

**WILMETTE PARK DISTRICT
MEN'S 16" SOFTBALL LEAGUE
RULES**

➤ **RULE 1-ELIGIBILITY**

1. A player may play on only one team in the Park District 16" Men's League
2. A player must be at least 18 years old.
3. To participate in any play-off game, a player must have played in three regular season games. This includes scheduled and make-up games.

➤ **RULE 2-TEAM ROSTER**

1. There will be a roster of eighteen players allowed.
2. A final roster will be due on the date of your teams fifth game.
3. Any team using ineligible ball players will automatically forfeit the game, regardless of the outcome. If both teams are using ineligible players each team will be credited with a loss, neither a win, regardless of the outcome of the game.

➤ **RULE 3- THE GAME**

1. All games will be played at Howard Park.
2. Batter will start with a 1-1 count.
3. A ten-minute forfeit rule will be **strictly enforced**. A team may start the game with nine players. If a team with nine players has a man expelled from the game by the umpire because of unsportsmanlike conduct, the game is terminated at this point and forfeited to the other team.
4. Any make-up games affecting first place must be played. Others will be played if conditions and time allows. Make-up games will be scheduled as soon after the cancellation as possible. The Sports Supervisor (847-256-9689) will be in contact with the team captains concerning the make-up game times.
5. 60-foot base lines will be used in this league.
6. The Wilmette Park District will provide one umpire and one ball for each game. The home team will keep the ball.
7. **Foul Ball Rule**: Batter is declared out on first foul ball after two strikes. Runners may advance if the ball is caught.
8. **Run Rule**: Game is called if home team is leading by ten runs anytime after four and ½ innings. If team batting first is leading by ten runs in fifth inning or after, the home team still must get their time at bat. Then, if team batting last is still behind by ten runs, the game is terminated.
9. **Extra Hitter Rule**: Team may bat 11 players and play any 10. Team must finish game with 11 hitters or a penalty out will be taken. Or a team may bat everyone, play 10 on the field.
10. **Drag or Freelance Pitching Rule**: Pitcher must start with both feet on rubber presenting ball in both hands. He then may take one step or jump in any direction.

Back foot may not then be brought in front of front foot until ball is released. Front foot also must not move until pitch is released.

11. In any situation not covered by the aforementioned rules, the official rules of ASA-Amateur Softball Association of America will prevail.
12. **Pick-off Rule:** It is legal for a base runner to advance one base on a pick-off attempt by pitcher or catcher provided that the base runner is advancing to is unoccupied. Home plate is always considered to be unoccupied. The pitcher must release the ball to the base the runner starts at on the pick-off attempt in order for this rule to be in effect. Only the runner that is being played on is allowed to advance the one base.
13. **Collision Rule:** The base runner who chooses not to slide when being played on at any base must **always** attempt to avoid contact with the fielder (with or without the ball). He is declared out if he doesn't avoid contact. If the contact is determined to be flagrant, the offender will be ejected from the game. The ball is dead and other base runners cannot advance past what they normally would have got.
14. Pitches landing in the well will be strikes, if all other criteria of strike zone are met.
15. There will be no batters box. However, the umpire will still call the batter out for stepping across the side of home plate.
16. **Additional Hitter Rule:** Each team has the option before every game of batting ten people with the Free Substitution Rule applying or inserting an additional hitter in line-up without the Free Substitution Rule applying. If a team starts with eleven batters, they must finish with eleven. If at anytime in the game the additional hitter is unable to bat, an automatic out is declared when his turn come up in the batting order.

➤ RULE 4-PROTESTS

1. You may not protest a call involving umpire's judgement.
2. All protests are due in writing at the Wilmette Park District Office within forty-eight hours of the action being protested.

➤ RULE 5-CONDUCT

1. All players must conduct themselves as gentlemen and athletes on the field.
2. Profane language, rough housing, etc. will not be tolerated.
3. Alcoholic beverages are **NOT** allowed in the park.
4. Umpires will be instructed to enforce all rules of player conduct.
5. Players violating rules of conduct will be expelled from the game and in case of serious infraction of these rules barred from future league play. The Sports Supervisor will determine the degree of seriousness of the infraction.
6. Any player thrown out of more than one game for unsportsmanlike conduct will be expelled from the league.
7. Players expelled from game must immediately leave the park, go where they cannot be "seen or heard" by the umpire. **Failure to do this will result in the forfeiture of game.** A time limit of two minutes will be given for the player to leave.
8. Players, who insist on carrying on debates with umpires, after ball games are completed, are subject to future game suspension.

➤ **RULE 6-SAFETY PRACTICES**

1. **Bat Rule:** All bat handles shall be properly wrapped. All bats must have at least ten inches of continuous tape to be considered legal. An appeal is not necessary.
2. No metal spikes allowed.
3. Any accidents shall be immediately reported to the on site Field Supervisor.
4. The Wilmette Park District will make First Aid equipment available on the field for player use.
5. The team sponsors or the Wilmette Park District assume NO responsibility for accidents occurring in any connection with play or practice of softball at Howard Park or other alternative fields.

➤ **RULE 7-FORFEITS**

1. There will be a \$35 forfeit fee. This fee needs to be paid before taking the field on the date of your team's next game.
2. Teams forfeiting more than once during a season may jeopardize their standings in the league for the next year.
3. Games may be forfeited for the following reasons:
 - a) Team not having nine players after the 10-minute forfeit time.
 - b) Team down to eight players because of player or players being thrown out of game for unsportsmanlike conduct.
 - c) Any team using ineligible players.
 - d) Failure of expelled player to leave Ball Park immediately.

➤ **RULE 8-WEATHER PROCEDURE**

1. Whether to play or not on an inclement day will be determined by 4:00 p.m. It is the responsibility of every team manager to call the Sports Weather Line (847-920-7949 ext 8) or our website www.wilmettepark.org on these days after 4:00 p.m., to see whether games will be played. All managers of teams involved in a rained out game will be contacted by the Sports Supervisor (847-256-9689) with information of the rescheduled game.
2. In the case of a Tornado Alert or Thunderstorm/Lighting Alert, all games will be stopped and players should leave for a place of safety. If possible, games will resume 30 minutes after the last lightening sighting.

➤ **RULE 9-TIME LIMIT**

Game time limit will be one hour and fifteen minutes, except the final scheduled game, which will have a 10:00 p.m. curfew. If the game is not a completed game, it will continue until it is a complete game. If the second game has to be stopped because of the 10:00 p.m. curfew, the final score will revert back to the last full inning. In the case that five full innings have not been completed, this game (the second game) will be a suspended game and the final innings will be rescheduled at a later date.

➤ **RULE 10-GROUND RULES**

1. **Diamond #1 (North)**-Fence down first base side all in play. Short fence down third base line is in play. Chalk line extending from fence on third base side to light post determines dead ball area. Thrown or batted ball beyond this line is out of play. Ball over fence on fly in fair territory is a home run. Ground rule double for one bounce over fence or for ball going through opening in right center field.
2. **Diamond #2 (South)**-Short fence down first base side all in play. Chalk line extending from fence down first base side to light post determines dead ball area. Thrown or batted ball beyond this line is out of play. Fence on third base side is all in play. Batted ball hitting in trees on third base side is dead ball. Batted ball over fence on fly in outfield is home run, as well as hitting light post above fence in left field. Ground rule double for one bounce over fence or for batted ball going through opening in left center field.