

**Huntley Park District
Adult 16" Softball
Rules and Regulations**

I. The League

- A. All league play shall be governed by the official slow pitch softball rules of the United States Specialty Sports Association (USSSA) unless otherwise stated in the "Huntley Park District Rules and Regulations."
- B. There will be one umpire provided for each game.
 - 1. The team captain will be the official spokesperson for the team.
 - 2. Team captains will be responsible for dispersing any information provided by the Park District office to their respective teams.
 - 3. Opposing team captains will meet with the umpire prior to the game to receive ground rules.
 - 4. The team captains will submit to the official scorekeeper their team's line-up no later than 10 minutes prior to the official game time.
- C. The official scorebook will be kept by HPD staff. In the event that no HPD Staff is present, the home team scorebook will serve as the official scorebook, and the umpire should verify the score at the end of each ½ inning.

II. Eligibility and Rosters

- A. All players must be high school graduates or 18 years and older. The game is played with 10 players on the field. A team must have at least 8 players to begin the game. If a team has fewer than 8 players, a forfeit will be awarded.
- B. Rosters shall have a minimum of 10 players and a maximum of 24 players per team.
- C. A player may not appear on more than one team's roster.
- D. **Team tournament rosters will be frozen as of August 1st.**
- E. No player will be considered on the roster unless all roster information is complete on **the team roster form**, including signature. Any team found to be using an ineligible player will forfeit any games that the player has played in. The field supervisor will have copies of all team rosters on site and will also have blank registration forms for players to complete while player addition is still possible.
- F. Replacement of players to the tournament roster after August 1st is allowed if the player is either moving out of the immediate area, or can no longer play due to injury or illness which will cause that individual to miss the remainder of the season. In order for a player to be eligible to be replaced, a doctor's statement or proof of change of address must be submitted to the Athletic Supervisor for approval.
- G. A player who has been dismissed from the league may not be replaced on the roster at any time.

III. Fees

- A. No refunds of league fees will be made for any reasons.

- B. Each team must have their entire league fee paid prior to the start of their first game. NO PAY- NO PLAY - Teams will not be allowed to play in any games until their league fees are paid in full.

IV. Forfeits

- A. Ten players will constitute an official softball team, anything less than eight players will constitute a forfeit following the grace period (see below). Teams must provide their own pitcher and catcher at all times.
- B. Should both teams have less than eight players, both teams will be credited with a loss.
- C. There will be a ten (10) minute grace period all games; however the 60 minute time limit will begin at the scheduled game time. If a team has eight (8) players, the game must begin.
- D. Any game in which an ineligible player(s) take part will be an automatic forfeit. **Proper identification must be presented upon request whenever the eligibility of a player is questioned.** Eligibility of a player must be questioned by the opposing team prior to the conclusion of the game. If a player is found to be ineligible, any prior game in which he/she participated will be a forfeit. Huntley Park District reserves the right to have spontaneous identification checks performed at any time of any game by a staff member (including umpires acting under the direction of the staff member) to protect the integrity of the league.
- E. There will be a **\$25** forfeit fee for any team that forfeits a game, starting with the second forfeit (first one is free). The forfeit fee must be submitted to the Park District office prior to that team's next game. Failure to do so will result in a subsequent forfeit and potential league dismissal.
- F. If a team forfeits three times, they may be dismissed from the league. A team may be placed on probation by the Huntley Park District upon forfeiting a third time dependent on the factors and cause of the forfeit. A fourth forfeit is cause for automatic dismissal from the league.
- G. Any team that does not finish with the same number of players it started with due to an ejection will automatically forfeit the game. A team that loses a player due to injury, illness, or other unforeseen circumstance and does not have substitute may continue play, but that player's spot in the batting order will be recorded as an out.

V. Protests

- A. Protests will be considered only if they involve rule interpretation, player substitution, or player eligibility. **Issues concerning umpire judgment can not be protested.**
- B. The umpire must be notified before the next pitch and the protest should be marked in the official scorebook for that game at the time the umpire is notified. The umpire must also sign the official scorebook at the point in which the protest took place.
- C. Protests must then be filed in writing and turned in with a **\$50** protest fee (CASH ONLY) to the Park District office within 72 hours of the completion of the game. If the protest is upheld, the fee will be returned. If it is not upheld, the fee will be forfeited to the league funds.
- D. In cases where a protest board is needed, a meeting will be held with a protest board consisting of the Athletic & Fitness Manager, the Athletic Supervisor, and the Recreation Director of the Huntley Park District. Should any of those staff members not be available, they may be replaced by another Huntley Park District employee at the discretion of the Athletic & Fitness Manager. No more than one representative from each team involved may be present. Decisions by the protest board are final.

VI. Player-Team Conduct

- A. Levels of discipline for all adult sports:
 - 1. Level 1 - Any swearing or abusive language directed to any official, supervisor, participant or spectator may cause ejection from the game. If, after being ejected from the game, the person continues harassment of the same or different individual(s), the person may be ejected from the facility. Ejection from any game will result in an **automatic one game suspension**.
 - 2. Level 2 – If the individual either subsequently continues action stemming from Level 1, or his/her actions are serious enough in the judgment of either the Umpire, or upon review, the Athletic & Fitness Manager, or the individual threatens (verbally) anyone, he or she may face a **three game suspension**.
 - 3. Level 3 – If the individual either continues in action stemming from Level 2, or if the individual attempts a physical confrontation with anyone at the event, it may lead to a **one year suspension** from all adult athletic leagues. Physical confrontation includes, but is not limited to, bumping, pushing, or swinging a fist/hand, or kicking at an individual whether contact is made or not, or causing something else to have contact with either an individual and/or property (i.e. a ball or bat).
 - 4. Level 4 – If the individual continues action stemming from Level 3, or if the individual's actions cause physical harm or property damage, the person may be **expelled from all adult athletic leagues and other park district activities permanently**.
- B. A suspended player is regarded as an ineligible player for that team's next game(s).
- C. A suspended/expelled player may request a hearing to appeal the status of the suspension. The appeal committee will consist of the Athletic & Fitness Manager, A Athletic Supervisor, Recreation Director, Executive Director of Huntley Park District, and the Huntley Park District Board President, or their designate (if unavailable). Every attempt will be made to hold a requested appeal hearing in a timely manner. In

the event that an appeal hearing cannot be held prior to the team's next game, the player in question must still serve the suspension as indicated, until such time a hearing can be held, or the suspension has been completed.

- D. Any team that persistently demonstrates unsportsmanlike conduct will be dismissed from the league.
- E. Drinking or possession of alcohol on the premises will result in automatic dismissal from the league for the offending person(s).
- F. Team captains are responsible for the conduct of their team members and their spectators.

VII. Time Limits, Make-Ups, Postponement, & Division Ties

- A. **SIXTY (60) MINUTE TIME LIMIT.** Each game will have a sixty minute time limit. No new inning will start after sixty minutes from the game time as announced by the Umpire and recorded by the Official Scorekeeper. A new inning begins when the last out is made in the preceding inning. **EXCEPTION:** If the game is tied, additional inning(s) will be played as necessary to determine a winner.
- B. Postponements shall be called for inclement weather only.
- C. Postponements shall be declared by the HPD Athletic Staff or Umpire, depending on the circumstances.
- D. Postponements will be announced through the **web site, www.hpdsports.org, [twitter.com/HPDSports](#), Facebook ("like" HPD Sports), and a recorded message on the Huntley Park District Hotline, (847) 669-3180 ext. 411 as soon as possible.**
- E. All postponements will be rescheduled prior to the start of the post-season tournament, except in the instance where the outcome of the game would have no bearing on the standings (to be determined by the HPD Athletic Staff).
- F. Games stopped due to the following reasons will be resumed at the point of interruption; rain, fog, lightning, or any other inclement weather circumstances.
- G. Five innings (4 ½ if the home team is ahead) will constitute an official game. Games which have played less than this requirement will be completed from the point of interruption unless they have already reached the sixty minute time limit. Games which have not reached the minimum inning requirement, but have reached the sixty minute time limit, will finish the current inning and then be deemed complete, subject to the requirements of VII, A above.
- H. Awards will be presented to the 1st and 2nd place finishers of the post season tournament. Awards typically consist of an award plaque and champion t-shirts for the 1st place team and an award plaque for the 2nd place team.
- I. League standings and seeds will be determined by the following factors, in order;
 - 1. Overall Winning Percentage
 - 2. Winning Percentage for In-Division Games
 - 3. Head to Head Winning Percentage
 - 4. Head to Head Run Differential
 - 5. Random Draw from a Hat

VIII. General Rules

- A. Uniform requirements: Matching jerseys are suggested, but not required. Metal spikes are not allowed.

- B. Game Ball: 16" Optic Yellow provided by Huntley Park District
- C. Base/Pitching Distance: Bases will be at a distance of 60'. Pitching will be done from a distance of 38'.
- D. Run Rule: A game is official if one team is leading by:
 - 1. 20 runs after 4 innings (3 ½ if home team is ahead)
 - 2. 15 runs after 5 innings (4 ½ if home team is ahead)
 - 3. 10 runs after 6 innings (5 ½ if home team is ahead)
- E. If an umpire fails to show up for a game, two options are available:
 - 1. The game will be postponed and made up at a later date.
 - 2. The game will be played using a spectator to umpire. Both managers must agree on the individual that is to umpire. Once the game has been started, it will be considered an official game.
- F. Runner-Fielder Safety
 - 1. Runners must slide or evade the person who is receiving/in possession of the ball when advancing to any base. Runners cannot purposely put their shoulder down or run into a fielder at a base. PENALTY: The runner will be declared out and a team warning will be issued. Any subsequent occurrence by the same team in the same game will result in the guilty player being automatically ejected.
 - 2. Fielders may not fake possession of the ball, fake impending receipt of the ball, or apply a fake tag. PENALTY: All runners will be declared safe at the base they would have reached on the play based on the judgment of the Umpire and a team warning will be issued. Any subsequent occurrence by the same team in the same game will result in the guilty player being automatically ejected.
- G. Any ball is playable in foul territory as long as it is played inside the extended fence line. A ball which travels outside the fence line, over the fence, or into a dugout shall be deemed out of play and ruled as such.
- H. Bats: Bat specification must be in accordance with USSSA slow pitch regulations. These regulations can be found at www.ussa.com. **No baseball bats are permitted.**
- I. Pitching:
 - 1. The Pitcher must present the ball to the Batter on the Pitching Rubber. After presenting the ball for one second, the pitcher may take one step in any direction. Once a pitcher has taken his step he/she must present the ball again before he/she pitches. The foot that the Pitcher steps with becomes his/her pivot foot, and cannot move. The other foot may be placed in any direction except in front of the pivot foot.
 - 2. The Pitcher is allowed two fake deliveries, but on the third motion, the Pitcher must deliver the ball to Home Plate. The pitched ball must be released within 10 second from the time the Pitcher receives the ball at the Pitcher's position, near the pitching plate.
- J. Strike Zone: The ball must be delivered at a moderate speed, in an underhand motion from below the hip, with a perceptible arc of at least six (6) feet from the ground while not exceeding a maximum of twelve (12) feet from the ground. Any pitch that does not meet these requirements will be declared a ball. A mat behind home plate

- will be used to call balls and strikes for pitches that meet the listed requirements. A pitch which strikes home plate will also be declared a strike.
- K. Each at bat will begin with an existing count of one ball and one strike (1-1). A foul ball on the third strike is an out.
- L. Substitution Rules: These rules apply only when you have (10) players on the field. A player on the bench may substitute for a player in the field providing the player substituting enters the game in the same spot in the batting order as the player he/she replaced. When a player is removed from the game, he/she must remain out of the game for one full rotation of the batting order, starting from the point of the substitution. At this point the player may return to the game in only in their original spot in the batting order. After a player has been substituted for a second time, he/she may not re-enter the game.
- M. Batting Order:
1. A team may begin and play a game with only eight (8) players.
 2. A player who has been substituted for may re-enter the game once in their original position in the batting order, and only after their substitute has batted at least once.
 3. If a person has to leave the game while it is still in progress, and there is no replacement for that person, an out will be recorded for that team every time that batters spot comes up in the batting order.
- N. Fielding:
1. Fielder Restrictions: The fielding team may not have more than six (6) defensive players, including the pitcher and the catcher, on the skinned infield surface prior to the ball being hit by the batter. If the fielding team violates this rule, play should continue, and the batting team will have the option of choosing the outcome of the play or a “ground rule single” with the batter and any runners on base advancing one base each.
- O. Extra Hitter:
1. One extra hitters (referred to as EHs may be used, provided it is made known and indicated on the batting order submitted to the Official Scorer prior to the start of the game.
 2. The EH must remain in the same position in the batting order for the entire game.
 3. It is not mandatory that a team use an EH. Failure to declare EH prior to the start of the game precludes the use of EH in the game. A team that starts using EH must complete the game with 11 players in the batting order, subject to the conditions in IV, G above.
 4. The EH may enter the game on defense at any time. All eleven players must bat and remain in the same batting order, but any ten (10) may play the field in any inning.
 5. The EH may be substituted for at any time, either by a pinch-hitter or pinch-runner, who then becomes the EH. This substitution is governed by the substitution rules listed *VIII. I.* above.
- P. A team beginning a game with less than the official ten (10) players on the field may add players to get to the official ten (10) players to vacant positions in the field at any time. Those players will be added to the end of the batting order.

- Q. Leadoffs/Stealing: Base stealing is not permitted. However a Base Runner shall be permitted to leadoff at any time, but is subject to being thrown out. If a pick off is made on a Runner at any base by the Catcher or Pitcher, the runner may advance only to the next unoccupied base at his/her own risk.
- R. The team captain shall be the only player to discuss a play with the umpire.
- S. The “Infield Fly Rule” is in effect for all games.

PLEASE NOTE: Any rule or regulation not covered in these rules and not clearly defined by the USSSA Rule Book will be left to the discretion of the Umpire. The Huntley Park District reserves the right to amend these rules at any time it deems necessary.