

# **HUNTLEY PARK DISTRICT 14" COED SOFTBALL LEAGUE RULES**

*The Huntley Park District has adopted the following set of rules for the Adult Softball Leagues. Any rules not covered herein will follow the most current ASA/USA Slow Pitch Official Rules*

## **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.
2. The team captain is the only person allowed to question a call made by the umpire.
3. It is the Captain's responsibility to make sure all team members are aware and abide by all rules for the league as well as park rules, as they are responsible for their players' and spectators' actions.
4. Both teams must keep an accurate score for both teams. Teams should report their runs to the umpire after each inning. The home team keeps the game ball. Game softballs will be provided by the Park District.

## **Player Rosters & Eligibility**

1. All participants must be at least eighteen (18) years of age.
2. Rosters are due at the team's first scheduled game. No changes to your team's roster will be allowed after your team has played two (2) games. Any changes after that must be approved by the Park District Recreation Manager.
3. Players may only play on one (1) team within the league.
4. Rosters consist of at least ten (10) players [20 players maximum]. Five (5) females are required.
5. A team's batting order may use a maximum of 12 hitters as long as the additional hitters consist of one (1) female and one (1) male. A team's batting order may use 11 hitters as long as the 11<sup>th</sup> hitter is a female. A team must declare, before the game, if any additional hitters will be used.
6. Teams must have at least nine (9) players to start a game, five (5) of which must be females. There will be a ten (10) minute grace period before a game is forfeited. If a team only has nine (9) players to start a game, the 10<sup>th</sup> spot in the batting order will be an automatic out when it comes up.

## **Weather Information**

The Huntley Park District has the final decision on canceling games. Decisions will be made by 4:00 pm the day of the game. Any decision after that time will be left up to the field supervisor and umpire at the game.

Team Captains will be notified by email if games are cancelled before game time. It is the Team Captain's responsibility to notify all team members of cancellations.

Every effort will be made to reschedule cancelled games in order to finish the season in a timely manner.



## Player Equipment and the field

1. All cleats are to be one (1) piece molded construction. Screw in or Screw on cleats are illegal. ABSOLUTELY NO METAL CLEATS ARE ALLOWED. All bats must be 2 ¼" barrel. Bats cannot be damaged (cracks, dents, etc....) or altered in any way. Umpires will aid in determining if bats are legal for game play.
2. The Pitcher's Mound will be set at thirty-eight (38) feet
3. The bases will be set at sixty (60) feet

## Game Play

1. The ball is deemed out of play when it goes past the fence if the fence were extended. 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. Bases will be awarded under the umpire's discretion. If the ball stays in play, the runner(s) may advance at their own risk.
2. The pitcher must stand on the pitching rubber and present the ball to the batter. The pitcher can take one step – in any direction. After his/her first step, the pitcher's back foot cannot step in front of his/her lead foot.
3. Pitches must be made with a minimum six (6) foot arch and a maximum of twelve (12) foot arch. Illegal pitches are under the umpire's discretion and declared a ball. Pitches that hit home plate will be declared a ball.
4. All at-bats will start with a one-one (1 ball – 1 strike) count. A foul ball after two (2) strikes is an out. A strike mat will be used. Umpires will call balls and strikes utilizing the strike mat.
5. No intentional Chopping or Bunting is allowed: Penalty - Batter will be declared out under the umpire's discretion if the ball is batted in fair territory.
6. Walks – If a male batter is walked, the next female batter has the choice to hit or take a walk. If a female batter is walked, the next male batter must hit.
7. Avoid Contact Rule: All players must avoid contact any time there is a play at a base. If there is any contact the umpire will declare whether the runner is out or safe. Any flagrant contact by the runner or fielder will result in immediate ejection.
8. NO LEADOFFS OR STEALING IS PERMITTED. Runners may leave the base once the ball is released by the pitcher. Runners who leave the base when a pitcher performs a fake pitch will be called out. Pitchers may only fake twice, the third motion the ball must be released.
9. Fielders may not fake possession of the ball, fake receiving 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 judgement of the umpire. This rule is for player SAFETY.
10. Courtesy Runners may be used with the other team captain's permission. The courtesy runner must be the last batted out. During ground rules let the umpire/opposing captain know of any courtesy runners for your respective team.
11. Player Fielding Positions – Players must alternate male/female (see fielding options diagram on the last page). Short Center may play on either the dirt or grass but . All outfielders must remain in the outfield grass and in their position (LF, C, RF). Teams must always have a minimum of three (3) outfielders.



12. All Coed leagues are played with a 14" mush ball. In the field - Female players may wear a glove/mitt. Male players may NOT wear a glove/mitt in the field (this includes batting gloves).
13. The batting order must alternate male/female or vice versa.
14. Slaughter Rule: If any team is beating another team by ten (10) runs after five (5) completed innings, the game is called after the losing team has batted. If the Home team is winning by ten (10) runs in the 5<sup>th</sup> and the visiting team has batted, the bottom half of the inning will not be played.
15. In case of rain or lightning during the game, 5 innings (4½ innings if home team is ahead) is considered an official game.
16. Sixty Minute (60) time limit or 7 completed innings is a complete game. No new inning will start after 60 minutes. Exception: If game is tied, additional inning (s) will be played to declare a winner.
17. If the previous game ends early, the next game will not start until its scheduled time. If a game runs late, the following game will start immediately.

## Protests

There are two types of protests:

1. **Illegal Roster** (players) - This protest must be made before the last out of the game. The protest fee for illegal players is \$50/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 head field supervisor will oversee the handling of this protest. If a player cannot produce a picture ID, it will be assumed that the player in question is an illegal player. Rosters turned in by teams will be out at the fields for all games.
2. **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 they want to file a protest. The umpire, both team captains, and head field supervisor must all be involved in the protest meeting. The umpire must mark clearly on the score card the point of protest. The head supervisor must write out the report stating exactly what rule is in question by the protesting team captain. Play will resume once all reporting is finished. The decision will be made within 24 hours by the athletic manager and team captains will be notified of the decision.

All protest fees must be made at the time of the protest and in cash. Protest fees will be \$50 - cash only. These fees must be paid within fifteen (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 field supervisor then it is a protest, the fee must be paid. If your team wins the game, you still must pay the fee.



## **Player/Team Conduct**

### **Player ejections:**

Any player ejected from a game will be reported to the field supervisor. That player will sit out a minimum of one full game.

1. The Huntley Park District's Athletic Manager 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 Ordinances.
2. 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.
3. No alcoholic beverages, glass containers or drugs are permitted in any park. Contests will not be played, and the game will be forfeited. Teams or players may be barred from further competition or asked to leave the playing area. Team Captains are responsible for fans of his/her team.



# Coed Softball League Fielding Options

## Position Key (lists all possible options for positions)

### Infield Positions

P = Pitcher

1B - 1<sup>st</sup> Base

2B - 2<sup>nd</sup> Base

SS - Shortstop

3B - 3<sup>rd</sup> Base

C - Catcher

SC - Short Center

### Outfield Positions

RF - Right Field

CF - Center Field

LF - Left Field

CRF - Center Right Field

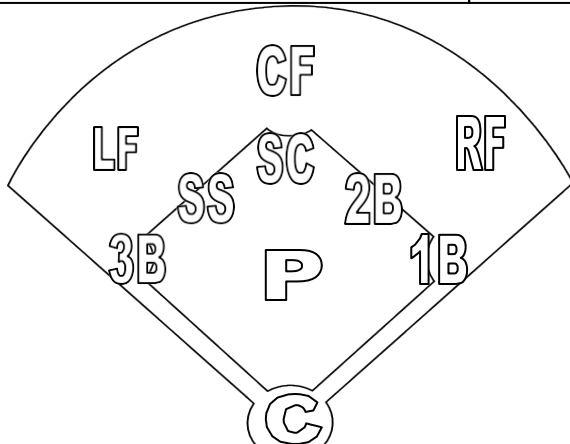
CLF - Center Left Field

Gender

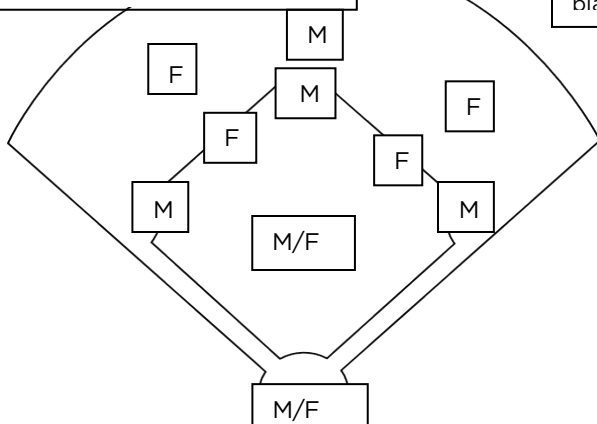
M=Male/F= Female

Pitcher and Cather must alternate Male/Female no matter what option for defensive positioning you choose to use

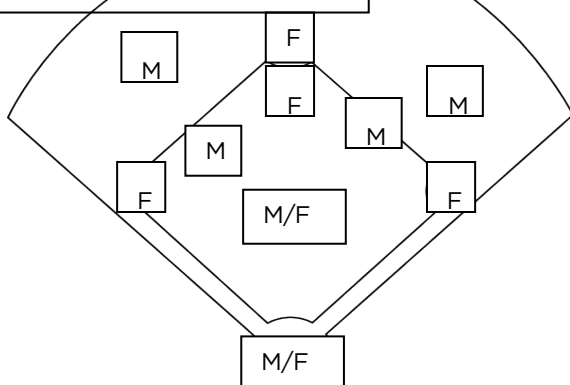
Positions if playing with 3 outfielders



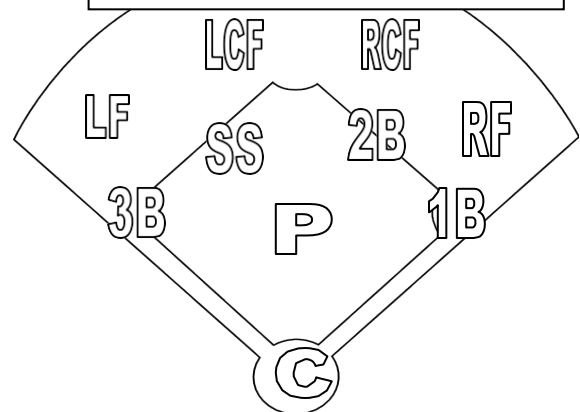
Option #1 - Male/Female Option if playing with 3 outfielders



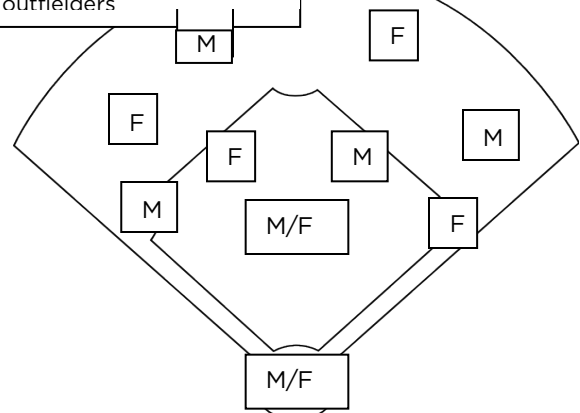
Option #2 - Male/Female Option if playing with 3 outfielders



Positions if playing with 4 outfielders



Option #1 - Male/Female Option if playing with 4 outfielders



Option #2 - Male/Female Option if playing with 4 outfielders

