



MT. PROSPECT PARK DISTRICT 16" SOFTBALL LEAGUE RULES

The Mt. Prospect Park District will use official ASA 16" softball rules unless otherwise addressed in these rules or at the captains meeting. PLEASE READ THESE RULES CAREFULLY. Teams are responsible for the knowledge of both ASA 16" rules and MPPD house league rules. Rules may be added or deleted by the league supervisor at any time, but not without proper notification to team captains and officials.

CODE OF CONDUCT:

1. Any player ejected from a game will be reported to the field supervisor. That player will sit out a minimum of one full game.
 - a. The Mt. Prospect Park District's Athletic Department has the authority to give an automatic game suspension to a player, coach or team member that is ejected from an athletic contest (before, during or after the contest) anywhere from the normal automatic one game to a maximum 8 game suspension. If a situation warrants a more severe penalty, the park district staff may issue a longer length of suspension to the player, coach or team member as defined in the District's Control Ordinance #525.
 - b. Team Offense - Any team which is involved in a "team" (most or all the team members present) fight will forfeit that game and be eliminated from the remainder of the season plus one year.
2. The manager/team captain is the only person allowed to question a call made by the umpire. The manager/team captain is responsible for his players and spectators actions.

CAPTAIN & TEAM RESPONSIBILITIES:

1. Captains are expected to submit their team roster by the designated deadline. Rosters players will need to enroll onto the team and by doing so, they sign off on the district's waiver.
2. Captains must ensure that all players & team spectators adhere to the district's code of conduct and league rules.
3. Provide any necessary team equipment.
4. The team has a coordinated team jersey/team color with numbers on the back.

PARK/FIELD RULES:

1. **No alcoholic beverages, glass containers or drugs are permitted in any park.** Contests will not be played and the games will be forfeited. Teams or players may be barred from further competition or asked to leave the playing area. The manager is responsible for the fans of his/her team.
2. The ball is out of play when it goes past the fence if it were extended. The dugout area is considered out of play. All Bats must be kept behind the backstop, out of play.
3. On over-throws, the ball is in play unless the ball goes into the dugout or over/past the fence and out of the playing area. If the ball stays in play, the runner may advance at his/her own risk.

4. For games at Majewski, all cars and motorcycles must be parked in the street, parallel on Wille Road. Team managers please inform your players of this. Park District staff only may park inside the complex. No Exceptions.
5. The Mt. Prospect Park District has the final decision on canceling games. Decisions will be made by 4:00 p.m. the day of the game for weeknights. Any decision after that time will be left up to the Field Supervisor and Umpire at the game. For rain information visit:
www.teamsideline.com/mppd

ROSTERS:

1. All rosters are due at the team's first game of the season. Roster (& Waiver) form must be done through Team Sideline. Any roster which is not properly completed, not turned in, or having falsified information will be subject to the team's immediate forfeit of all games until matters are corrected.
2. Players are NOT permitted to play on more than one team currently playing in the same MPPD 16" softball league/night.
3. Each team is limited to 20 rostered players.

EQUIPMENT:

1. All 16" softball leagues are **no glove** leagues.
2. Official softball bats only may be used in all leagues. No bats can be artificially doctored in any manner. **"All Leagues" only official softball bat rule.** No other bats will be allowed.
3. No metal spikes are allowed. If a player has metal spikes on they will be ejected from the game without warning. Batter is automatically out and ejected from the game.
4. Both teams must keep accurate scores for the game. Teams should report their runs after each inning. The winning team keeps the ball. Balls and scorebooks will be provided by the Park District.

GAME PLAY RULES:

1. Batters begin the at-bat with a 0-0 count. After the 2nd strike, if the batter hits a foul ball, they are out.
2. The pitcher must stand on the pitching mound and present the ball to the batter and umpire. The pitcher may take one step in any direction. After their first step, the pitcher's back foot cannot step in front of their lead foot. The pitcher must throw the ball slow and underhand a minimum of 6' and maximum 12' arch.
3. Each team must have 9 players to start the game. For only the first scheduled game on that field only, there will be a ten minute grace period before a game is forfeited. The 10th spot in the order is an automatic out. A 10th player can be added at any time without penalty.
4. ***Extra-Player ("EP")*** - An extra player is optional but if one is used, it must be made known prior to the start of the game, and be listed on the scoring sheet in the regular batting order. If the "EP" is used, he must be used the entire game.
 - a. The "EP" must remain in the same position in the batting order for the entire game.
 - b. If an "EP" is used, all 11 must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
 - c. The "EP" may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the "EP". The substitute may be a player who has not yet been in the game. The starting "EP" can re-enter.

- d. If a team begins with only 11 players and is using a "EP" and a player is injured and must come out of the game, the team can continue to play with 10 but when the injured player comes up in the batting order it is an automatic out.
5. **Re-entry** - any of the starting players, including an "EP" may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup. NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.
 - a. Violation of the re-entry rule results in the use of an illegal player. An ejection of both the manager and the illegal player shall be declared when the violation is brought to the attention of the umpire by the offended team.
 - b. Violation of the re-entry rule is handled as a protest, which can be made anytime during the game. The protest need not be made prior to the next pitch.
6. **Pick-off Play or Stealing** - If either the pitcher or catcher makes a play on the runner, the runner can advance to the next base, as long as the next base is unoccupied (a play is considered the ball being thrown). Stealing is permitted on any base (including home) as long as the next base is unoccupied. The runner may only advance one base.
7. Courtesy runners may be used only with the other team's manager's permission and announced prior to the start of the game. The courtesy runners must be the player that made the last batted out.
8. **Avoid Contact Rule** - All players must avoid contact anytime there is a play at any base. It is the umpire's judgment, if there is any contact the runner will automatically be out. Any flagrant contact by the runner or fielder will result in immediately being ejected from the game.
9. No intentional chopping or bunting is allowed.
10. In case of rain, lightning or darkness during the game, 4 1/2 innings is considered an official game.
11. **Slaughter Rule** - If a team is beating another team by 10 runs or more, after 5 completed innings, the game is called after the losing team has batted.
12. No new innings will start after 70 minutes (except extra innings), including for games at Kopp Park.

PROTESTS:

There are two types of protests:

- a. **Illegal Roster (players)** - This protest must be made before the last out of the game. The protest fee for illegal players is \$50.00/player maximum of three (3) players. At the time of the protest the player(s) that are questioned will have ten (10) minutes to produce a picture ID. The field supervisor will be in charge of handling this protest. If a player can not produce a picture ID, it will be assumed that the player in question is an illegal player. Rosters will be out at the fields for all games.
- b. **Rule Interpretation** - This protest must be made at the time the incident occurred. If another pitch is thrown and play resumes, no protest could be made. At the time of the protest, the manager of the team making the protest must ask the umpire for play to stop, and that he wants to file a protest. The umpire, both managers, scorekeeper and head field supervisor must all be involved in the protest meeting. The scorekeeper must mark clearly in the score book the point of protest. The head supervisor must write out the report stating exactly what rule is in question by the protesting manager. The protesting manager must submit a written protest at the time of the protest. Play will

resume at that point. The decision will be made within 24 hours by the athletic staff and team managers will be notified of the decision.

All protest fees must be made within 24 hours of the protested game. Protest fees will be \$50.00. These fees must be paid within 15 minutes of the last out of the game. If not paid within this time frame fees will be doubled.

All protest fees are non-refundable. If the word protest is said to the umpire or head supervisor then it is a protest, the fee must be paid. If your team wins the game you still must pay the fee. If you protest a player on the roster, there will not be a refund, win or lose.

TIEBREAKER PROCEDURES:

For playoff seeding purposes, the following tiebreaker procedures will be used.

1. Winning Percentage
2. Head-To-Head
3. Head-To-Head Differential
4. Total Points For
5. Total Points Against
6. Total Points Differential
7. Lowest Number of Forfeits
8. Coin Toss

FORFEITS:

If at any point during the season, your team needs to forfeit, I ask that the captain contact me directly (either via email or phone/voicemail) by 3:00pm so the opponent, umpire & staff can be notified in a timely manner. Captains should take advantage of the Free Agent List to find subs to avoid forfeiting.

There will be a **\$75.00 forfeit fee** that must be paid by the forfeiting team within 1 business day prior to their next scheduled game. The forfeit fee must be provided directly to the Athletics Manager and not to MPPD staff on site. Any team that forfeits twice in one season (except for doubleheaders) will automatically be removed from the league.