



# BOLINGBROOK PARK DISTRICT OVER 40 MASTERS SOFTBALL RULES

## RULES & REGULATIONS

The Bolingbrook Park District has adopted the following set of rules to govern the Over 40 Masters Softball League organized and controlled by the Park District. Rules not covered herein will be determined by the 2023 U.S.A. "Official Rule Book."

The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. **Fair play and sportsmanship is the responsibility of every player, coach, and spectator.**

## LEAGUE ORGANIZATION

The League Commissioner (Adult Athletic Program Manager) has the final power in decision making in all matters pertaining to the league. The League Commissioner will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain. Please see league organization sheet regarding league tournaments, along with moving up and down divisions for league play.

## LEAGUE POLICIES

1. ***The total league fee must be paid before the first game.*** Any team fees still owed will result in a forfeit from the first game onward. Payment may be received in the form of cash, check, credit card or sponsorship money on/before the first game.
2. ***No money will be collected at the fields, except for forfeit money.*** Please contact Adult Athletic Program Manager to make final payments prior to your scheduled evening of games. No pay = No play!
3. ***The Park District is not responsible for teams not playing games and/or withdrawing from a league.*** In cases of forfeit, the League Commissioner will not reschedule games. Teams are solely responsible for participating in the Park District activities on the scheduled dates and times for which they are registered.

## TEAM CAPTAIN'S RESPONSIBILITIES

1. Each team shall designate a representative who will be the sole liaison between that team and the Park District. Only the team captain should communicate concerns with the Park District. To avoid confusion, players should speak to their team captain on all inquiries and not contact the Park District directly. The team representative may be either a player or non-player.
2. Responsibility to distribute copies of all league policies, schedules, etc. to their players. (online at [www.bolingbrookparks.org](http://www.bolingbrookparks.org))
3. Expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.
4. Expected to inform players of the game schedule, make up dates, etc. and pass along any other information from the Park District.
5. Responsibility for the conduct of their spectators, and participants. (see 'Player-Team Conduct' below for explanations of consequences)
6. ***Team captains are the only players that may address the umpire.*** If an umpire does not act appropriately, or if there is consistently poor umpiring and knowledge of the rules, please contact the Adult Athletic Program Manager and appropriate action will be taken.
7. Responsible for making sure the Park District has current address and home/work phone numbers.

## ELIGIBILITY & ROSTERS

1. All participants must be at least 40 years of age at the time of the 1<sup>st</sup> game.
2. ***Rosters are due before the team's first scheduled game!*** Any team, which does not turn in a roster before their first game, will FORFEIT the game. Rosters may be turned in right before your scheduled game. No changes to the roster will be allowed after the second full week of games.
3. All roster information must be complete for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form. If address information is missing from roster, that individual player will be considered a "non-resident" and will be charged the out-of-district fee.
4. All players must have a photo I.D. at all games to verify their identity, residency, and prove that they are a rostered player.
5. No nicknames are to be used on the roster. Any player not complying will be declared ineligible.
6. Roster maximum of 20 players. No change to the roster will be allowed after the second week of games, except in the case of an injury. A doctor's excuse will be required, and the replacement player must be of similar ability to the injured player. **Advanced approval** by the Adult Athletic Program Manager will be required for any change(s). Adult Athletic Program Manager has final say in roster changes.
7. Each team is allowed two "free" subs on their roster. This is not to be abused by putting everyday players in these slots, only subs that will play for your team in emergency situations.
8. An ineligible player is:
  - ⇒ A player who is not 40 years of age on or before the first scheduled game.
  - ⇒ A player using a false name.
  - ⇒ A player using an improper address (non-resident using a Bolingbrook address).
  - ⇒ A player with no photo I.D., proof of residency, and/or incomplete roster information.
9. Ruling on player eligibility will only be made if a roster check is called by opposing team's captain (or by League Commissioner).

## HOUSE RULES

1. Children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the fields. Participants are not allowed to play and supervise children at the same time.
2. Game time is forfeit time. Umpires will call the game as a forfeit 10 minutes after game time for the first game of the evening only. Teams must start a game with eight (8) players at game time. Teams must continue to play with at least eight (8) players throughout the game. If a team loses a player during the game (i.e. ejection, injury) a forfeit will be called. A team will pay the "forfeit fee" if the team was reduced to below eight (8) players due to ejection. Forfeits due to injuries will not require that a "forfeit fee" to be paid.
3. Any team that FORFEITS must pay a \$25 forfeit fee prior to playing or qualifying in any post-season tournaments. It is the team captain's responsibility to pay the forfeit fee. If a forfeit fee is not paid by the last week of the season, the team will **NOT QUALIFY** for the post-season and tournament seeding will be adjusted. (For example, if the #2 seed fails to pay the accumulated forfeit fees, the #3 seed now becomes the #2 seed – the #4 seed becomes the #3 seed and so on. The #2 seed will not qualify for post-season contention.)
4. Any team forfeits listed in league standings will be charged the \$25 forfeit fee.
5. Any team that has three (3) "no-show forfeits" will be dropped from the league with no refunds. Future league consideration will be evaluated. Teams will lose returning team status as well. Please do not assume teams are automatically dropped from league without the prior consent from the Adult Athletic Program Manager.
6. No use of tobacco (chew or smoking) is allowed on the fields or in dugouts. Please limit the use of tobacco to the parking lots.

7. Efforts will be made to keep makeup games on the same night of the week as originally scheduled, however, the Bolingbrook Park District reserves the right to schedule makeup games on days other than the league's scheduled evening. All teams will receive at least a week (7 days) advanced notice if games are to be made up on a different evening. If a team is scheduled to play a rain makeup and is unable to play, they will forfeit the game.

## **LEAGUE RULES**

1. All batters enter the batter's box with a one (1) ball, one (1) strike count. The batter is out on the first foul ball following two (2) strikes.
2. Prior to the pitch, all batters must start inside the box OR be at most one bat's length away from the plate. (i.e. at the start of the pitch, the batter must be able to extend their arm & bat and be able to touch home plate to be considered in the box at the start of the at bat)
3. 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.
4. A scoring line will be drawn in foul territory at a 90-degree angle to the third base line in line with home plate. Runners coming into contact with the ground on or beyond the scoring line shall, in effect, be touching home plate. If there is a play at home plate, the runner shall be called out if he touches or crosses over any portion of home plate. All players running home should avoid the plate at all times. Runners should always cross the scoring line and never the plate. **PLAYS AT HOME CAN EITHER BE FORCE OUTS BY TOUCH HOME PLATE OR TAG OUTS ON ERRANT THROWS ! (\*\* UPDATED SPRING 2018 \*\*)**
5. A commitment line will be marked halfway between 3<sup>rd</sup> base and home plate. Once a runner touches or crosses the commitment line, the runner may be put out by either touching home plate or by tagging the runner while holding the ball.
6. Only official "A.S.A." bats will be allowed. No titanium bats are allowed. (see handout of illegal bats)
7. No metal spikes are allowed.
8. No batting donuts or pipes are allowed
9. No ASA Senior Bats allowed.
10. **Batter's Box** – The batter's box will be drawn according to A.S.A. rules.
11. Pitcher's mound will be set at fifty (50) feet.
12. Pitchers will be allowed five (5) warm-up pitches during the first inning and two (2) pitches in the following innings. The infield and outfield players may use a warm-up ball in the first inning only. No warm-up balls will be allowed following the first inning.
13. The ball must be delivered with an arc, and must reach a height of at least six (6) feet, while not exceeding a maximum height of ten (10) feet.
14. At the pitcher's option, he may choose to start his delivery from any point up to six (6) feet directly behind the pitcher's plate. That point becomes the new de facto pitcher's plate. The pivot foot must remain in contact with that point until the ball is released.
15. No strike mat will be used.
16. Pitchers are not allowed to hesitate while delivering a pitch.
17. Bases will be set at sixty-five (65) feet.

18. A team may bat as many players (up to a max of 16), however, the total number of batters must be mentioned prior to 1<sup>st</sup> pitch to both the opposing team captain and the umpire assigned to the game.
19. If a team only has eight (8) players, the team may play with the eight and shall NOT be charged an automatic out when the 9<sup>th</sup> or 10<sup>th</sup> batter spot is up in the lineup. An official team comprises of at least eight (8) players. A team will bat as many players as they choose. **NOTE:** *A recorded out will occur only when a team loses a player due to an ejection and there are no replacements to take that batting spot in the order.*
20. If a team loses a player due to injury, an automatic out will NOT be charged at that batter's position in the order. **NOTE:** *That batter can NOT re-enter the game at any time. A replacement can be made only at the time of injury. Once the 1<sup>st</sup> pitch is thrown following the injury, no player can replace that spot in the batting order at any point in the game.*
21. Runners must use the orange safety base for any plays at first (1<sup>st</sup>) base for ground balls in the infield. Failure to do so will result in an automatic out for the runner.
22. Leadoffs are not allowed. Runners cannot leave the base until the ball passes the plate. Failure to comply will result in an automatic out.
23. Base stealing is not allowed.
24. "Dead ball area" will be dugout fence lines extended indefinitely.
25. The league does **NOT** have a slide rule. In the umpire's judgment, if a player coming into a base uses unnecessary roughness and therefore unsportsmanlike conduct, that player will be called out. The player also may be ejected from the game, subject to the umpire's discretion.
26. **Courtesy Runner** – Unlimited courtesy runners will be allowed. However, runners may only act as courtesy runner 1x per inning. The same runner cannot run more than once each inning! Any player from each team can act as courtesy runner (does not need to be last batted / recorded out).
27. **Home Run Limits** – (2) HR Limit for each game. Any ball hit over the fence after a team has reached its maximum home run limit will be an automatic out.
28. **Slaughter Rule(s)** – Twenty (20) runs after 4 innings; Twelve (12) runs after 5 innings. The home team will be allowed to bat in the bottom half of the inning if they are the team losing.
29. The field supervisor may umpire the game in the event of a "no-show" by the scheduled umpire.
30. An umpire or field supervisor may suspend or cancel a game in the event of some unnatural situation or due to weather at any time.
31. Once a game has started and a player is ejected, **a substitute NOT in the original lineup must enter the game or an out will be recorded each time the ejected player comes up in the batting order.** If a player leaves due to injury, an out will NOT be recorded, but the player can not return to the lineup at any point in the game. No team may play with less than eight (8) players at any time.
32. 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 on the scorecard. It will be the umpire's job to let team captains know at the start of the 5<sup>th</sup> inning how much time is remaining. When one (1) hour has passed, the current inning will still be completed. Any following at-bats will not be started.
33. After seven (7) innings OR 60-minutes of play, if the game is tied, ASA tiebreaker rules will apply.
  - a. The player to make the last out 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) players to make a registered out will be placed on 2<sup>nd</sup> and 3<sup>rd</sup> base to begin the inning and the inning will be played until a winner is declared.

34. The sixty (60) minute time limit will remain in effect EXCEPT for the 'Semi-Finals & Championship Game' of the end of season tournament where the time limit will be seventy-five (75) minutes.
35. Both teams are responsible for keeping score with the scorebooks provided by the Park District. If a team fails to supply a scorekeeper, the score kept by the opposing team will be the official score. Any discrepancies in the scorebook will be handled in between innings between the umpire and both team captains. The home book is the official game scorebook.
36. Home team will receive the game ball following the game.
37. Profanity WILL NOT BE ALLOWED. The umpire will record an automatic out or eject any player using profanity. The umpire's decision is final. (possible suspension to ejected player)

## **STANDINGS**

1. Standings will be updated weekly on the website within 48-72 hours. ([www.bolingbrookparks.org](http://www.bolingbrookparks.org))
2. If two teams are tied for any position in the regular season, the following procedures will be utilized to determine the final league standings, in order, until all ties are broken:
  - a. Any team with a forfeit during the regular season automatically loses all ties.
  - b. Team with the best record in head to head competition against all other teams involved in the tie.
  - c. Team with the better winning percentage in head-to-head competition against teams ranked above the tied teams in standings will be used as determining factor.
  - d. Team with the least amount of runs allowed against all other teams involved in the tie.
  - e. A playoff game will be used to determine seeds (if time allows). If time does not allow or at the discretion of the Adult Athletic Program Manager, a coin flip will be used to determine seeds.
3. In case of two ore more teams tied, the following procedures will be followed to determine final league standings.
  - a. Any team with a forfeit during the regular season automatically loses all ties.
  - b. Team with the best record in head to head competition against all other teams involved in the tie. The team **MUST** beat all other teams tied in standings.
  - c. Teams with the better winning percentage in head-to-head competition against all other teams involved in the tie. Seeds will be determined off winning percentage(s).
  - d. Team with the better winning percentage in head-to-head competition against team(s) ranked above the tied teams in standings will be used as determining factor.
  - e. Team with the least amount of runs allowed against all other teams within the league will be used.
  - f. Coin toss will be used to determine seeds.

## **PROTESTS**

1. Protests based solely on a decision that involved accuracy of judgment on the part of an official will not be considered.
2. Protests will only be accepted on rules interpretation if announced prior to the next legal or illegal pitch.
3. All information including the score, time, and protest must be recorded with the referee and opposing team captain.
4. Protests on ineligible/illegal players must be made immediately when the player finishes his at bat prior to the 1<sup>st</sup> pitch of the following batter. If the questioned player does not have a picture ID on them, that player is ruled ineligible and will not be able to play in the game. If the player is not found on the roster and is an ineligible player, the game is over and that team automatically forfeits the game. Once the batting order has been gone through once, no illegal player protests will be allowed.
5. Acceptable protests must be in writing to the Adult Athletic Program Manager within 24 hours after the scheduled time of the game. A written account along with a \$25 protest fee must be submitted during the 24-hour period. The fee will be returned if the protest is won. A decision on the protest will be returned within 48 hours.

## **PLAYER-TEAM CONDUCT**

1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. displayed in a game, or after a game shall automatically disqualify the offending player or captain for the next game on a first offense, and for the rest of the season (including any post-season play) for the second offense. These are automatic suspensions.
2. **PROFANITY RULE:** If a player uses profanity on Park District property the penalty shall be as follows:
  - a. **First Offense:**
    - i. The player automatically will be considered out.
    - ii. If the player swears following a recorded out on the field, the NEXT batter is automatically out. If the player who swears is the last out in the inning, the first batter in the following inning will be automatically out. The next inning will start with one (1) out already recorded in the book.
  - b. **Second Offense:**
    - i. The above will apply, along with an automatic game ejection.
    - ii. Player is automatically suspended for the next game. Any player ejected from the game must leave the fields immediately. *Before a suspended/ejected player is reinstated into the league, a \$25 suspension fine must be paid to the Park District office no later than 24 hours before the next scheduled game. Failure to do so will result in a further suspension until the payment is made.*
3. ***Any physical conduct / fighting with another player, coach, spectator, official/umpire or Park District employee before, during or after a game will not be tolerated.*** Any player and/or coach participating in any physical conduct will be automatically suspended indefinitely and civil action will be taken. The team will also be fined \$25 per individual suspended. This fee must be paid prior to the team's next game or a forfeit will be enforced. Teams will not be allowed to replace the suspended player on their roster.
4. Any player who verbally threatens a player, coach, spectator, official or Park District employee before, during or after a game will be suspended a minimum of one (1) season with possible future league suspension.
5. Persistent poor behavior, including harassment of officials or other teams, (aka "trash talking") may result in the dismissal of that team from league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the Adult Athletic Program Manager. Issuance of a second warning for team misbehavior will result in that team being placed on probationary status with possible individual suspensions to follow.
6. ***Teams are responsible for the conduct of their spectators.*** Spectators' behavior can result in the same suspensions as stated above.
7. **The Bolingbrook Park District will be implementing a 3-strike policy for alcohol in all of our adult athletic leagues.**

**Strike 1** – First time an umpire sees alcohol they will stop the game and ask team(s) to remove the alcohol from the fields, coolers need to be removed and placed in cars.

**Strike 2** – Second time an umpire sees alcohol they will stop the game and ask team(s) to remove the alcohol from the fields, The Park District prohibits any type of alcohol on park district property.

**Strike 3** – Third time, the umpire will stop the game due to team(s) refusing to comply with the park districts rule on alcohol, game will result in a forfeit for the team not complying with the rules. If both teams do not comply with the rules the game will still end in a forfeit.

\*Spectators can and will be escorted from the park if caught with alcohol.

**\*Any games forfeited due to the 3-Strike policy will not be open for appeal and will not be rescheduled.**

8. Any drugs (unless prescribed by a physician) are prohibited on Park District property. The following applies to parking lots as well as all Park District facilities.
  - a. If any Players or teams are caught with drugs during a game, the officials will pause the game and give a verbal warning to remove the substance from the field.
  - b. If Players or teams are caught with drugs and do not remove from field the team's current game will be forfeited resulting in the opposing teams win. If both teams are caught and do not remove the substance, the game will be forfeited and will not be rescheduled or replayed.
  - c. Spectators can and will be escorted from the park if caught with drugs.
  - d. Bolingbrook Park District and Village Police are empowered to issue tickets to violators in addition to the penalties listed above.
9. ***Any player ejected from the game must leave the fields immediately.*** Before a suspended/ejected player is reinstated into the league, a \$25 suspension fine must be paid to the Park District office no later than 24 hours before the next scheduled game. Failure to do so will result in a further suspension until the payment is made.
10. During a player's suspension, the player cannot attend any scheduled games of the Bolingbrook Park District softball league. Any player which plays during a suspension will be considered an illegal player and the team will forfeit the game.
11. **The Adult Athletic Program Manager has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.**
12. Teams will not be able to replace a disqualified player(s) on their roster at any time.

#### **INJURIES / INSURANCE**

1. The Bolingbrook Park District is not responsible for any injuries incurred while on the premises of the Bolingbrook Park District and its' facilities before, during or after a game and/or practice.
2. All teams and individuals should be commercially insured.
3. The Bolingbrook Park District provides no insurance.
4. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his uniform must leave the game and may no return until the specific problem has been addressed.

#### **AWARDS & PLAYOFFS**

1. Trophies and/or a plaque will be awarded to top season and playoff finishers (if requested).
2. A tournament will be held at the end of the regular season. All tournaments will be single elimination.
3. All playoff schedules and standings will be viewable online at [www.teamsideline.com/Bolingbrook](http://www.teamsideline.com/Bolingbrook)

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