues). Sliding into the mat is allowed. However, any slides must be legal.**

- Any player, in the umpire's judgment who deliberately causes a collision between himself and another player will be ejected from the game. This will result in a suspension for the rest of the season if not longer.
- **Players will not be allowed to wear steel spikes at any time (including football cleats). If a player is found wearing spikes he or she will be ejected from the game; if he or she has used the spikes in a malicious way they could face a multiple game suspension. Excuses such as "I didn't know the rule or I don't have plastic cleats," will not be accepted. The Recreation Supervisor will make the determination on all suspensions.**
- Starting players and substitute players may be withdrawn and re-entered once, providing the players occupy the same batting position.
- **Over the fence home runs will be limited as follows:**

Men's Comp. -	5 per team per game
Church -	3 per team per game
Recreational League-	2 per team per game
Women's League-	2 per team per game
Coed League-	2 per team per game
Men's Rec E -	0 per team per game (all outs)

- Each time an over the fence home run is hit in excess of these limitations, the batter is ruled out for all leagues except Men's C, Men's D and Church Competitive leagues. Men's C, D and Church Competitive leagues have further rule explanation under special rules for competitive leagues.
- Teams will be allowed to use an extra player, referred to as an "E.P".
 - A. Any team that begins the game with 11 players, all 11 players must play the entire game.
 - B. The EP must remain in the same batting order for the entire game.
 - C. If an EP is used, all 11 must bat and any 10 can play defense. Defensive positions can be changed. But the batting order must remain the same.
 - D. The EP may be substituted with a player who has not yet been in the game. Like all other starting players, the starting EP can re-enter one time.
 - E. If a player must leave the game as the result of an injury and there are no substitutions on the bench, there are two possible options:
 - a. A starting player may re-enter the game
 - b. The injured player will be scratched from the scorebook and the team will play with one less player without a penalty.

H. SPECIAL RULES FOR COED LEAGUES

Men will be required to bat off-handed for rec league and dominant hand for comp league

1. Each team is required to have at least 4 women in their lineup in order to play. Lineups with 6 men and 4 women or 5 men and 5 women are allowed.
1. Men and women will alternate in the batting order (man, woman, man, etc.)
2. The minimum number of players to play a game is 8 with an equal number of men and women, or more women than men. For example, if a team shows up with 5 men and 4 women, the team must play with 4 men and 4 women. A team may play with 5 women and 4 men. **A game cannot be played with 5 men and 3 women.**
3. The defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield and 1 male and 1 female in the pitcher/catcher position. *If playing with an unequal number of male/female players, a team may not have two males playing the same side of the infield, outfield, or battery.* For rec leagues playing even male/female, it must be male/female at third and short, male/female at second and first, male/female for left and left center, and male/female for right/right center. For comp league, it can be anyone at any position as long as there are 2 males and 2 females in the outfield and infield respectively and 1 male and 1 female for pitcher/catcher.
4. Two extra players (1 male, 1 female) may be used for the EP Rule. If used, all 12 must bat and any ten (5 male, 5 female), may play defense. Defensive positions may be changed as long as the coed positioning is followed (see rule 4). The batting order must remain the same throughout the game. Any team using the EP must begin and end the game with 12 players.
5. All outfielders must be **at least 15 ft from the infield.**
6. Teams are not allowed to intentionally walk a male batter in order to get to a female batter in the line-up. If a male batter is walked on three straight balls the female batter after him shall have the option of receiving a walk or batting. **Note:** if the batter has two strikes on them and then receives three balls it is not considered an intentional walk.

I. Special Rules for Combined League Play (Recreational "E" Teams & Competitive Teams)

Due to the combining of Recreational "E" Leagues and Competitive Leagues, the following special rules will apply when teams from different divisions compete:

1. Run Limit & Home Run Rules - Mixed Matchups (Competitive vs. Recreational "E")
 - o A limit of 8 runs per inning will be enforced for both teams.
 - o No over-the-fence home runs will be allowed. Any ball hit over the

- fence in fair territory will be ruled an out, regardless of intent.
2. Run Limit & Home Run Rules – Same Division Matchups
- Recreational vs. Recreational ("E" vs. "E"):
 - No run limit per inning
 - No home runs allowed (All home runs are outs)
 - Competitive vs. Competitive:
 - No run limit per inning
 - Each team is allowed two (2) over-the-fence home runs per game. Any home runs beyond that limit will be ruled as outs.

J. STANDINGS

1. If there are any ties in league play, the following tie breaking procedures will be used:
 - 1> Winning Percentage
 - 2> Head-To-Head
 - 3> Head-To-Head Differential
 - 4> Common Opponents
 - 5> Strength of Schedule
 - 6> Total Runs Differential
 - 7> Lowest Number of Forfeits
 - 8> Coin Toss

K. STARTING AND STOPPING REGULATIONS

1. The umpire's watch is the official time.
2. All games have a 1-hour time limit. No new inning will begin after 55 minutes has elapsed from the starting time. (Example: no inning of a 6:00 game will start after 6:55)
3. The championship game in each division will not have a time limit. However, USA Softball Run Rules of 20 after 3, 15 after 4, and 10 after 5 innings will be used.
4. If starting time is delayed due to the fact that the teams are not ready to play, the game will adhere to the above stopping time.
5. If the delay is not the fault of either team, all lost time will be added to stopping time.
6. When under a weather delay if stopping time goes into next games start time, the game will be made up if 3 ½ innings aren't completed with home team winning. **Example: Game begins at 6pm; weather delay starts at 6:25pm and is only in the top of the 3rd inning. Weather delay goes until 7pm. The 7pm game will begin and the 6pm game will be made up at a later date.**
7. Remember: An inning (or half inning) starts at the exact moment the third out is made.
8. If tied at the end of the regular innings, one extra inning will be played, regardless of time. If still tied after the one extra inning,

the game will be considered a tie.

9. The umpire shall make every reasonable effort to announce the final inning of the game once it becomes apparent that time may expire before a full regulation game is completed.
 - However, if an inning extends longer than expected and the game reaches the time limit without a last inning being declared, the last fully completed inning shall be considered the final inning, regardless of whether the umpire announced it as such.

L. SCHEDULE

1. There will be no changes to the schedule unless authorized by the Recreation Supervisor.
2. The Recreation Supervisor will reschedule games cancelled due to weather. Most makeup games will be played on the same week night that you play on at the end of the season, but some other nights/ weekend scheduling of makeup's may be necessary to get all games made up.
3. Teams are required to play makeup games as scheduled or accept a forfeit. Requests to change makeup schedules must be made at least five days prior to the makeup date.

M. UMPIRES

1. Assignment of umpires will be made by the Decatur Park District's Contracted Umpire Assigner. Games shall be played according to ASA rules. Should the regular appointed umpire fail to appear, both team managers must agree on an umpire who will have the same authority as that of regular umpires. A substitute umpire must be used. No game will be made up because of lack of agreement concerning an umpire. If there is a question or problem regarding an umpire, please contact the Recreation Supervisor at 429-3472.

N. INJURIES/ACCIDENTS/PROPERTY DAMAGE

1. In the event of a minor injury (scrapes, cuts, abrasions, etc.), the player is required to cover the injury if any blood is visible. Find the Site Supervisor if you need anything from the first aid kit. The game shall continue without the player, who may re-enter after the wounds are covered.
2. Blood Rule: A participant or umpire who is bleeding or has blood on his/her clothing shall be prohibited from further participation in a game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked it must be changed.
3. If the injury is more serious, necessary procedures should be taken. For severe injuries, 911 should be called and the Site Supervisor should also be notified.
4. The Decatur Park District does not carry medical or accident insurance for its participants. The cost of such insurance would make programs cost prohibitive. We suggest that participants look at their own insurance policy to be sure they are adequately covered. The Park District assumes no responsibility for personal injuries or

loss of personal property.

5. The Decatur Park District regrets any and all personal injuries or damage to personal property caused by errant softballs. Accordingly, the Park District assumes no responsibility for any and all personal injuries or damage to personal property caused by errant balls.

Participants are responsible for their actions while playing softball and damage caused by softballs they hit. An individual alleging a loss is permitted to accompany an employee of the Park District to the diamond in an attempt to locate the individual who may have hit the errant ball. If one fails to take this option it should be understood that it will be nearly impossible to locate and identify the offender. Please note it is NOT the employee's responsibility to accuse anyone of hitting the ball. It is your responsibility to exchange phone numbers, insurance company information and other pertinent details that you feel are needed. The Park District staff is not responsible for determining its accuracy but will assist you in whatever way possible.

O. WEATHER

1. **Please check the Rotary Park website first (www.teamsideline.com/decaturn). Have your teammates check the teamsideline website. We recommend that only Team Managers call the softball hotline at 421-7428 so the hotline doesn't get backed up. Please call after 4:00 pm to find out if the games are still on.** For Sunday afternoon games, call after noon on Sunday. Games will be played if possible. Cancellations after 4:00 p.m. will be made by the umpire and site supervisor.
2. Once games begin, if the weather is threatening, the umpire will determine if the game is postponed.
3. The Decatur Park District has installed a lightning prediction system manufactured by ThorGuard. When the ThorGuard system detects the probability of a lightning hazard in the immediate area, a horn and light strobe will be activated. You may hear the following signals:

LIGHTNING ALARM SIGNAL

The system will sound ONE 15-SECOND BLAST of the horn. A strobe light will begin flashing and remain flashing until safe conditions return. All games will be suspended immediately when the horn sounds. Anyone in the area should immediately seek an appropriate, safe shelter.

ALL CLEAR SIGNAL

The system will sound THREE 5-SECOND BLASTS of the horn and the strobe light will stop flashing. *Please be aware that the possibility exists that another storm may follow the first.*

It is the policy of the Park District that if you see lightning or hear thunder you should not wait for the ThorGuard to sound the horn before taking shelter. The Park District cannot guarantee that the ThorGuard system will operate properly. Games will be suspended for a minimum of 20 minutes from the last flash of lightning or sound of thunder. It is everyone's responsibility to detect the lightning or thunder and take shelter. If the lightning continues after 20 minutes, the game will be postponed. **Weather decisions based on visual observations of lightning or the sound of thunder will always take precedence over ThorGuard. Therefore, if there is a postponement based on lightning or thunder being spotted, it shall take precedence regardless of what ThorGuard says.** A decision on the

remainder of the evening's games will be based on weather conditions.

Open pavilions do not provide protection from lightning. Shelter should be taken in the restrooms or in your vehicles.

Threatening or intimidating any umpire or park district employee into starting the game prior to the mandatory waiting period will result in players being ejected, suspended from the league, or having their game forfeited. Umpires will not be allowed to step back onto the field until the mandatory waiting period has passed.

P. HOW TO RESERVE DIAMONDS

1. You will be able to request Rotary for practices only if the diamonds are available. The lights will NOT be used for practices.
2. Ball diamonds may be reserved on a weekly basis beginning week before the desired date. Diamonds are reserved for 2 hour intervals. Reservations may be made by phone, but permits must be picked up at the Decatur Indoor Sports Center. **MUST HAVE PERMITS WITH YOU DURING YOUR PRACTICE.** First come first serve. Please call the Recreation Supervisor at 429-3472.
3. Only registered teams may reserve fields for practice. The field will not be dragged or chalked for practice. Lights are not available for practice either.

**For questions or concerns please call Tony
Albertina at 217-429-3472 or email him at
talbertina@decparcs.com**

PLAY BALL!