

2023 MEN'S 12" FALL SOFTBALL RULES

The league will be governed by the official A.S.A. rules, except were amended below.

PROGRAM/PARTICIPANT CODE OF CONDUCT

The Deerfield Park District reserves the right to suspend, expel or deny participation in any program, event or deny participation in any program or facility to any person whose behavior materially interferes, or disrupts the quality of those offerings, the enjoyment of them by other participants, or the ability of staff to conduct or manage the activities or facility.

A child's parent or guardian shall be notified of the first incident; the second incident shall require the presence of a parent at a meeting with the instructor and a Park District administrator/supervisor; a third incident may result in an expulsion or suspension of the child from the program, event, or facility.

If a child engages in behavior(s), which may result in bodily harm to others, an immediate meeting with the parent may be called. If such behavior warrants it, immediate suspension or expulsion may result. Temporary suspension from participation due to misconduct will not entitle participant to a refund.

An adult shall receive one verbal or written warning. The second incident may result in suspension from the program, event or facility. If an adult physically strikes a person or object or throws an object at another person or takes any other action that may pose a real threat of bodily harm to others, or is verbally abusive to others, s/he may immediately be suspended or expelled from the program or facility.

PLAYERS AND SUBSTITUTIONS

1. A team shall consist of ten (10) to twenty-five (25) players. A game may be started with eight (8) players and all of them must be on the roster. A team may play the game with 8 players. In the batting order the ninth position will be an automatic out. Teams short of players may not pick up players from other teams. Unlimited roster changes allowed up to the third game of the season. These additions must be made prior to playing in a game (not to exceed 25 total on the roster) and must play at least four (4) games before the playoffs.
2. An extra-player ("EP) may be used (optional) by any team. The EP may be substituted for at any time and may re-enter once, provided the player occupies the same batting position wherever in the line-up. The EP can enter the game on defense. If you start with 8 or 9 players, you may add up to 10 players after the game starts. If any player cannot finish the game for any reason, batting team is penalized with an out each time that player would have been in the line-up.

FIELD DIMENSIONS

BASES=65 FEET

PITCHING PLATE=50 FEET

PITCHING

1. A pitched ball must have an arc of no less than six (6) feet and not to exceed twelve (12) feet.
2. A strike mat will be used to distinguish between balls and strikes.
3. NO quick pitching is allowed.

BATTING

1. Each batter comes to the plate and assumes a one (1) and one (1) count.

THE GAME

1. The home team is listed first on the schedule, they use the third base bench and keep the game ball.
2. A regulation game shall consist of seven (7) innings, weather permitting. In case of rain, a game shall be considered complete after four and a half innings (if the home team is ahead). A game that is called because of rain before 5 full innings of play will be replayed in its entirety. All games postponed because of weather will be rescheduled. If there is a question on if games will be played on game day, please call the weather hotline, 847-317-2555 or check the park district web site, www.deerfieldparks.org after 4:30pm for the status of the field conditions. Do not call the main park district number.
3. A game tied after seven (7) innings shall continue into extra innings until one (1) team has scored more runs than the other has at the end of one (1) full inning. If the time limit comes into play and the game is still tied the following tiebreaker will be in effect. The first batter will automatically advance to 2nd base. Every batter thereafter will come to bat with a 3-2 count (one pitch only). All other game rules still apply.
4. If one (1) team is ahead by 20 runs after the 4th inning, 15 runs after the 5th inning, 10 runs after the 6th inning, the game will be terminated at that point.
5. On a foul ball, "OUT OF PLAY" will be called if the ball is hit beyond the backstop on either side.
6. On Field #3, any ball hit to left field that rolls into the trees will be declared a ground rule double.
7. Players in need of a courtesy runner should be declared before the game, the courtesy runner will be the last out.

8. A base runner is prohibited from crashing into a fielder. The base runner must avoid contact with the fielder. If a base runner intentionally runs over a fielder, the ball is dead immediately, the runner is out and ejected, and all runners return to the base last held at the time of the dead ball.
9. Only official A.S.A. softball bats may be used. N.S.A. and USSSA bats are not allowed. The bat must bear either the ASA 2000 certification mark, ASA 2004 certification mark or ASA 2013 certification mark and must not be listed on the ASA non-approved bat list with the 2000 or 2004 certification mark.

All bats must be checked by the field supervisor prior to the start of a game each week. No bat will be allowed to be used if it has not been checked before the game. If a bat is used in play that was not checked prior to the game and it is illegal, the batter is out, and the bat may not be used the remainder of the season.

10. No metal spikes or screw-in cleats may be worn during a game. Only molded all-purpose shoes may be worn. No barefoot playing is allowed.
11. The batters' box will not be enforced, except when stepping across or on home plate.
12. All first games begin promptly at the scheduled time. A team will forfeit if they do not have the required eight (8) players 10 minutes after the scheduled start time. (A \$50 forfeit fee – also the deposit – will be collected at registration). After 2 forfeits a team will be ejected from the league unless an additional \$50 forfeit fee is paid to the Deerfield Park District. Any team ejected for 2 forfeits and does not pay the additional forfeit fee will not be invited to participate in league play the following season.
13. The umpires shall review any ground rules with each captain before the game. If the captains have any questions, they should ask them at this point – not during the game.
14. No new inning will start after the one (1) hour time limit or after 10:45pm. If the time limit is reached, official score is the last completed inning if the home team is losing after the time limit.
15. Teams are not permitted to play music before or during games.

The following softball rules apply to all teams and players participating in the Deerfield Park District Softball Leagues.

AGE

All players in all Deerfield Park District Softball Leagues must be eighteen (18) years of age prior to the start of the first game of the season to be eligible to participate.

ALCOHOLIC CONSUMPTION

Illinois state statute prohibits alcoholic beverages in public parks. The league rules will not permit consumption of alcohol before or during the games by any players or fans. Any player caught with alcohol in their possession will be suspended for the following game and their team will forfeit the game at which the incident occurs.

AWARDS

The league winner will receive \$150, and the tournament champions will receive \$75.

EJECTIONS

A judgement call by the umpire is final. A player or captain may be ejected should they act in an unsportsmanlike manner. An ejected player **MUST** leave the field and park immediately. A minimum one (1) game suspension will result if a player is ejected for unsportsmanlike conduct or in violation of the crash rule. Each ejection will be investigated, and further disciplinary action may be necessary. This action may be suspension for additional games, an entire season (s), or removal of the team from the league for the remainder of the season.

GAME BALLS

The Deerfield Park District will provide one (1) game ball for all regular season and tournament games. The home team keeps the ball after the game.

PROTEST PROCEDURES

If a team wishes to protest a game for any reason. A \$50.00 refundable protest fee is required. A protest must be made before the next pitch and entered on the score sheet. To file a protest, the Park District representative present at the field, and the umpire must be notified. Once the game is complete, no protests can be filed. The \$50.00 refundable fee must be paid by 12:00 noon the following day after the protested game at the Deerfield Park District office, 836 Jewett Park Drive, Deerfield, IL 60015. If not received by 12:00 noon the following day after the protested game, the protest will not be accepted. Decisions on all protested games will be the Deerfield Park District representative and Athletics Supervisor. Teams will be notified of the decision within twenty-four (24) hours following the protested game.

RAIN OUTS/RESCHEDULING

Any games cancelled will be made up. Make-up games will either be played on the same night as regular league games, on weekends, or another weeknight depending on field availability. Teams will not have the option of choosing dates.

ROSTER CHANGES

Under **NO** circumstances can a team pick up players at the field. The first occurrence will result in the forfeit of that game by the offending team. If this rule is violated a second time the team will be ejected from the league.

SCORESHEETS/CLIPBOARDS

The top of both scoresheets must be filled in completely. The final score of the game must be written in the appropriate place on the scoresheets.

Winning teams should write in the final score and name of winning team in big letters on the scoresheet and circle it.

The scoresheets and clipboards are to be given to the field supervisor or left on top of the park district's supply boxes on each field.

If all the above is not completed or the scoresheets are unreadable then no one receives the victory.

STANDINGS/INFORMATION BOARD

The standings for the league will be updated weekly. Standings will be posted at the information board at Clavey Park, behind field #1 and on the park district's web site, www.deerfieldparks.org

TIE BREAKERS

If two teams are tied in the standings the following tiebreakers will be used –

- 1) Head-to-head results
- 2) Run differential between the games involving the two teams.
- 3) Run differential in all games for the entire season.

For ties involving three teams or more the following tie breakers will be used –

- 1) Run differential between the games involving the teams.
- 2) Run differential in all games for the entire season.

POST SEASON TOURNAMENT

The top four (4) teams qualify for postseason play.