



Bartlett Park District Fall Softball League Rules-2020

OBJECTIVE

The Bartlett Park District softball leagues are intended to provide all persons with the opportunity to participate in an organized league. Fair play and sportsmanship are the responsibility of every player and captain.

CAPTAINS' RESPONSIBILITIES

1. All teams should send a captain or team representative to the Captain's Meeting.

NOTE: Modifications to the league rules may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.

2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.

3. It is the captain's responsibility to make sure all league fees are paid prior to the first game and all players sign the roster/waiver by the end of the 2nd game.

4. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.

5. It is the captain's responsibility to check the score each inning to insure accuracy and to check the final score which is listed on the official score sheet.

6. Team captains are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game. Failure to do so may result in a forfeiture of the game and/or ejections from future games."

7. Only the team captain is allowed to discuss a call or a ruling with an umpire.

LEAGUE RESPONSIBILITIES

1. The Park District provides field equipment (excluding bats and gloves), reasonably maintained fields, game balls, and rules and regulations to captains.

2. The Recreation Manager is responsible for enforcing all league rules, supervising league play, tournaments, field supervisors, providing umpires, maintaining league standings and equipment, re-scheduling rain outs and communicating information to team captains. **The Recreation Manager reserves the right to interpret and/or change any league rules at his/her discretion.**

3. The field supervisor is responsible for setting up fields and communicating information to team captains. **Field supervisors are not responsible for conveying information or complaints from team captains to the Recreation Manager.**

4. Umpires are responsible for maintaining the orderly progress of each game as defined in the

governing association Official Rules of Softball and the Bartlett Park District league rules.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, and signature.
2. Players must be at least 18 years of age.
3. Rosters are due **at the conclusion of the second game of the season.** Signatures are required on the official roster prior to participation in league play. If changes to the roster need to occur after the 2nd game, captains must notify the Recreation Manager ahead of time. It is the discretion of the Recreation Manager to allow or deny the roster change. Any player removed from a team's roster may not be added to another team's roster for the remainder of the season.
4. A player may only play on one team in each league. If a player is on more than one team's roster in a given league, he/she will be declared ineligible for that league.
 - In the Leagues, only 2 "A" players can play on a B league team. If there are more than 2 players listed on a roster, the 3rd player and each player there-after will be considered illegal and all games played with them shall be forfeited.
5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
6. For consideration as a resident team, 60% of the roster must reside in Bartlett.
7. Rosters will consist of a maximum of twenty (20) players.

RAIN-OUTS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games, even in light rain. If games are determined to be playable and your team does not show, you will lose by forfeit. If there are any questions as to whether a game is canceled due to weather conditions, **information will be available by calling 630-540-4891 or by checking the Sports League website.** Rainout and cancellation information will be available after 3:30pm on weekdays and 10:00 a.m. on weekends. It is the captain's responsibility to contact their players.
2. The Bartlett Park District has the Thor Guard Lightning Prediction System installed at Koehler Field Complex to help protect participants, spectators, and staff from the potential danger of lightning strikes.

When certain parameters indicate that the likelihood of a lightning strike within the area is high, the system will activate a horn with a single fifteen-second blast, as well as a strobe light. **At this time, all games will immediately cease and players, participants, and staff will be required to clear the fields and stands. Games will not be allowed to continue until an all clear signal is sounded, indicated by a series of three short blasts from the horn.**

Staff & Umpires reserves the right to stop play and clear fields due to weather conditions even if the Thor Guard Lightning Prediction System has not sounded.

- If after fifteen (15) minutes and prior to the game being considered official, conditions have not improved so as to continue the game, the game shall be called off and rescheduled for a later date.
 - In the event that weather conditions force a second stoppage of play before the game is considered official, the game shall be called off and rescheduled for a later date.
3. If, during a game, weather conditions force a stoppage of play (with the exception of lightning and/or thunder) before the game is considered official, a fifteen (15) minute delay shall be in effect.

If after fifteen (15) minutes, conditions have not improved so as to continue the game, the game shall be called off and rescheduled for a later date. The game will pick up from where it was left off.

In the event that weather conditions force a second stoppage of play before the game is considered official, the game shall be called off and rescheduled for a later date. The game will pick up from where it was left off.

4. Should two games be called off in a given afternoon/evening because of lightning, thunder, and/or weather related issues, the remainder of the evening's games shall also be called off and rescheduled at a later date.

5. Rainouts will be rescheduled following the regular season or as late-season doubleheaders (schedule permitting). Anytime there are make ups, rescheduling, rainouts, playoffs, tournaments, etc., they will be scheduled in accordance to the availability of Park District facilities and staff. **If necessary, teams may have to play makeup games on nights other than their normal league night.**

6. Teams will be given as much advance notice as possible for all make up games.

RULES

ASA, USSSA or GSL rules apply to the governing association league, except where the Bartlett Park District has made adaptations.

1. If a player is ejected for inappropriate conduct, the player's place may not be taken by anyone else, forcing a team to play short a player for the remainder of the game. An automatic out will be assessed each time that player would have batted. If an EP is designated and not present, an out will be recorded each time the EP is to bat.

2. There will be a bucket of 4 game balls for each game. Teams may provide the umpire with an "extra" ball as well that can be added to the bucket for gameplay. "Extra" balls provided by teams must be approved by the umpire and conform to league specifications prior to being allowed to be put into play. Game balls must have the appropriate association stamp on the ball. In the event of a home run or a foul ball, the defensive team is asked to retrieve the ball once the half inning has ended and return the balls to the umpire.

3. Game balls will be provided by the Bartlett Park District, and must be returned to the umpire after each game. This is to ensure we have plenty of game balls for each game.

4. The home run rule is 5 and 1 up. Once a team hits its fifth home run over the fence, they cannot hit their sixth until the opposing team has hit 5 home runs. Result is an out. The home team, in the final inning or extra innings, may hit one home run to pull even in the number of home runs as the opposing team, but may not hit a home run to go one up. Result is an out.

5. No tobacco or alcohol products are allowed on the fields or in the dugouts. This includes before, during, and after your game.

GAME PLAY

1. An official game is that of 5 complete innings or 4½ innings if the home team is winning, if stopped due to rain or other cause. Any game canceled prior to the completion of 5 innings will be resumed at the exact point where it was stopped.

2. A twenty (20) run slaughter rule will be in effect after 4 innings or 3 ½ if the home team is ahead. A fifteen (15) run slaughter rule will be in effect any time after 5 full innings or 4 ½ innings if home team is ahead. Ten (10) runs after 6 innings or 5 ½ if home team is ahead.

3. No new inning may begin after one (1) hour from the start of the game. The time will be kept on the field by the umpire. It will be the umpire's job to let the team captain's know at the start of the 5th

inning how much time is remaining. When one (1) hour has passed, the current inning will be completed. Any following at-bats will not be started.

4. After seven (7) innings OR 60-minutes of play, if the game is tied, **ASA tiebreaker rules will apply to all leagues.**

- a. **The last batter from the previous inning becomes the runner at second base to begin the inning. The team then gets to play until three (3) outs are made. The home team then plays their half of the inning in the same manner. If after the one inning is complete and no winner is declared, the last two (2) batters from the previous inning will be placed on 2nd and 3rd base to begin the inning and the inning will be played until a winner is declared.**
- b. **Batters will start with a 3-2 count.**

5. The official starting time for a game delayed by a previous game is 5 minutes after the end of the preceding game. In these cases, no infield practice is allowed.

6. After the first inning the umpire shall invoke the “no warm-up” rule, which will remove warm-up pitches and infield/outfield warm-ups.

7. Metal cleats or Metal Tipped detachable cleats are NOT ALLOWED. Shoes with plastic molded cleats that screw INTO the shoe are allowed.

8. Infield Fly rule applies.

9. Collision Rule: The runner will be called out if they remain on their feet and, with great force, crashes into a defensive player holding the ball and waiting to apply a tag. The runner does not have to slide. The runner can avoid a crash by giving themselves up, going back to the previous base, getting in a rundown, or sliding.

10. Fake tags will NOT be tolerated. With all obstruction incidents, the runner is awarded the bases he/she would have made if the obstruction had not occurred. This could be no bases, one base, or more. Subsequent actions from the same player will result in an ejection from the game.

11. Player Conduct - Players must respect the umpire, Bartlett Park District staff, and other players. Player's behavior is the responsibility of the player and captain of that team. Any player ejected for unsportsmanlike conduct will automatically be suspended for a MINIMUM of two additional games and not be allowed on Park District property.

12. If a team's line up falls below 10 players due to injury or any other reason other than ejection, the batting order will be discontinued. If a player is ejected, and the lineup falls below 10 players, an out will be given every time the ejected player is up.

13. Catchers/Pitchers are not allowed to block the plate/base path on a play at home before they have the ball. They must abide by the “Catch, Block, Tag” scenario. Once the catcher/pitcher has possession of the ball, they may go to the base path and tag the runner. If the catcher/pitcher obstructs with the runner in the base path before they have possession of the ball, the runner will be called safe.

Co-ed

Eight players are required for an official game (4 men and 4 women), and teams may add a ninth and tenth player at any time. If there are 5 females and 4 males, an out will not be issued in the tenth spot. If there are 5 males and 4 females, an out will be issued in the tenth spot. Teams may bat up to 12 players.

Defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions.

In the case of a team with eight or nine players, the following exceptions apply:

If a team has eight or nine players, they must play at least one female in the outfield and one in the pitcher/catcher position. There is no automatic out in the 9th batting spot if a team only has 8 players.

All players are allowed to use gloves.

Men's

Eight players are required for an official game, and teams may add a ninth and tenth player at any time. There is no automatic out in the 9th batting spot if a team only has 8 players. Teams may bat up to 12 players.

If at any time after completion of the third inning, a team with only eight players falls behind by fifteen (15) or more runs, the game shall be immediately declared over.

BATTING

1. Each batter will begin with a 1-1 count. The batter is out on the first foul ball following two (2) strikes.

2. The ball is live when caught on the fly regardless if the ball is hit directly back to the catcher (without going above the batter's shoulders). Runners may advance on any caught foul, fly ball, or pop-up that is caught by the defensive team at their own risk. If not caught, runners may not advance.

3. No metal spikes are allowed.

4. Batter is out if they throw the bat.

5. Bunting is not allowed. Players must take a full swing at the ball.

6. **Designated Homerun Hitter (DHH) (GSL LEAGUE ONLY)** – is the player who, without penalty, may hit a homerun every time at bat. Teams must designate their DHH prior to the start of the game, or there won't be a DHH for that team. Should DHH be walked, whether intentional or not, the next person to hit a homerun may do so without penalty, until the DHH's spot comes back up in the line-up.

7. All ASA league bats must be ASA approved and not be on the non-approved list. All bats must say "Official Softball Bat". All USSSA bats must have new USSSA thumbprint mark. All GSL bats must have new GSL thumbprint mark. Bats must be covered with a non-slip tape or other approved material. The tape on the handle may not be less than 10 inches and not more than 15 inches.

- If a batter is caught using an illegal bat, the bat will be removed from the game. All base runners will return to the base they were occupying at the time of the pitch, and the batter is called out. The team is documented as using an illegal bat and play will continue.
- If a 2nd occurrence occurs with the same team, the player using the bat and the captain will be suspended for 3 games.
- If a 3rd occurrence takes place with the same team, that team will forfeit the game.

8. When contacting the ball for a fair or foul ball, if a player steps on home plate with any part of his/her foot or across home plate with his/her entire foot, that batter should be called out and runners return to the base they held at the time of the pitch."

9. The extra player rule will be allowed with free substitutions.

10. Teams have the option of batting their entire lineup, if desired. This must be declared prior to the start of the game. Once declared, it will be in effect for the entire game. All other rules remain in effect.

Ground Rules:

Co-ed

1. The batting order shall alternate sexes. Should two males bat consecutively, an automatic out is called between the two male batters.
2. A male batter who receives a walk will be awarded second base and the next batter (a female) will bat. **If a walk is issued to a male batter with two outs, the next batter (a female) has the option to walk or to bat.**

BASE RUNNING

1. Distance between bases shall be 70' for all leagues.
2. No Stealing and no lead-offs. Runners on base can leave the base on contact or when the ball crosses the plate.
3. In all games in which a double first base is used, the batter-runner will be declared out if, on a play on the infield, he/she touches only the white portion of the base interfering with a fielder. If no interference occurs, a warning will be given to the batter-runner and they will be reminded to only touch the orange portion of the base.
4. Courtesy runners will be allowed. Courtesy runner will be the last out made of the same gender. If a player requires a courtesy runner, they **must be** used the entire game unless an injury occurs during the game. The umpire must be informed of the courtesy runner before the next pitch.

PITCHING

1. No hesitation, 10 seconds to deliver a pitch for ASA leagues. Hesitation allowed and 5 seconds to deliver a pitch for USSSA and GSL leagues.
2. Pitching Distances:
 - Men's 12": The pitching rubber shall be at a distance of 50 feet from home plate.
 - Co-ed 14" Hardball: The pitching rubber shall be at a distance of 43 feet from home plate.
3. A strike zone mat will be placed right behind home plate for ASA leagues. There will be no "well" inbetween home plate and the mat. Any ball that hits any part of the mat will be a strike. A ball that hits homeplate or does not hit the mat, will be a ball. No strike zone mat will be used for USSSA and GSL leagues. A ball that hits homeplate will be called a ball.
4. ASA rules state there is a 6' minimum arc and a 12' maximum arc from the ground. A "flat pitch" can be taken for a ball or swung on by the batter at their own risk. USSSA rules state the pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than 10 feet above the ground. GSL rules state the pitched ball must arc at least 5 feet after leaving the pitcher's hand and before it passes any part of home plate. The pitched ball shall not rise higher than 10 feet above the ground.

FORFEITS

1. Game time is forfeit time! If a team fails to have enough rostered players by game time, the game will be awarded to the opposing team. Once an umpire declares a game forfeited, the game cannot be played. The game will be recorded as 7-0 for the team that has enough players. If a team forfeits 3 games, they will be declared ineligible for the post-season tournament. Forfeiture of a doubleheader, if needed, will be counted as one forfeit. **Please carry enough rostered players so as to not forfeit during the season.**

PROTESTS

1. All umpire decisions are final; **NO PROTESTS ALLOWED.**

2. Only the captain will be allowed to question the decision of the umpire. The questioning must be done in an orderly manner. Any acts of unsportsmanlike conduct including the use of profane, abusive, or insulting language can result in a forfeit by the offending team.

RULE VIOLATIONS

1. If a player gets ejected, he/she will then have to also sit out the next two (2) scheduled games and will not be allowed on Park District property. **The Recreation Manager reserves the right to increase/decrease all suspensions at their discretion.** If a player gets a 2nd ejection during the season or 2 ejections in a one year span, they will be suspended from all athletic leagues for a MINIMUM of one (1) full year.

2. Use of a un-rostered (illegal) player will result in the forfeiture of the game in which he/she is caught illegally playing. In the event that a team suspects that the opposing team is using a un-rostered (illegal) player, a roster check may be requested. At that time the offending player will be required to produce photo identification. If the player is unable to produce photo identification at that time, they shall be declared a un-rostered (illegal) player and the game will be forfeited. In addition, the time taken to complete the roster check shall be considered as part of the one-hour time limit.

NOTE: Roster checks must be called prior to the suspected player(s) 2nd time batting in the lineup. Once a legal pitch has been thrown to the suspected player(s) during their 2nd at bat, that player will automatically be legal for that game.

3. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.

4. We ask that you respect the rights of the umpires and Park District Staff. If, for any reason, an umpire or Park District Staff is physically or verbally threatened or abused, struck by a player, captain, or spectator before, during, or after a game, that person will be expelled from participation in any adult leagues indefinitely.

5. Use of excessive foul language by players and spectators must be policed by their respective team members. Umpires have the authority to remove spectators from the park for causing a distraction to the game, players, umpires, or staff. The Bartlett Park District has a zero tolerance for swearing on the softball fields. Umpires also have the authority to eject a player from the game for the use of excessive profanity.

6. No players or spectators will be in possession of alcohol on park property. Violation of this rule will result in forfeiture of the game.

PLAYOFFS/TOURNAMENT

1. There will be no time limit in semi-final and championship playoff games.

2. A single elimination tournament is conducted at the end of league play. League standings determine the seeding of each team in the tournament.

3. Several games may be played in succession, which is common in tournament play.

4. The top teams will advance into the playoffs for each league. The amount of teams that make the playoffs will depend on the size of the league. Ties will be broken in the following manner:

- A. Head to head record during the regular season between the tied teams
- B. Run differential between all teams tied
- C. Lowest runs allowed during the regular season
- D. Highest amount of runs scored during the season
- E. Total amount of runs scored against the 1st place team

F. If a tie still exists, the run differential from the season will determine the higher seed.
*If 2 or more teams are tied, the process will repeat itself after a team is eliminated.

5. All players must bring their photo I.D.'s to the playoffs. Field Supervisors may ask to check ID's before the game begins. Any player that does not have an ID or is not on the roster, will not be allowed to play.

LEAGUE INFORMATION

1. All rules, schedules, and standings will be available online at
<http://www.teamsideline.com/bartlettparkdistrict>.

2. Changes in the schedule will be e-mailed to the captains when they are produced.

3. Standings will be updated online within 48 hours of each night's games.

The Bartlett Park District reserves the right to modify any and all league rules, standings, regulations, and procedures as necessary.