



## **Adult Men's Softball Rules**

### I. League Description

This league is a Men's recreational adult league designed for teams with an interest in enjoying fun competition.

### II. Player Eligibility / Age Rules

1. All participants must be 18 years of age or older to participate.
2. All participants must complete an OPD Sports waiver before playing.
3. All players must have a picture ID with them at games.
4. A picture ID must be presented to a referee or park district representative if a player's eligibility is questioned. Failure to do so will result in the player not being allowed to participate in that game. An eligibility check may be requested at any time prior to the start of the 5<sup>th</sup> inning game. However, we encourage teams to make eligibility checks prior to the start of the game if an ineligible player is suspected. If a player is determined to be ineligible, they will not be allowed to play in that game.
5. Any questions or concerns about player eligibility must be made to the OPD staff member by the start of the 5<sup>th</sup> inning of the game.

### III. Teams / Rosters

1. All rosters must be signed by all participants and submitted to the Park District by the date determined by the OPD Athletics Staff.
2. Teams may have up to 20 players on their roster.
3. Rosters may not be carried over from one season to the next.
4. If a roster check needs to be run, there will be a \$50 fee. If the team's challenge is successful and player in questioning isn't on the roster, the \$50 will be reimbursed to the challenging team. If the team's challenge is unsuccessful, the \$50 fee will not be reimbursed to challenging team.

### IV. Schedules

1. Game schedule will be created and maintained by the OPD staff.

2. All scheduling changes or adjustments must be made in cooperation with the OPD staff. You are not allowed to reschedule games on your own. If you would like a game rescheduled due to any circumstance this must be done in conjunction with the OPD staff.

#### V. Game format

1. Each scheduled contest shall consist of a double header.
2. Each game will be played to 7 innings.
3. Home and away teams will be decided by schedule posted on Team Sideline. The site manager will have the schedule on hand and will communicate who will be home/away for game one. After game one, teams will switch home and away for game two.
4. There will be a one-hour time limit per game. No new inning may begin after 60 minutes from start time as determined by the umpire. There will be a hard stoppage time of one hour and fifteen minutes. The game result shall then resort back to the last completed full inning.
5. Teams that do not have the minimum amount of players (9) to begin the 6:15 PM game will be granted a ten-minute grace period. This does not apply to any games beginning after 6:15 PM. If the necessary amount of players are not present at the field after ten minutes, the game shall be declared a forfeit. The ten minutes or however long it takes the player to arrive and start the game shall be reduced off of the hour time limit for each game. The grace period will not be used to delay the start of the game for a 10<sup>th</sup> player.
6. If one team is short the minimum required players to start the game at start time, that team shall be declared visitors for that game. They may begin batting with but if the minimum required players are not present by the time the last spot in the batting order comes up, or the half inning ends, the game will be declared a forfeit.
7. There will be a one hour time limit per game. No new inning may begin after 60 minutes from start time as determined by the umpire. There will be a hard stoppage time of one hour and fifteen minutes. The game result shall then resort back to the last completed full inning.
8. If the game is tied after 7 innings of play and there is still time left to play any extra innings will be played using "California Rules". This means the last batted out from the previous inning shall begin on second base with one out already recorded. The batter shall still begin with a one and one count and play will commence from there. No courtesy runner is allowed for the runner occupying second base.
9. Regular season league games may end in a tie.
10. If at the end of three complete innings, one team is ahead by 20 or more runs the game is over and a winner is declared. If at the end of four complete innings one team is ahead by 15 or more runs the game is over and a winner is declared. If at the end of five innings one team is ahead by 10 or more runs the game is over and a winner is declared. The One Nation "Flip/Flop" rule is in effect
11. Any forfeited game shall result in a score of 7 to 0.

12. A team that forfeits more than twice in a one season may be dropped from the league at the discretion of the Park District.
13. If a team is previously aware that they cannot field a team and must forfeit for any reason, please contact the league director so he may notify the other team.

## VI. Playing Rules

### 1. General Playing Rules

- A. There is a home run limit per team per game. For the "A" division in Men's play the rule is 4 home runs, plus 1 up. For the "B" division the home run limit is 3 plus 1 up. "C" division is 3 home runs. "D" division is 2 home runs. After a team has hit their allowable over the fence home runs in one game, each subsequent home run hit over the fence shall result in the batter being called out. In the "A" and "B" division if both teams have hit their maximum home runs allowed than both teams are allowed one additional homerun. If both teams hit an additional homerun, they are allowed one more, and so on and so on. If a homerun is declared an out as stated in the rules, the runners return to the base they began from. If this results in the third out of the inning, the inning is over.
- B. All players begin each at bat with a one and one count.
- C. Any foul ball hit with two strikes will result in the batter being out. No courtesy fouls.
- D. Stealing bases is not allowed.
- E. Players are allowed to slide into a base but are not required to slide when approaching a base. You may not crash into a fielder that is waiting with the ball. If this happens, you will be called out. The runner should make every attempt to avoid contact.
- F. All pitches must be delivered with a perceptible arc and reach a height of at least 5 feet from the ground, while not exceeding a maximum height of 10 feet from the ground. Pitches are not called illegal until the ball has crossed the plate. A quick pitch shall be called as an unfairly delivered pitch and shall be called a ball.
- G. The home team shall be responsible for keeping the official scorebook for the game. Please confer after each half inning with the opposing team and the umpire as to the score. If there are any problems, report it to the home plate umpire before the next inning begins. If the home team cannot keep the official score and the opposing team agrees, the home team gives up the right to regain the book back during the game.
- H. All other rules shall follow the official One Nation Men's softball rules unless noted in this rules guide.

### 2. Substitutions

- A. Each team may consist of 10 men on the field at one time.

- B. A game may begin with 9 players, but when and if another player arrives that player must be inserted into the line-up at the vacant spot in at the end of the line-up.
- C. If a team plays with 9 players, the 10<sup>th</sup> spot in the order shall NOT be an automatic out.
- D. Each team is allowed to have as many extra hitters if they should choose.
- E. A courtesy runner may be used once per half inning. The courtesy runner may be any rostered player. If the designated courtesy runner should come to bat while they occupy the runner position, an out shall result. Additional courtesy runners may be allowed with approval from the opposing team's representative.
- F. An additional courtesy runner is also allowed for the pitcher at any time. This is for the pitcher of the next defensive inning. This does not count as the regular courtesy runner. If the designated runner should come up to bat while they occupy the runner position, an out shall be called. Teams are strongly encouraged to run for the pitcher with two outs to speed up the game.
- G. In case of an injury that requires a player to leave the game, teams are still allowed to play as long as they have still have the necessary amount of players to field a full team (9). The injured players spot in the line-up will not be declared an out and will simply be voided for the remainder of the game. Injured players removed from the line-up may no return for that game.

#### VII. Equipment

- 1. The Park District will supply the game balls. Men shall hit a Classic M official 12-inch softball.
- 2. Gym shoes or molded rubber baseball cleats are allowed.
- 3. No metal spikes are allowed.
- 4. All bats must be USSSA approved slow pitch softball bats. No modified bats are allowed

#### VIII. Umpires

- 1. Umpires will be assigned and provided by the Park District. All rulings made by the umpire in regards to game play will be final. Any disputes or questions regarding decisions of the umpire should be directed to the OPD Athletics Staff.
- 2. If an assigned umpire is not available, the game may be played as an unofficiated game providing both captains agree. Please show good sportsmanship and integrity at all times.

#### IX. Standings/Tournament/Playoffs

- 1. League standings shall be determined by the following:
  - A. Win/loss record
  - B. Tie Breaker 1 – Win/loss record in head to head games
  - C. Tie Breaker 2 – Runs allowed

#### D. Tie Breaker 3 – Runs scored

2. After conclusion of the regular season, there will be a post-season double elimination tournament. The seeding for the tournament will be based on the league standings.
3. Higher seed shall be home team for all tournament games with only one exception. In the Championship game of the bracket, the winner's bracket team shall be home. If an "if" game is needed to determine a champion, the teams will flip flop home/away from the game before.
4. There is no time limit for the Championship game. All other tournament games shall use the regular time limit rules.

#### X. Player Conduct / Sportsmanship

1. Alcoholic beverages are allowed during game nights. Coolers must be placed outside of the dugouts. Possession of illegal drugs will result in suspension and/or expulsion from league play. Players must drink responsibly and any player in an intoxicated condition can be removed from the game by the umpire or OPD staff member.
2. There will be absolutely no arguing balls and strikes, nor judgment calls. One (1) warning MAY be given and after that, the player may be ejected from the game.
3. Any team exhibiting unsportsmanlike acts towards members of another team, any umpire, or any Park District representative, risks forfeiture of their game. The Park District reserves the right to forfeit any game following complaints by the referee or Park District representatives or other team captains. Any team, which we feel does not display the high degree of sportsmanship we expect in our leagues may be asked to no longer participate in our program.
4. Any conduct determined to be unsportsmanlike or unruly by the umpire or OPD staff will result in one warning. The second instance of misconduct shall result in an ejection.
5. Any person resorting to unsportsmanlike behavior at any point in the evening in front of officials, players, spectators, and league supervisors will result in possible ejection and suspension from league play. Unsportsmanlike behavior includes but is not limited to profanity and threatening or assaulting another person.
6. If a player is ejected from a game, that player will be required to miss the next week's scheduled double header. If a player is ejected in the first game of a double header, that player will miss game two and the following double header on the schedule. If the reason for ejection is severe, the Park District reserves the right to extend the suspension. Failure of any ejected player to give their name to the Park District representative will result in the game being declared a forfeit immediately.
7. The Umpire or Site Staff may eject any player or manager in violation of any of the above rules. Upon ejection of a player for unsportsmanlike conduct, the umpire will inform the team manager and Site Manager that the player has been ejected. The team manager will then be responsible for removing the player from the park after the ejection. A player remaining in the vicinity of the ballpark (including the parking lot) after being ejected for the game will cause his/her team to forfeit the game and will be subject to a longer suspension.

8. Any player or manager serving a suspension may not attend any Oswegoland Park District adult softball games while they are suspended. If a suspended player or manager is in attendance while serving a suspension, their team's game will be subject to forfeiture and the player's suspension will be extended.
9. An ejected player who refuses to leave the complex or who continues to argue will be subject to lengthier suspensions and possible expulsion from the league.
10. The Oswegoland Park District works closely with the Oswego Police Department. If a situation arises where the police department is called, we will work them to see what the appropriate action going forward will be, whether that is removal from league or common suspension.
11. OPD Athletic Staff will review each situation and will make decisions accordingly. Decisions can vary from one week suspensions, to expulsion from the league. With each situation being different, OPD staff will gain all information and be in contact with each party involved.

