

# HUNTLEY PARK DISTRICT

## MEN'S SENIOR SOFTBALL LEAGUE RULES

*The Huntley Park District has adopted the following set of rules for the Men's 16" Softball Leagues. Any rules not covered herein will follow the most current ASA/USA Slow Pitch Official Rules. All modifications for the Senior League are to prevent injuries during league play.*

All League information will be posted on the park district website: [www.huntleyparks.org](http://www.huntleyparks.org)

### **Registration/Team Fees**

Registration is done by team only. In order to reserve a spot in our league, a non-refundable \$100 deposit must be made approximately one (1) month prior to the start of the season.

Team Fees must be paid in-full ten (10) days prior to your first scheduled game. NO PAY-NO PLAY - Teams will not be allowed to play in any games until their league fees are paid in full.

### **Manager's Responsibilities**

1. Each team shall designate a representative who will be the sole liaison between that team and the Park District. Only the designated representative should communicate concerns with the Park District.
2. The manager and team captain of the team is the only person allowed to question a call made by the umpire. The manager is responsible for his players and spectators' actions.
3. It is the Manager's responsibility to make sure all team members are aware and abide by all rules for the league as well as park rules.
4. Both teams must keep accurate score for both teams. Teams should report their runs to the umpire after each inning. Home team keeps the game ball. Balls and scorebooks will be provided by the Park District.

### **Player Rosters & Eligibility**

1. All participants must be at least fifty-five (55) years of age by the first game played.
2. Rosters are due at the team's first scheduled game. You must turn in your roster ahead of your first scheduled game or at the field at your first scheduled game to the field supervisor. 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 league coordinator of the park district.
3. Players may only play on one (1) team within the league.
4. Teams consist of ten (10) players max on defense. All players in attendance for a team will bat & the batting order remains the same for the entire game.
5. Each player in attendance must play at least three (3) defensive innings.
6. Roster maximum is twenty (20) players.
7. Teams must have at least nine (9) players to start a game. There will be a ten (10) minute grace period before a game is forfeited. If a team starts with nine (9) the other team must supply a courtesy catcher. There are no automatic outs for starting with less than 10 players.

### **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 for weeknights & at least 2 hours prior to game time on Weekends (with multiple leagues on weekends this time may vary). Any decision after that time will be left up to the field supervisor and umpire at the game. For rain information visit:

<https://www.teamsideline.com/sites/huntley/home>

Managers will be notified through text, email, and website notification as well as a phone call if games are cancelled before game time. It is the Manager'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. League will decide to play with either 14" Mush ball or 16" with manager vote before season begins.
2. All cleats are to be one (1) piece molded construction. Screw in or Screw on cleats are illegal. ABSOLUTELY NO METAL CLEATS ARE ALLOWED.



3. 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.
4. The Pitcher's Mound will be set at thirty-eight (38) feet
5. 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 it were extended. On overthrows, 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 mound 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 (1-1) 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
6. The maximum # of runs per inning is six (6) except for the seventh inning or extra innings, in which runs are unlimited.
7. **Avoid Contact Rule** - All players must avoid contact at anytime there is a play at any base. It is the umpire's judgment, if there is any contact the runner may be declared out or safe. Any flagrant contact by the runner or fielder will result in immediately being ejected from the game.
8. **Base Running** - Plays at all bases are force-outs, but a runner can be also tagged out between bases. There is a safety first base adjacent to the regular first base, and a scoring line with 2<sup>nd</sup> home plate spaced away from the regular home plate & strike zone mat.
9. **Base Running - First base to second base to third base:** If a play is contested at second or third base, the runner may overrun the base, but should do so running in a straight line into the outfield or foul territory, and NOT turning towards the next base. The runner does not have to touch second or third base when overrunning the base but should remain within three feet of either side of the base. Force-outs at second and third base are determined by whether the fielder catches the ball with his foot on the base before the runner passes the base.
10. **Base Running** - Runners must run to the non-fielder side of the base to avoid interfering with the fielder. The runner cannot be called out for interfering with a fielder's throw as long as the runner is within the six-foot-wide base path and does not raise hands to make contact with the ball.
11. **Base Running** - When overrunning second or third base in a straight line, the runner must return to the overrun base before advancing to the next base. If the runner does not return, the runner is in play and may be called out.
12. **Base Running** - If a runner continues to play on and makes a turn towards the next base instead of overrunning in a straight line, the play is still considered live and the runner may be tagged out. In this situation the fielder must tag the RUNNER, not the base. When returning to a base, a runner may not overrun the base.
13. **Sliding and diving are not allowed.** A runner who slides or dives will be called out, whether advancing towards the next base or running back to a base.



14. **Commitment line/ Home plate** - A commitment line/cone shall be marked across and perpendicular to the foul line approximately twenty (20) feet from home plate. Once a runner has crossed the commitment line/cone the runner cannot return to third base and must continue to the second (runners) home plate area. Violation of this rule is an out. Once a runner has crossed the commitment line he can no longer be tagged out by the catcher; the catcher **MUST** touch the plate or strike zone mat for a force out. **The ball remains live.** A runner scores by stepping on the second home plate. If a runner steps on any part of the strike zone mat or home plate, the runner is ruled out.
15. An outfielder cannot throw out a batter running to first base. If a batted ball reaches the outfield untouched by the pitcher or an infielder, the batter is automatically awarded first base.
16. **NO LEADOFFS OR STEALING IS PERMITTED.** Runners may leave the base once the ball is released by the pitcher.
17. 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.**
18. Courtesy Runners may be used with the other team's manager's permission. The courtesy runner must be the **last batted out.** During ground rules let the umpire/opposing manager know of any courtesy runners for your respective team.
19. Player Fielding Positions – Players may play any position on the field with no restrictions. Short Center may play on either the dirt or grass. 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.
20. Defensive players may choose to wear gloves while playing the field
21. **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.
22. In case of rain or lightning during the game, 4½ innings (if home team is ahead) is considered an official game.
23. 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.
24. 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 supervisor will oversee handling 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, that he wants to file a protest. The umpire, both managers, scorekeeper and head field supervisor must all be involved in the protest meeting. The scorekeeper must mark clearly in the score book the point of protest. The head supervisor must write out the report stating exactly what rule is in question by the protesting manager. The protesting manager must submit a written protest at the time of the protest. Play will resume at that point. The decision will be made within 24 hours by the athletic staff and team managers 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 supervisor then it is a protest, the fee must be paid. If your team wins the game, you still must pay the fee. If you protest a player on the roster, there will not be a refund, win or lose.

## **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 Recreation Staff 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. Manager is responsible for fans of his/her team.

