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District of Franklin Park Summer 2010

Men's 16" Softball Rules Tuesday/Thursday League

Updated 5/14/10

www.fpparks.org

The Park District of Franklin Park will use official ASA 16" softball rules unless otherwise stated in these rules or at the captains meeting. PLEASE READ THESE RULES CAREFULLY. Teams are responsible for the knowledge of both ASA 16" rules and The Park District of Franklin Park Rules. Rules may be added or deleted by the Athletic Manager at any time, but not without proper notification to the team captains and officials.

League Fees

The entry fee for the league is \$655. At least \$100 must be paid at the time of registration to reserve your spot in league. All league fees must be paid in full by the start of the first game of the regular season or all games will be forfeited. If for any reason you cannot pay in full by the first game, please contact the Athletic Manager.

Captain's Responsibility

All captains are representatives for their teams. They are expected to inform their players about the rules and regulations throughout the season. It is the captain's responsibility to make sure all rosters and league fees are submitted when they are due. All captains are expected to inform players of rescheduled games, cancellations and other league administrative items. It is the captain's responsibility to take ground rules with the umpire and opposing captain before the game and make sure everyone is clear on the rules and regulations. Captains are responsible for keeping score for their team on the game score sheet as well as checking the accuracy of scores between innings. Only team captains shall discuss disagreements with the umpire (missed calls, judgment calls and or time limit issues). Captains are responsible for the conduct of their teammates and spectators.

Roster

All rosters are due on the first night you play. It is the responsibility of each team to have enough players rostered to ensure a forfeit will not happen. We recommend strongly that each team roster a full 20 players. All players must completely fill out and sign the roster. Players are required at all times to carry a driver's license or state ID to prove identification. Signatures must match the signature on the roster. No players may be added from the roster after the third game. Roster changes can be approved at the discretion of the Athletic Manager for teams needing to add a player to their roster due to unforeseen circumstances. If there are any questions concerning the eligibility of a ballplayer, the team must ask after the first pitch is taken, but prior to the second pitch.

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Sportsmanship- Unnecessary and unsportsmanlike conduct is not permitted. Players not conducting themselves properly will be ejected, suspended and dismissed from the league. This includes swearing, threatening anyone or taunting. The Athletic Manager will handle all cases on a case-by-case basis. **NO PLAYER, COACH, MANAGER, OR CAPTAIN IS ALLOWED ON THE FIELD UNTIL THE UMPIRE SUMMONS THEM.** The Park District reserves the right to dismiss any individual or team at any time due to persistent poor behavior. Any time a player touches an umpire for whatever reason, he will be suspended from the league for the remainder of the season and his team will receive an automatic forfeit in that game.

Ejections- Any player ejected from a game is automatically suspended for the next game and possibly future games depending on their behavior after the ejection. If any player is ejected from two games, that player will be suspended for the remainder of the season including tournament play. Captains need to submit the ejected players name to the Field Supervisor at the conclusion of the game.

Fighting- Any player who engages in fighting to any degree will receive a minimum five game suspension. Additional game suspensions may be handed out, as well as the player being expelled from the league. All suspensions will be dealt with on a case-by-case basis. Any team member who leaves the bench and enters a fight, to any degree, will cause his team to forfeit. Additional game forfeits may be handed out as well as players being expelled from the league.

Illegal Substances- Alcoholic beverages are not allowed in the park; smoking is not allowed on the field or in the dugout. Any player or spectator who is violating this rule will cause the forfeit of his team's game. Each team's captain is responsible for his own team members and spectators with regards to enforcing this rule. Any player found to be playing under the influence of alcohol (in the judgment of the umpire or park official) will not be allowed to participate any further in the game and, subject to Athletics Supervisor's review, possibly the league as well.

Inclement Weather Rulings

All weekday games will have a weather hotline, which will determine after 4:00 p.m. if games are on or off. **That number is (847) 451-8133.** No further determinations of games will be made after 4:00 p.m. After this time, the umpire shall be the judge as to whether or not the field is playable. **LIGHTNING:** At the first sight of lightning a decision on whether or not the game will continue will be decided after a 30 minute delay of the game by the field supervisor and the umpire. Rain Out/Make-Up Games will be rescheduled as soon as possible with the teams receiving reasonable notice. Games may be played on Saturday or Sunday if necessary. Double headers may be played in order to get games in.

Forfeits

Ten players make an official team; any less than eight will constitute a forfeit. There must be eight players by game time otherwise the game is ruled a forfeit. If a team has eight players, that team will become the away team. The 9th player must show up by the third out of their at bat or by the time their spot in the order is up to bat or the game will result in a forfeit. If both teams have less than 8 players, they both receive a loss. **GAME TIME IS FORFEIT TIME.**

Umpires

All umpires are representatives of the Park District of Franklin Park and have the authority to order a player, coach, or manager, to do, or commit any act(s), which in their judgement is necessary to maintain an orderly game. Once the game begins the umpire has control over the entire playing area including the area where the spectators are located. Most importantly, all umpires must be treated with respect. Players, coaches, managers or captains that attempt to hassle any umpire- before, after or during the game will be suspended from the league. *Please note that the umpire is the official timekeeper of the game. Their watch determines game time.*



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from the Park District for their personal records. An official score sheet will be passed around every inning. It is the batting team's responsibility to keep score when they are up to bat. Please confirm the amount of runs scored with the umpire and opposing team after every inning to make sure the score is correct.

Protests

Protests will be allowed only if they deal with an interpretation of the rules. If a team wishes to lodge protest, they must notify the umpire prior to the next pitch. The team lodging the complaint must submit a printed or typed statement of protest within 24 hours to the Park District of Franklin Park (9560 Franklin Ave, Franklin Park, IL 60131) and pay a \$50 protest fee. If the Athletic Manager accepts the protest the game will be played over from the point of the protest and they \$50 will be refunded. If the protest is not upheld, the team will not receive its money back.

ASA Rules

All 16's softball games are governed by the Official 16's Softball Rule Book published by the Amateur Softball Association of America, with local exceptions as defined by this rule sheet. All decisions by an umpire or a field supervisor concerning playing rules and rules shall stand as final.

1. Softball bats 6 Open bat policy. Any bats are allowed.
2. NO METAL BASEBALL SPIKES! No metal baseball spikes will be allowed during regular season or tournament play. Any player found to be playing with metal baseball spikes will be ejected.
3. Uniform shirts are preferred. If this is not feasible please try to wear the same color shirts.

Determining League Championships/Tie-Breaking Procedures

1. Overall league record
2. Head to Head Competition between teams tied*
3. Run difference between teams tied.

*If there is a tie between four or more teams for first place a playoff will be played to determine league champions, regardless of record between teams tied. Money for umpires and balls will be subtracted from the payout if a playoff occurs.

*If there is a tie for second place where the teams have identical records and split the season series, the total money will be divided between the teams tied and seeding for the tournament will be decided by a coin toss.

Awards

1 st Place League	\$400 plus trophy
2 nd Place League	\$200 plus trophy
1 st Place Tournament	\$200 plus plaque
2nd Place Tournament	\$100 plus plaque

League Website

For updated standings, schedules and more check out the league website at www.fpparks.org

Playoffs

Players must play a minimum of 3 games to be eligible to compete in the playoffs. Any team who attempts to play with a player who is not eligible to play in the playoffs will forfeit the game. Playoffs are single elimination and consist of teams in your league only.

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The Official league diamond for 16ö softball will have 60-foot base lines and a pitching distance of 38 feet.

Game Start

Game times are scheduled for 7:00, 8:00 and 9:00 pm.

Players- Ten players (not including an additional hitter) make an official team. Nine players are needed to begin and continue the game. If you have at least 8 players you must begin as the visiting team. Additional players may be added at any time. If the team starts with 10 or 11 players and one gets injured they can finish with 9 or 10 players but the vacant spot in the line up will be automatically out if there are no subs to replace the player.

Starting Count and Time limits- Games will start with a 1-1 count. No new innings will start after 60 minutes, no infield ball after the first inning and pitchers get one warm-up pitch after the first inning. Games will have a time limit of 60 minutes. Once an inning has started it will be finished. The only exception to this rule is for ties. All ties will be played until one team is ahead at the end of a complete inning. *During tournament play there are no time limits.*

Slaughter Rule

Slaughter rules apply in all games except the championship of the tournament. If the home team is behind in the score, the slaughter rule is always enforced after their at-bats.

- 20 runs after 4 innings
- 12 runs after 5 innings
- 10 runs after 6 innings

There is no time limit during the playoffs and no slaughter rule during the championship game.

Player Re-Entry Rule

Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position wherever he is in the lineup. A substitute who is withdrawn may not re-enter. Any re-entry by a starter must be reported to the umpire and scorekeeper. Failure to do so will result in the offending player and manager being ejected from the game.

Batting

Bunting/Chopping/Foul outs- There is no bunting or chopping. A chopped hit ball is one at which the batsman strikes downward without a full swing of the bat. The batter will be called out if he or chops the ball foul or fair. The batter will be called out when hitting a foul ball with two strikes. The batter shall be called out if he throws the bat following a hit ball.

Additional Hitter Rule- The additional hitter rule can be used in the entire ASA program. A team may insert a AH into its lineup. The batting order must remain constant; however, any 10 of the 11 players can take a defensive position throughout the game. If the AH is used, the team must finish with 11 players or the vacant spot in the lineup is an automatic out. It is not mandatory that a team use an AH, but failure to declare such a hitter prior to the game, prohibits the use of an AH in that game.

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~~Drag foot pitching is allowed.~~ The pitcher shall take a position with both feet firmly on the ground and in contact with the pitcher's plate. This position must be maintained at least one second before starting the pitching motion. The pitcher may not use more than two hesitations. The pitcher is allowed to take only one step forward, sideways, or backward prior to delivering the ball. The ball must be delivered to the batter at a slow speed; if the umpire decides the ball is pitched too fast it will be called an illegal pitch in the air. A 6-foot (minimum) to a 12-foot (maximum) arc rule is in effect.

Illegal Pitches- Pitches that have too much (over 12 feet) or too little arc (under 6 feet) will be called illegal in the air. An illegal pitch is a ball unless the batter attempts to hit it, whereupon the ball is in play.

Pick Offs- Should the pitcher, while on or near the pitching rubber, throw to any base in an attempt to put the runner out, the base runner, may advance ONE base at his/her own risk, unless the preceding base is occupied prior to the throw. Only the base runner played on may advance. This same rule applies to any attempt by the catcher to put the runner out. If the pitcher plays on a runner it is not considered a ball. **STEALING HOME IS NOT PERMITTED.** A batted ball or a walk must bring players home.

Base Running

Leadoffs and stealing-Base runners may lead off from any base, at any time, at their own risk. Base stealing is permitted (See Pick Offs), only the pitcher and catcher play on the runner. Stealing home is not permitted.

Courtesy Runners-A courtesy runner can be used if the opponent agrees. The opponent can agree one inning and refuse the next. The courtesy runner will be the person who made the last batted out.

Slide Rule- It is the sole responsibility of the base runner to avoid any unnecessary contact with the defensive player when the player is in the process of making a play on that runner. Unnecessary conduct will result in the player being declared out. There is no mandatory slide rule but slide to avoid contact. However, any player using arms or shoulders above and beyond the normal (which will be the umpire's decision) will be called out or even suspended for unsportsmanlike behavior.

North Park Ground Rules

Home Runs- Any ball hit onto or past the concrete sidewalk on a fly in right field will be an automatic home run.

Ground Rule Triple- Any ball that hits the ground and goes over the fence in right center field is an automatic triple.

Bushes, Gazebo and outsider interference- Should a ball get stuck in bushes in right center, stay under the gazebo area in right field or be touched by a someone who is not playing the game, it is the umpire's discretion to award bases. If a ball on the South Diamond hits before the walkway and rolls past it, the ball will still be live.

Good Luck and Enjoy Your Season!



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