



2016 Softball League Rules

Bourbonnais Township Park District

N.S.A. rules apply except for the following modifications:

A. CODE OF CONDUCT

If any of the following situations involve a player, spectator or umpire, the person involved will be suspended for the next game and will be asked to leave the park:

- Displaying behavior considered as being under the influence of drugs or alcohol. THERE IS NO ALCOHOL ALLOWED ON COMPLEX GROUNDS.
- Excessive use of inappropriate language, taunting or actions.
- Use of physical violence.
- Displaying of unsportsmanlike conduct.

Player Conduct

Any profanity directed at an umpire is an automatic ejection and 3 game suspension. Any subsequent offense will result in revocation from the league for that calendar year and no refund of any monies paid will be given. The offending player will not be allowed to play on any team participating in the BTPD.

B. ROSTERS

* Teams may not take players from other rosters unless it is approved by the League Director OR the Site Supervisor. The team captain of the team who is short players must come and talk to either park district official BEFORE the start of the game. If it is known that a player is playing from another team without the proper approval, that team will forfeit the current game.

* Anytime you put someone in your lineup, whether that is at the start of your game or an addition during the game, you must maintain that amount of people throughout the game. So, if you have 11 players on your line up and one person gets injured, the person that gets injured will be an automatic out when they are scheduled to bat. That extra batter is allowed to replace that injured person in the field, but must maintain their original spot in the lineup. This rule applies to both the Men's and Church leagues no matter the roster amount.

1. Roster Eligibility

- Participants must be sixteen (16) years or older by the start of the first game. Participants under eighteen (18) must have written guardian permission to participate.
- No player may play on two (2) different teams from the same division.
- A player may not change teams after the season has started.
- A player is not eligible to play until his name is added to the roster and he has added his contact information along with a signature for the waiver

2. Official Roster

- Each team will submit a completed and signed official B.T.P.D. League Roster/Waiver before playing their first game.
- A maximum of twenty (20) players can be listed on the roster at one time.
- A player must sign the team roster BEFORE he plays in a BTPD league game. If he does not do so, he will be considered ineligible and will not be allowed to play until the next game.

3. Signing of New Players

- Teams may add players to their roster until the start of their 5th game of the season with no exceptions.
- Once a team's 5th game has started, under no circumstance may there be an adjustment made to the roster.
- If there is a roster protest and a player is playing who is on the roster but has not signed the roster, he will be considered ineligible and the team in question will not lose their protest fee.

4. Player Eligibility Protest Procedures

- A team may request a player eligibility protest to the lead umpire any time before the last out of the game which will stop the game immediately.
- The protesting team must then submit \$50 in cash to the league supervisor prior to the roster check.
- The supervisor will then check the eligibility of every player on **BOTH** teams.
- To be an eligible player the player must:
 - have printed name and signature on the official roster
 - present a valid photo I.D. that matches name on official roster
- Any player that is not listed on the official roster or cannot present a valid photo I.D. will be declared ineligible
- The team found with an ineligible player will forfeit the game and receive a loss.
- If both teams have ineligible players, both teams will forfeit the game and will both receive a loss.
- The protesting team will receive its \$50 back if the protest finds ineligible players on the other team **and** no ineligible players on the protesting team. If no ineligible players are found on the opposing team **or** if there are ineligible players found on the protesting team the \$50 will not be returned to the protesting team.

C. EQUIPMENT

1. Softball

- The league will utilize and furnish a NSA Standard 12 inch (.52 core 275 lb. Compression) softball.

2. Bats

- Only NSA certified bats will be allowed.

3. Spikes

- Metal spikes will not be allowed.

4. Uniforms

- Matching or numbered uniforms are not required for this league.

D. REGULATION GAME

1 Length of Game

- Regular season games will be seven (7) innings long.
- No new inning will start after the sixty (60) minute mark.
- If the game is tied at the end of seven (7) innings or at the end of the time limit, one additional inning will be played; if a winner has still not been determined the game will end as a tie.

2. Number of Players

* Anytime you put someone in your lineup, whether that is at the start of your game or an addition during the game, you must maintain that amount of people throughout the game. So, if you have 11 players on your line up and one person gets injured, the person that gets injured will be an automatic out when they are scheduled to bat. That extra batter is allowed to replace that injured person in the field, but must maintain their original spot in the lineup. This rule applies to both the Men's and Church leagues no matter the roster amount.

* Teams must have a minimum of 9 to start the game and can go down to a minimum of 8 players due to injury. If a team goes down to 8 players, there will be an out where the injured player was removed. If a team starts with 9 and maintains 9 players, there will not be an out assessed to the team. If a team starts with 10 and has an injury with no substitute, there will be an out assessed to the injured player.

- Each team must field a maximum of ten (10) or a minimum of nine (9) players at the start of each game.
- Should a team start a game with nine (9) players, there will not be an out assessed.

3. Ready to Play

- Teams must be "ready to play" (minimum number of players required ready to bat or take the field) at the scheduled game time. Teams not ready to play will forfeit the game.
- There is a five (5) minute "grace period" for a 6:00 p.m. game and no "grace period" for any other game.

4. Late Arriving Player

- A late arriving player can be added to the bottom of the batting order at the end of a completed inning without penalty to the team.

5. Extra Players (EP)

- Teams may use as many extra players (EP) as they want.
- The EP must remain in the same position in the batting order for the entire game.
- The EP may play defense at any time without his status being affected.

6. Scorekeeper

- The official scorebook is to be kept by the home team determined by a coin flip.

7. Run Rule

- 15 runs after 3 innings
- 12 runs after 4 innings
- 10 runs after 5 innings

8. Inclement Weather

Games shortened by inclement weather, darkness or for administrative reasons will be official if:

- The home team is winning after four and a half (4 ½) innings.
- Five (5) full innings have been completed; the game will revert back to the last completed inning.

E. TOURNAMENT GAMES

1. Ready to Play

- Teams must be ready to play ten (10) minutes before their scheduled game except for a 6:00 p.m. game.

2. Length of Game

- Playoff/Tournament games will be seven (7) innings long unless extra innings are needed to break a tie. No new inning will start after the sixty minute (60) minute mark except for the Championship game(s) which will have no time limit.

3. Seeding and Home Team Determination

- Seeding will be determined by a team's regular season record. In the case that two or more teams have identical records, the better seed will be awarded to the team that first, has the head-to-head advantage and second, has the higher run differential.
- The Home team will be awarded to the team that first, has the fewest tournament losses and second, has the higher seed.

4. Forfeitures

- If both teams forfeit a tournament game, the team with fewest tournament losses and second, has the higher seed, will advance.

F. PITCHING

* If the batter is in the batter's box, the pitcher MUST wait at least 1 second before he or she starts their wind up/pitching motion before pitching. But, the pitcher may NOT wait more than 5 seconds before he or she starts their wind up/pitching motion before pitching.

* In other words, quick pitching is not allowed.

1. Legal Pitch

- The pitcher must begin with one foot on the pitching rubber and make no motion with the intent to deceive the batter. A legal pitch must reach at least six (6) feet in height and must not exceed ten (10) feet in height.

2. Strikes and Outs

- One (1) and One (1) count will be in effect.
- If a batter hits a foul ball with two (2) strikes, the batter is out.

3. Pitcher Warm Up

- Returning and new pitchers will be allowed two (2) warm-up pitches before the start of any half-inning.
- After one (1) warning call if the batter is not ready an automatic strike will be called.
- After one (1) warning call if the defense is not ready an automatic ball will be called.

G. BATTING

* To be eligible to swing the bat, the batter must have TWO feet in the batter's box at all times. If the batter needs to step out of the box to fix equipment or other general issues, they have 5 seconds to do so. The batter must have two feet in the batter's box before the pitcher starts the delivery. Keep in mind, the white lines are part of the batter's box. So, a batter may NOT start with one foot out, and one foot in the box.

1. Number of Batters

- At a minimum, teams must bat the number of defensive players they field.
- No designated hitters allowed.

2. Home Run Rule

Men's League

3 and 1 up Rule will be in effect

- If a team/batter exceeds the number of home runs allowed, the batter will be out and the base runners will return to their base.

Church League

1 and 1 up Rule will be in effect

- If a team/batter exceeds the number of home runs allowed, the batter will be out and the base runners will return to their base.

3. Bunting

- No bunting.

4. Batting Order

- Team managers must submit their batting orders to the home team prior to the start of the game.
- A batter will be called out if they do not bat in their correct batting order.

5. Hit It, Get It Rule

- Any foul ball or home run hit out of play must be retrieved by the team at bat. Failure to do so within a reasonable time frame will result in an automatic out.

H. BASE RUNNING

Plays at Home Plate

* There is NO rule stating you must slide at home plate. There is NO rule stating you must avoid contact. HOWEVER, there **IS** a rule stating you must use proper judgement during the play to avoid excessive contact. If there is incidental contact, the play will go on. If there is malicious intent (judged by the umpire) on either player, the umpire reserves the right to either eject a player or make the call based on that judgement. For example: If there is a close play at the plate and the runner does not slide but incidentally runs into the catcher and the catcher drops the ball, the runner will be safe. On the other hand if the runner, based on the umpire's opinion, runs into the catcher without any attempt to slow down, avoid contact, or score with sliding, the runner will be called out and may be ejected.

* The Catcher may NOT block the plate and may only stand in the base path or over the plate if he or she has the ball. If the catcher is waiting for the ball to be thrown from a teammate, he or she must stand in front, behind, or to the side of the plate.

1. Stealing

- No stealing allowed. A base runner cannot leave their base until the pitched ball has been hit.
- No courtesy step.

2. Sliding

- Sliding is permitted but not required. However, if any base runner makes unnecessary contact with a defensive player the base runner may be called out for "plowing."

3. Blocking a Base

- Completely blocking any base, including home plate, is illegal and unsafe during slow pitch softball. The base runner will automatically be called safe if the defensive player completely blocks the base. **WARNING, blocking any part of the plate puts your body in harm's way and may result in injury.**

4. Plowing

- Attempting to "plow" over any defensive player on the play is not allowed and will cause the base runner to be called out. If a base is completely blocked by a defensive player avoid contact with the defensive player by running to the side of the player and the umpire should declare you safe.

I. SCHEDULING / POSTPONEMENTS / CANCELLATIONS

- The B.T.P.D. will schedule all regular season and tournament games. Games are generally scheduled as back to back double headers but are not guaranteed.
- Cancellation/postponement/rescheduling of games will be determined by the Recreation Supervisor. The B.T.P.D. will contact the respective team managers. Team managers are responsible for contacting their respective players on all cancellation and/or rescheduling of games.
- The B.T.P.D. has a predetermined amount of rain dates reserved at the end of each season. Postponed games will be made up on those dates. The B.T.P.D. cannot guarantee all postponed games will be made up if all rain dates become used. The B.T.P.D. reserves the right to use days other than normal league days, if necessary, for makeup games.
- The B.T.P.D. Weather Line will always be up to date and will inform you of any cancellations. **Weather Line – 815-933-9905 ext. 5.**

J. BLOOD RULE

Any player who is bleeding must be removed from the game until the wound is bandaged and covered. If there is blood on the uniform, the uniform must be changed or disinfected before the player can re-enter the game. A courtesy runner will be allowed for an offensive player who is being tended to. The courtesy runner will be on the same team that made the last out in the current game. A defensive player can be substituted (courtesy substitution) for by an extra player on the bench until the situation is corrected.