

FOX VALLEY PARK DISTRICT

12" Slow pitch League Rules

- 1) **AMATEUR SOFTBALL ASSOCIATION** rules will be followed , except where they conflict with FVPD league rules.

GOVERNING BODY

- 2) The Fox Valley Park District Recreation Department.
- 3) The FVPD Athletic Coordinator will make the league schedule, determine standings, and rule on all matters affecting the league but not covered in these rules.

TEAM ROSTERS and ELIGIBILITY

- 4) Rosters and Entry Fees are due prior to first scheduled game.
- 5) Each player must **sign** the roster.
- 6) Players must be high school graduates or of equivalent age.
- 7) Non-resident fees will be assessed to all out-of-district players. (\$10.00)
- 8) Players may be added to the roster through a team's eighth (8th) game. Players that have not participated in a game may be dropped from the roster.
- 9) No player trades or team switching.
- 10) Captains must have an updated copy of their roster at all times in case of a roster check.
- 11) *****All subs must be on the team roster*****
- 12) If there are changes to the roster prior to the 9th game of the season be sure the Recreation Supervisor has a copy of your most recent roster.
 - a) If a team requests a roster check and an individual playing is not on the roster the team forfeits that game.
- 13) *****Players are allowed to play on two teams if it meets the listed criteria:**
 - a) The player must be on both teams roster.
 - i) The player cannot play on more than 2 teams
 - ii) The player cannot play on a team if they are not on the roster.
 - b) The player can only play up, or down (not both up and down) a division level.
 - i) The player can not play on an A team, and a C team, or a B team and a D team, or a A team and a D team.
 - ii) The player can however play on an A team and a B team, or a B team and a C team, or a C team and a D team.
 - iii) The following examples from rule b-ii, can also be inverted.
 - iv) Any person that is caught playing on more that two teams, or caught playing on teams further than one division a part will be suspended for 5 games in both divisions whose roster they are listed.
 - v) Umpires have been made aware of this rule change and will be on alert for individuals who choose to exploit this rule change.
- 14) Playing an ineligible player will result in a forfeit.
- 15) Only player on the roster filed by the Recreation Supervisor are eligible for playoffs.

PLAYER CONDUCT

- 16) Any player or coach ejected from the game by an official for unsportsmanlike conduct shall automatically be suspended for the next five (5) games. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the team not at fault will receive credit for a win.
 - a) Suspensions go by games played, not game schedule to play (in the case of buys/rainouts).
- 17) No player shall push or strike an umpire, league official, or member of the opposing team.
- 18) **PENALTY:** One calendar year suspension from league competition.
- 19) Consumption of, or playing under the influence of, anything intoxicating will result in ejection from game and bench. Repeated offenses will result in suspension from league play.
- 20) Use of obscene language or "riding" of opposing players may result in ejection from game and bench.
- 21) Only players, managers, scorekeepers, sponsors, and batboys may be on the field or bench.

GROUND RULES

- 22) All teams will be scheduled for doubleheaders only. The early doubleheader will start at 6:30 p.m. and the late doubleheader will start at 8:15 p.m.
- 23) Game time is forfeit time. Teams may start with eight (8) players. The ninth (9th) spot in the batting order will be an out until such time as the 9th player arrives. Teams with less than eight players at game time will forfeit and have until 7:00 p.m. in the first doubleheader and until 8:45 p.m. in the second doubleheader to field a team for the second game. Teams starting with nine or ten players may add one additional player (last spot in the lineup) upon arrival of that player.
- 24) **Teams are allowed four game forfeits; on the fifth forfeit they will be removed from the league, their remaining games will be removed from the schedule and played games will be considered as no contest. The team will forfeit all monies paid.**
- 25) EXTRA PLAYER RULE: Teams may bat eleven players, any ten may play the field.
- 26) A team can only have the same number of players that it starts on their roster after the 8 game cutoff. **EXCEPTIONS:**
 - a) A player is injured or ejected and there are no eligible players on the bench to replace the departing player.
 - b) A team may add one "late arriving" player, he must bat in the last spot in the batting order.
- 27) RE-ENTRY RULE: Any *starting* player may leave the game and re-enter once. If he re-enters he must return to the same spot in the batting order.
- 28) Two *courtesy* runners are allowed per game; must be the player that made the preceding out.
- 29) No metal spikes.
- 30) No lead-offs or stealing. Runners must maintain contact with the base until a pitched ball reaches home plate.
- 31) A runner who remains on his feet and deliberately with great force crashes into a defensive player hoping to jar the fielder so hard that he will drop the ball, *rather than slide* in attempt to avoid being tagged out, shall be declared out. If the umpire interprets this unsportsmanlike action to be flagrant the runner shall be disqualified from the game.
- 32) Pitchers need only one foot on the rubber to release a pitch. No arc limit. No Fakes.
- 33) A mat will be used to help determine strikes (the "well" is a strike). A ball may cross the plate and not hit the mat and be declared a strike. The umpire's decision on ball and strike calls is final and not subject to debate.
- 34) After the first inning no warm-up balls are allowed on the field. The game ball may be used by either the pitcher or the infielders to warm-up.
- 35) SLAUGHTER RULE: A 15 run lead after four innings or a ten run lead after five or six innings will end the game. The home team will be allowed to bat if the visiting team goes up by 10 runs. If both managers agree and the time limit is almost expired, the visiting team may bat consecutively between the 5th and 6th inning or 6th and 7th inning as a catch up or slaughter situation.
- 36) TIE-BREAKER RULE: If after seven complete innings the score is tied, the visiting team will start the eighth inning with a runner at second base, after three outs the home team will do the same. Successive innings will be played in this manner. The runner placed at second base must be the person that made the *last out* of the previous inning.
- 37) TIME LIMIT: No inning will start after one hour of play. Exception: Ties - all tied games will be played to completion. The second game of a doubleheader can not be called on time prior to 8:15 or 10:00 respectively.
- 38) UNIFORMS: Players must wear matching jerseys. Players out of uniform *may* not be permitted to enter the game. If players are on more than one roster they must have more than one Jersey. Playing on different teams using a Jersey other than the team Jersey is not acceptable.
- 39) BATS: Banned bat list available at www.softball.org under "certified equipment"
- 40) Summer Softball will end with a double elimination playoff.
- 41) Fall Softball will end with a single elimination playoff.

RAIN OUT POLICY

- 42) In case of cancellation due to rain, **managers only** should call the Park District Sports Information line (375-7401). Rain-out information will not be available prior to 4:30 p.m. If make-up date is not announced on the recording it is the responsibility of the team manager to contact the league director to determine the rescheduled rain date.
- 43) Summer softball rainouts are played on Fridays and Saturdays. **All divisions will play Fridays as needed and Saturdays when needed.**
- 44) Fall softball rainouts are played on Tuesdays and Saturdays. **All divisions will play Tuesdays as needed and Saturdays when needed.**
- 45) Unless a game has become official (losing team having 4 complete at-bats), games rained out in progress will be resumed from the point at which the umpire called the game.

PROTESTS

- 46) Protests will be accepted from managers or acting managers only. No protest will be accepted from a team that has not paid all fees or completed all roster requirements.
- 47) A protest must be based on rule interpretation, not the judgment of an umpire.
- 48) Protests must be made in accordance with ASA rules and submitted to the league director by 5:00 p.m. the next working day.
- 49) All protests must be typed and accompanied by a \$50.00 cash bond. The bond will be forfeited if the protest is not allowed and returned on any protest that is upheld.

LEAGUE MEMBERSHIP AND LIABILITY

- 50) Teams from within the Fox Valley Park District boundaries will be given entry priority provided that they meet all entry deadlines and requirements. Teams returning from the previous year must register by the specified deadline to be assured of league entry.
- 51) The Fox Valley Park District assumes no responsibility for injury to players (any and all other participants) before, during, or after a game. The FVPD recommends that all teams insure their players. Injured players are not advised to participate without physicians approval.

AWARDS

- 52) Sponsor trophy 1st, 2nd, and Individual award(TBD) will be awarded to the Championship Team