

## Adult Softball Rules



### General League Rules

#### House Rules

- All House Rules supersede NSA Rules. If a rule is not mentioned in the House Rules, the NSA Rulebook is in effect. If your team is unsure about any rule the captain should review with the umpire before the game for their interpretation.
- *The Oak Lawn Park District reserves the right to change, alter and/or revise any rules as deemed necessary to effectively manage this program in the best interest of the park district and all its' participants.*

#### Alcohol Policy

- The Oak Lawn Park District has a liquor license. This means that we must strictly enforce a **NO OUTSIDE ALCOHOL RULE** to legally maintain this license and uphold the rules set forth by Cook County and the State of Illinois. Teams violating this rule will be given a warning to dispose of outside alcohol. If they do not comply after the first warning their team will automatically forfeit the current game and may face further disciplinary action.

#### Minor Helmet Policy

- Any non-player who is not yet considered an adult may not be between the fences or boundaries that are considered the playing field without a NOCSAE (National Operating Committee on Standards for Athletic Equipment) approved helmet with a NOCSAE approved facemask.

#### Code of Conduct

- We ask that your team review the **Oak Lawn Park District Behavior Code of Conduct** in the back of this rule packet. We expect the team captain, the players, and all spectators to always adhere to these rules. If anyone affiliated with your team violates the Behavior Code of Conduct the following disciplinary action may be enforced:
  - This player may be suspended for the next game.
  - This player may be suspended for multiple games.
  - This player may be suspended for the rest of the season.
  - This player may be banned from participation in park district leagues for one year or more.
- **Any player involved in fighting before, during, or after the game will be subject to discipline by the Park District and will be automatically ejected from the current game and will not be allowed to play in any Park District leagues for one full year.**
  - **Note:** *Any player(s) who assault an NSA umpire will be banned from participating in all Oak Lawn Park District adult leagues for a minimum of one year from the date of the incident, as well as a one-year ban from any NSA officiated game. Additional charges may also be brought up by the victim as this is punishable by law as a Class A Misdemeanor. Assault is defined as, "Touching an umpire in any manner that results in the player being ejected from the game or makes the umpire fear for his/her safety."*
- The Code of Conduct Violations will be reviewed by the Park District on a case-by-case basis to determine what suspensions are warranted. The team captain will be notified of the Park District's decision once a review of the incident has taken place.
- Each team will be responsible for the conduct of their fans. If any fans are acting inappropriately or violating the code of conduct park district staff may ask them to leave the property and will expect the full support of the team.

## Ejections

- Umpires and Park District Staff reserve the right to eject any player or spectator for violation of the Oak Lawn Park District Behavior Code of Conduct, Oak Lawn Park District Softball House Rules, or applicable NSA rules. **Ejected players or spectators must leave the softball facility immediately after an ejection.**
- **Individual Player Ejections** will be carried out across any Oak Lawn Park District Softball divisions for each season. The number of ejections a player receives is a cumulative total across all Oak Lawn Park District softball games they have participated in that season, regardless of division.
  - Players playing on multiple teams and/or in multiple divisions are not granted additional ejections. The number of ejections is a cumulative total among all games an individual plays in each season.
- **1<sup>st</sup> Ejection-** The player will be ejected for the remainder of the game and any other games played that same day.
  - *e.g., if a player is ejected in the first game of a scheduled double header, they will not be able to participate in the second game of the double header.*
- **2<sup>nd</sup> Ejection-** A player who is ejected for a 2<sup>nd</sup> time in one season will not be allowed to participate in any games scheduled for one full week from the day of the ejection for all Oak Lawn Park District softball teams/divisions they play in.
  - *E.g. if a player received their 2nd ejection during a Wednesday night game, they are ineligible to play in any Oak Lawn Park District softball games until that following Thursday.*
- **3<sup>rd</sup> Ejection-** A player who is ejected for a third time in one season will be suspended for the remainder of the season (including playoffs) for all Oak Lawn Park District softball teams/divisions they play in.
  - A player who receives their 3rd ejection will be ineligible to participate in any Oak Lawn Park District softball games for the remainder of the season.
- Captains will be required to provide the name of the ejected player to either the umpire or the field supervisor so the ejection can be documented. Refusal to provide the ejected player's name or using a false name for the ejected player will result in an automatic forfeit.
  - Additionally, if a team is caught playing with a suspended player, they will be subjected to an automatic forfeit.

## Forfeits

- Teams who violate the Oak Lawn Park District Behavior Code of Conduct, Oak Lawn Park District Softball House Rules, or applicable NSA rules may risk an automatic forfeit. Umpires and Park District staff reserve the right to issue a forfeit.
- If both teams are involved, they may risk an automatic double forfeit.
  - These teams risk being removed from the league without a refund.
  - These teams risk being suspended from participation in park district leagues for one year or more.
- The first game of the evening will be allowed for a 10-minute grace period. After 10 minutes the team with less than nine players will forfeit. If both teams have less than nine players a double forfeit will be called.
  - If your team will not be able to attend a scheduled game, please contact the Community Pavilion front desk at (708) 857-2420 to report the forfeit to give us an opportunity to contact the other team. The forfeit will be final once we are contacted.
  - For each game after the first, forfeit time will be game time.
  - Once both teams have nine players the game will start.
- **Any team that forfeits two games in one season will be ejected from the league without a refund.**
- If a team forfeits, they will give up 25 runs for that game. This will significantly affect your score during playoff tiebreaking procedures.

## Umpires

- No game will be considered valid unless worked by an umpire assigned through the Oak Lawn Park District. In the result of an umpire arriving late, teams must wait 15 minutes after the scheduled game time for an umpire to show up before leaving the field. If an umpire does not show 15 minutes after the scheduled start time the game will be rescheduled.
  - Teams cannot agree to have a spectator umpire or play with no umpire. For liability and monitoring reasons, all league games must be officiated by an Oak Lawn Park District contracted umpire.
- One umpire will be used for all league games and playoff games (excluding championship games). We will try to have two umpires for championship games; however, this is not guaranteed.
- An umpire survey will be linked to the Team Sideline homepage. The field supervisors will also have a hard copy of this survey on hand. We encourage teams to use this survey to provide feedback on their officials throughout the season, good and bad.

## Game Schedules

- The Oak Lawn Park District will NOT make any game schedule changes after the schedules are finalized to accommodate personal scheduling conflicts or commitments for teams and/or players participating in this league.
- The most up to date game schedule will always be the version on [www.teamsideline.com/olparks](http://www.teamsideline.com/olparks). If the park district must make any changes to the original schedule (other than a standard rain out rescheduled) the team captain will be contacted by the park district via phone or email.

## Rainouts

- **Rain Out Hotline: (708) 398-6314**
- Our main priority at the Oak Lawn Park District is safety. Our next priority is getting all games in as scheduled. We will take both things into consideration when making the decision to cancel games. We will attempt to make the final decision to cancel games by 4:00PM to give captains ample time to communicate with their teams. If we know fields will not be playable before 4:00PM, we will make the call at that time. However, weather can be unpredictable, and it will not always be possible to give advance notice of rain outs. We will do the best we can.
- Do not leave a voicemail on the rainout hotline.
- If the rain out hotline has not been updated, assume games are still on as scheduled. Rain out games will be added to the end of the schedule unless otherwise specified.
- The Oak Lawn Park District reserves the right to change or update game schedules as necessary to complete the season due to excessive rain outs.

## Standings

- Standings will be posted each week on [www.teamsideline.com/olparks](http://www.teamsideline.com/olparks). Please notify us immediately if you notice an error in the league standings. A correction will only be made due to a clerical error by the park district.

## Division Splits

- **The top 2 teams in a division will move up if possible, and the last two teams in a division will move down.**
- To ensure that our divisions are separated as fairly as possible, we reserve the right to move teams between divisions as we see fit.

## Team Captain's Responsibilities

### General

- Your team captain is the designated spokesperson for your team. All questions, comments and concerns should be addressed by the team captain to the league supervisor.
- It is the team captains' responsibility to review the league rules with their players. Ignorance of a rule will be the fault of the team captain and not the park district.

### Rosters

- We require a name, address, phone number and signature for each player on your team. Because this roster also serves as a park district waiver it is extremely important that we receive all this information.
- A completed roster must be submitted by the first game. If you do not have a roster turned in your team will lose the right to protest.
- Additions to the roster will be allowed up until your 4th game. No additions or substitutions will be allowed after that time. The only exception would be if one of your players is unable to finish the season due to a medical excuse. In this case we will allow a substitution/addition if you provide sufficient medical documentation.
- ***A player may play in more than one softball league at the park district; however, you may not play on two teams in the same division. A League players should not be playing in the C division.***
- **Major Players can only play in the A division teams. Only 2 Major Players per team.**
- This is an adult league. Everyone on your roster must be 18 years and older.

### Scoresheets

- A Clipboard will be passed back and forth between teams to keep score. Both captains must sign off on the scorecard and ensure the final Home and Away scores are filled out and accurate. The final Home and Away score are the official record that will be input into Team Sideline.
  - Corrections to scores will only be made due to a clerical error by the park district when inputting scores and must be done within three weeks from the game. Please notify the league supervisor immediately if you believe a score was input incorrectly into Team Sideline.
  - **Add your game start time on the score cards.**

### General Protests

The following procedures must be followed, or a protest WILL NOT BE VALID:

1. The protesting team must have a complete roster submitted.
2. The captain/team representative of the protesting team must immediately notify the umpire and the other team that they are protesting the game and state the reason. Protest Forms will be in the umpire's field bag.
  - a. Protests cannot be made on a judgement call.
3. Indicate the following on the Protest Form. *This information should reflect the game immediately prior to the protested call.*
  - a. Score
  - b. Inning
  - c. Outs
  - d. Batter
  - e. Each captain's signature.
  - f. Umpire's signature
4. The game will then be completed under protest.
5. The protesting team must submit \$50 cash with the Protest Form and a written explanation of the protest to the league supervisor within 48 hours of the game.
6. The protest committee will make a ruling within one week of the reception of the protest description.
7. If the protest is upheld the \$50 cash will be refunded to the team and the game will be replayed from the point of protest.
8. If the protest is denied the \$50 cash fee will go towards the first-place playoff league voucher in this division.

## Roster Protests

The following procedures must be followed, or a protest WILL NOT BE VALID:

1. The protesting team must have a completed roster submitted.
2. The captain/team representative of the protesting team must immediately notify the umpire and the other team that they are protesting the opposing teams' roster. The field supervisor will have a copy of each teams' roster on hand.
3. The protesting team must identify each player they wish to protest. Before the roster check is performed the team must submit a \$25 per player cash protest fee to the field supervisor.
4. The protested player MUST present a photo ID at the time of protest.
5. If the protest is upheld the \$25 cash will be refunded for each successful player protest.
6. **Roster Check prior to game:** If the roster check is successful players not on the roster will not be allowed to play. The game will proceed as scheduled if both teams have enough players.
7. **Roster Check after game has started:** If a roster protest is successful the offending team will forfeit the game. If both teams have players on the field that are not on the roster it will be a double forfeit.
9. If the protest is denied the protest fee will go towards the first-place playoff league voucher in this division.

## The Game

### Non-Co-Ed Leagues

- Men's 12": Teams may play with a minimum of nine players. If a team plays with nine there will be an automatic out for the tenth spot in the batting order.
- Men's 16": Teams may play with 9 players. There will be no out in the batting order for 10<sup>th</sup> position.

### Co-Ed Leagues

- Teams may play with a minimum of nine players. If a team plays with nine there will be an automatic out for the tenth spot in the batting order. If a team wishes to play with an EP, they must use two; one male, one female. See *Extra Player Rule below for additional details.*
- Co-Ed League can play with the following male/female combinations:
  - 5 Men/5 Women
  - 5 Men/4 Women
- Batting order should alternate between an equal number of males and females.
- Team may have a pitcher/catcher of the same gender. Co-Ed battery is also acceptable.
- There must be at least one female in an outfield position (left, right or center field). Short center is NOT considered an outfield position.

### Slaughter Rule

- If a team has a 10-run lead any time after 4 ½ or 5 the game will be officially over.
- If behind, the home team always has an opportunity to bat and reduce the deficit to extend the game.

### Home Run Rule – (Walking Path) Fields with No Fence

- *16" Leagues:* Once the ball reaches the walking path or landscaping on a fly or on a bounce it will be declared a dead ball and will be considered a home run. For safety reasons we discourage any players from pursuing the ball past the walking path for any reason other than to retrieve it.

### Home Run Rule – Fields with a Fence

- *12" Leagues:* If the ball goes over the outfield fence on a fly it will be considered a home run. Each team is limited to 5 home runs per game. Any balls that go over the fence after the fifth home run will be considered an out.
- **If the ball hits the net, it is considered a homerun.**
- "Hit and Sit" – No need to run the bases if the ball goes over the fence.
- *16" Leagues:* If the ball goes over the outfield fence or net on a fly it will be considered a home run.

## **Game Length**

- A game is completed after 7 innings or by the 60-minute time limit. No inning may start after 60 minutes has elapsed. If a game is called by the park district or field officials for safety reasons the game will be considered complete if four full innings have been played. See rain out policy for more info.

### **16" Softball International Tie Rules**

- **Summer: 1 out, 1 and 1 count, man on 2<sup>nd</sup>- runner is last batted out**
- **Fall: 2 out, 2 and 2 count, man on 2<sup>nd</sup> – runner is last batted out**
- **Men's 12" Games can end in a tie.**

## **Batting Count**

- Summer
  - Men's 12": Leagues will start with a 1 – 1 Count.
  - All 16": Leagues will start with a 0 – 0 Count.

## **NSA Rule Highlights**

- Overthrow Rule – If a ball is overthrown from the outfield the runner gets two bases from the last established base. If the ball is overthrown from the infield the runner gets one base from the last established base. However, if the play is made at first base and the ball is overthrown from the infield, but is still live, there is no limit to the number of bases the runner can get.
- Stealing/Leadoff Rules – The runner can steal any unoccupied base, but only if they are played on by the catcher or pitcher.
- The runner must always slide or avoid contact when there will be a play at the base/plate, or they will be called automatically out.

## **Courtesy Runner**

- One courtesy runner will be allowed per inning unless an additional runner is required due to a game ending injury. In this case, the injured player will not be allowed to re-enter the game. The team requesting the courtesy runner must notify the umpire and opposing captain when the player enters the game before the next pitch is thrown.
  - 12" Leagues – The courtesy runner can be anyone on the roster.
  - 16" Leagues – The courtesy runner must be the last batted out.

## **Extra Player**

- The EP (Extra Player) is optional. If an EP is used it must be made known before the start of the game. The EP must remain in the same position in the batting order throughout the entire game. Any 10 of 12 batters may play defense. Your team may substitute for the EP at any time if the player subbing in has not already been in the game.

## **Outfielders**

- Outfielders may not be on the infield surface until the pitch is released.

## **Equipment**

- Only balls supplied by the park district may be used.
- The home team will keep the game ball and will occupy the bench on the third base line.

## **Gloves**

- 12" Leagues – All fielders must always wear a glove.
- 16" Leagues – No fielders are allowed to wear gloves except females playing first base.
- No steel spikes allowed.
- No bat weights are allowed.

## **Playoffs & Awards**

### **Playoffs**

- The playoffs will be a one-day single elimination tournament and will begin the week immediately following the regular season.
- All playoff games will be untimed.
- Divisions of 5 - 9 teams: Top four teams will make the playoffs.
  - **Round 1**
    - G1 – 1<sup>st</sup> Pl vs 4<sup>th</sup> Pl
    - G2 – 2<sup>nd</sup> Pl vs 3<sup>rd</sup> Pl
  - **Round 2**
    - G3 – G1 Winner vs G2 Winner
- Divisions of 10 - 11 teams: Top five teams will make the playoffs.
  - **Round 1**
    - G1 – 4<sup>th</sup> Pl vs 5<sup>th</sup> Pl
  - **Round 2**
    - G2 – 2<sup>nd</sup> Pl vs 3<sup>rd</sup> Pl
    - G3 – 1<sup>st</sup> Pl vs G1 Winner
  - **Round 3**
    - G4 – G3 Winner vs G2 Winner

**Tie Breaking Procedures**

1. Head-to-head between tied teams.
  - a. In the games played between the tied teams the team that won more games will take the higher seed.
  - b. If there is a three way or more tie this step may be skipped.
2. Head-to-head runs scored against between tied teams.
  - a. The team that gave up less runs between tied teams will take the higher seed.
3. Total runs scored against in all games played.
  - a. The team that gave up less total runs during the regular season will take the higher seed.
4. Coin flip.
  - a. Park district staff will flip a coin with both team representatives present.

**League Award**

- If playoffs do not occur due to weather, unforeseen circumstances, etc., the top 4 teams or top 5 teams (dependent upon number of teams in division) will split the playoff winnings.

**League Awards – Summer or 10 games**

1 <sup>st</sup> Place Regular Season	\$500
2 <sup>nd</sup> Place Regular Season	\$200
1 <sup>st</sup> Place Playoffs	\$200
2 <sup>nd</sup> Place Playoffs	\$100

**League Awards – Fall or 8 games.**

1 <sup>st</sup> Place Regular Season	\$400
2 <sup>nd</sup> Place Regular Season	\$200
1 <sup>st</sup> Place Playoffs	\$200
2 <sup>nd</sup> Place Playoffs	\$100

**Award Redemption**

- Award vouchers will be distributed to the winning teams at playoffs. They can be redeemed in the form of a check or can be applied to the next season league fee. Award vouchers expire one year after the day/month of playoffs.
- Redeem for League – Award Voucher can be turned into the league supervisor for safe keeping or submitted with the registration form at the time of league registration.
- Redeem for Check – Award voucher and W-9 form must be completed and submitted to the league supervisor. Checks will be mailed within 2 – 3 weeks of the receipt date.
- A Federal W-9 tax form is required when requesting the voucher amount in the form of a check. We only need one W-9 tax form on file per individual/business. Checks cannot be mailed until this completed form is received. Please keep in mind that per Federal Tax Law that if an individual/business receives award winnings in the amount of \$600 or more in a calendar year they will be required to claim it on their taxes.

## **Oak Lawn Park District** **Behavior Code of Conduct**

The Oak Lawn Park District is committed to providing an atmosphere of hospitality, civility, and respect. We dedicate ourselves to the safety and well-being of both staff and participants/patrons. All participants are expected to always exhibit appropriate behavior.

The following guidelines have been developed to help make our programs safe and enjoyable for all participants. Additional rules may be developed for specific programs as deemed necessary by staff.

You must be respectful to all participants, staff, and volunteers. Participants should follow program rules and take direction from staff.

### **If a person is:**

- **ignoring directions and/or requests from staff**
- **using vulgarity**
- **making remarks of a personally destructive nature towards any other person (employee, volunteer, or patron)**
- **restricting or preventing someone of free movement**

### **If anyone's actions are:**

- **of a physical, spoken, or written act of abuse**
- **of a violent nature**
- **considered harassment.**
- **considered intimidation.**
- **considered extortion.**

***Immediate disciplinary action may be taken regardless of if the act is deliberate, intentional, or unintentional.***

***Appeals by the participant/patron should be directed to the Facility Manager. The manager will supply a current chain of command for the appeals process.***