

DARIEN PARK DISTRICT MEN'S 16" SOFTBALL LEAGUE LEAGUE RULES

1. **Games will be governed by "Official A.S.A. Rules for 16" Softball Slow Pitching" except where our Park District rules supersede.**
2. Any team failing to field at least **8 players** from its roster at the scheduled starting time will result in forfeit. Players may be inserted when they arrive and don't have to wait for the completion of the inning. There is a 15-minute grace period for the 6:30 game only.
3. Games will consist of seven innings; each player begins with a 1-1 count.
4. **Substitutions:** A player may enter the game at any time for any player. The player that went in must then stay in until his team has completed one full revolution of the batting order. After the team has completed one full revolution of the batting order, the player taken out may go back into the game for any player in any position.
5. **Rainouts:** A decision on rainouts will be made **after 3:30 pm**. Team players should call their respective captains or the **Athletic Softball Hotline (630-655-6404)**. All games that are rained out will be bumped till the end of the season in the order in which they occurred. If a game was already in progress when the rainout occurred, it will be resumed in whatever inning, count and score at which point the rainout occurred. Team captains will be notified as soon as possible in reference to the playing of make-up games.
6. **Rosters: All rosters are to be handed in by the first game. They must be completed and signed by each player individually. A maximum of 20 players can be listed on your roster.** All rosters are frozen after your second game of the season with the following exception: If a player is injured and cannot return as an active player for either league or tournament play, a replacement may be added to the roster. However, the injured player cannot return to action until the following season. All replacements must be given in writing to the league supervisor. The playing of a non-roster player is grounds for forfeit. The protesting team's captain may protest anytime during the course of the game (see "Protests and Arbitration" section on last page.) **If it is determined that a team has played a player not on their roster, the game will result in a forfeit for the team playing the illegal player and a make-up will not be allowed.**
7. **Proper Attire:** Players must wear shirts at all times.
8. **Footwear: NO metal spikes**, including screw-on metal tips. Players violating the rule will be **ejected** from the game.

9. **Collision Rule:** On the close plays at 2nd, 3rd and home plate, the base runner must slide or avoid contact. Failure to do so results in an automatic out. Players may be removed from a game for unnecessary contact, and/or playing with the intent to injure. Ejection from a game will be at an umpire's discretion. Any player that has been ejected from a ball game will not be able to participate in his/her team's next game. A second offense shall be cause for suspension from the league.
10. **Safety Base:** If there is a close play at first base, the runner must step on the orange (outside) portion of the safety base. If the runner steps on the white (inside) portion of the base, during a close play, the runner will be called out.
11. **Consulting with the Umpire:** The team captain will be the be the only one to "consult" with umpires. Failure to observe this ruling may lead to ejection from the game or forfeiture at the discretion of the umpire.
12. **Forfeits and Forfeit Fees:** The park district will charge a **\$25 forfeit fee** to any team that forfeits a game for any reason. **The fee is due before the next scheduled game, or the team will not be allowed to play until the fee is paid.** If a team forfeits a second game, that team will be suspended from the league and only be allowed back into the league by (a) requesting re-admission from the softball supervisor and (b) paying an additional **\$25 forfeit fee** to the league office. **NOTE:** Forfeit rules apply to tournament as well as regular season games and includes games forfeited due to non-payment of fees.
13. **Score Book:** The field supervisor on duty will maintain the official scorebook for the game. However, team captains should maintain scorebooks with proper lineups of both teams and after inning, opposing books should agree.
14. **Ties:** If there is a tie in league standings, the following methods will be used to break the tie:
 - A. Head to head competition between the teams.
 - B. Run differential in games between the teams involved.
 - C. **If still tied, least amount of runs given up (Better Defense). A running total of runs, both offense and defense will be kept and handed out with the weekly standings.**
15. **12 Run Rule:** Visiting team is declared winner if at the end of 5 innings or one hour of play they are ahead by 12 or more runs. Home team is declared winner if they are ahead by 12 runs or more in the bottom half of the 5th inning or any inning begun after one hour of play. In order for 12 run slaughter rule to be enforced, the home team must get to bat and complete the inning. Official time will be kept by the umpire.

16. The drag step pitch is NOT allowed.
17. **Warm-ups:** After the first inning, there will be only 3 warm-up pitches and minimal infield or outfield practice balls.
18. **Pitch arc-6 foot minimum; 12 foot maximum.**
19. **Foul Ball w/2 strikes:** A foul ball hit with two strikes on the batter will count as the third strike. The batter is out, and ball is dead. **EXCEPTION:** If a fly ball is caught, the ball remains live.
20. **Ground-Rule-Triple:** A fair ball that bounces over the outfield fence is a ground-rule-triple.
21. **Courtesy Runners:** Courtesy runners will be allowed at the **discretion of the opposing team's captain**, and only in the case of injury or recovery from an injury. The courtesy runner will be the person who made the last out.
22. **D.H.:** Teams will only be allowed to bat up to **11 players**. The team must declare how many extra hitters they will use before the start of the game.
23. **Base Stealing:** There is **NO** stealing of bases.
24. **Standings:** Standings will be posted on quickscores.com/darien

25. Bat Specifications: Only regulation softball bats will be used. Thirty-four (34) inches is the maximum length, thirty-eight (38) ounces is the maximum weight allowed. All bats must be marked “Official Softball” by the manufacturer and/or fit through an A.S.A. bat ring. **The umpire will make all decisions regarding eligibility of bats, and his/her ruling will be final.** The following is a list of bats that are no longer allowed as of 3/8/06:

<u>Manufacturer</u>	<u>Model</u>
Anderson	Techzilla Reborn
Anderson	Rockettech Reloaded
CE Composites	B1 Da Bomb
CE Composites	Uncensored
Demarini	Dark
Demarini	DXEVO – Yellow Barrel EVO
Easton	SCN2 Synergy + CNT
Easton	SCX2 Synergy
Easton	SCX23 Synergy Plus
Easton	Synthesis
Louisville Slugger	FPC 305 Catalyst
Louisville Slugger	SB34 Genesis
Louisville Slugger	SB 105 Catalyst
Louisville Slugger	SB305 Warrior XXL Balanced
Louisville Slugger	SB405 Warrior XXL End Load
Miken	Freak Plus
Miken	MSMM Maniac 585
Miken	MSTC T22C6
Miken	Ultra
Miken	Ultra (Maxload)
Miken	Ultra II
Mizuno	Blur Advanced Series
Rawlings	Liquidmetal Plasma Fusion 120 SBLMPFU
Rawlings	Plasma SBLMP 120
Schutt	Schutt+
Worth	ASY 120 (Asylum)
Worth	EST9
Worth	PST120
Worth	PSTOC (PST)
Worth	WIC 120 (Wicked)
Worth	MAX 120
Worth	MAY 120 (Mayhem)
Worth	Mayhem M7 120 (M7120)
Worth	Mayhem Reload (JH120)
Worth	XEST9X
Worth	QESTFP
Worth	SBWK (Wicked)
Worth	Wicked (Wicked Slow Pitch Version Only)
Worth	XWICKX (Wicked Slow Pitch Version Only)
Worth	WWSC Wicked Composite (Slow Pitch Version Only)

For a complete listing of bats that are approved go to the certified equipment section of www.asasoftball.com

Code of Conduct

To ensure an enjoyable and safe program for all participants, the Darien Park District has developed a Code of Conduct.

Participants shall:

1. Show respect to all participants and staff.
2. Refrain from using foul language.
3. Refrain from causing bodily harm.
4. Show respect for equipment, supplies and facilities.

- 26.** This league is being run as a **recreational** activity with families, friends, and others present. **Profanity or alcoholic beverages** will **NOT** be tolerated. Failure to follow these stipulations will be cause for immediate suspension from the league.
- 27. Fighting:** Players ejected from a game for **fighting** will be **suspended** from all league play until the Park District office notifies them as to what disciplinary action will be taken against them. The Arbitration Board will request the involved individuals to submit in writing their version of the incident.

Protests and Arbitration

**ALL STEPS MUST BE FOLLOWED OR PROTEST WILL
NOT BE CONSIDERED VALID.**

- A. No protest shall be considered unless it involves a misinterpretation or violation of the rules. Protesting captain must notify the umpire and the opposing team captain of the protest before the next pitch is made. No protest will be considered if the protesting team refuses to play out the remainder of the game.
- B. All protests must be submitted in writing by the captain to the League Supervisor no later than the next working day. Included in this written protest should be: the date, inning, number of outs, score, position, of the base runners, umpire's name, and reason for protest.
- C. A twenty-five dollar fee must accompany each protest. The fee will be returned to the protesting team if the protest is allowed and kept by the Park District if the protest is disallowed. The team against whom the protest is being made shall be notified and given an opportunity to present their version in writing.
- D. Challenges to the eligibility of a player or players (roster checks) will be handled in the following manner:
 1. Protesting team's captain may request a roster check anytime during a game.
 2. The umpire will then call timeout and ask the field supervisor to produce the roster of the protested player's team.

3. The player in question will then be asked to produce identification. All league players are required to bring a driver's license or other legal photo I.D. to every game.
4. If the player's name does not appear on the team's roster, or if the player cannot provide proper I.D., that player will be declared ineligible and the game declared a forfeit.