

CHAMPAIGN PARK DISTRICT SENIOR SOFTBALL RULES AND REGULATIONS

(Updated 10/17/17)

Amateur Softball Association rules will be in effect except where modified below. It is the team manager's responsibility to inform his/her players of league rules and regulations. Please remember that Champaign Park District Senior Softball is a recreational program, and unsportsmanlike conduct will not be tolerated.

Section 1 – The Game

1. Game time is forfeit time. Each team must have at least eight (8) players (including any 65+ pickups) to begin the game. Of these eight (8) players at least six (6) of them must be roster players to avoid a forfeit. You may not bench players on your roster for players that you have picked up that are over 65.
2. Managers must submit lineups (including first and last names and jersey numbers) to the scorekeeper at least ten (10) minutes prior to game time.
3. Teams may play with no more than eleven (11) players on defense. Teams must bat all eleven (11) of these defensive players. Managers have the option to bat 11, 12, or all of their players in the offensive line-up.
4. Games will consist of seven (7) innings and a Forty-Five (45) minute clock. Once the Forty-Five (45) minute clock expires teams will play one more, full inning.
5. Scoring in the first 6 innings is limited to five runs per team per inning. In the seventh inning runs will be unlimited. If the clock expires before the 7th inning, the next inning will be unlimited runs.
6. The season will be a season long division based on the 2017 result.
 - A. We will play 1 time through the schedule. (Depending on the number of teams) the *Top Team* in the *Lower Division* will play the second half in the *Top Division*. The *Bottom Team* in the *Top Division* will play the second half of the season in the *Lower Division*.
 - B. We will play 18 Games and then a Tournament at the end of the season.
 - The *Lower Division* will play their tournament and the winner will win a bid to the *Top Division* Tournament.
7. 65ers will play the season in the *Top Division*.
8. A slaughter rule of 15 runs after the 4th inning is in effect.
9. The international tie breaker rule will be used to break ties. The player who was the last person up to bat in the previous inning will start on second base.
10. A board will be placed on home plate to call balls and strikes.
11. Progressive Homerun Rule: Each team will be allowed one (1) homerun over the fence. Either team may go one (1) homerun up as long as the other team has hit their allowed number of home runs. ***Any homerun hit over the limit will result in a one base advance per runner on base and the hit will be ruled a single.*** (Each runner on base will advance one base, and the batter will go to first.)

12. ASA rules governing delivery and arc of the pitch will be followed, with one exception. There will be a **10 ft.** box behind the pitchers mound that the pitcher is allowed to pitch from.
13. The count on the batter will begin at one ball and one strike. A batter hitting a foul ball on the third strike is out.
14. Unlimited courtesy runners are allowed each inning, but a player may be a courtesy runner for only one player per inning. A courtesy runner is in the game when announced by the offensive team manager.
 - a. A courtesy runner may not run for an existing courtesy runner except for an injury. An injured courtesy runner can only play an infield position on defense.
 - b. Any courtesy runner who is still on base when he is scheduled to bat will be declared out.
 - c. Batters sixty-five (65) or older may have a courtesy runner from home plate. The courtesy runner from home plate will start with both feet behind a line that is 3 feet behind the extended 3rd base line.
15. The “avoid contact” rule will be used in this league. If a defensive player has the ball, the runner must slide or make an obvious attempt to avoid contact with the defensive player.
 - a. If the runner remains on his feet and makes contact with the defensive player, the runner is to be called out. The runner will be ejected if the act is considered flagrant.
 - b. Defensive players obstructing a base without possession of the ball will be issued a verbal warning for the first offense. If the player continues to obstruct the base, the defensive player will be ejected for unsportsmanlike conduct and the runner will be called safe.
16. There are no tag plays on runners attempting to score. Once the base runner has crossed the commitment line twenty (20) feet from home plate, he cannot return to third base, and the force at home is in effect. The runner will be called out if he attempts to return to 3rd base. Safe or out will be determined by whether the catcher touches home plate before the base runner crosses the “scoring” plate. Runners must use the scoring plate. A runner who touches home plate will be called out.
17. Re-entry rule (ASA): Any substituted player may re-enter the game one time providing he bats in the same position in the batting order.
18. If there is an injury to a player in the line-up and no subs are available, the injured player may be removed and his place in the batting order will not be considered an out.
19. Once games begin, if the weather is threatening, the site supervisor will determine if the game is postponed. If lightning is observed in the vicinity, teams will be asked to leave the playing area for thirty (30) minutes. If the lightning disappears after 30 minutes, the game will continue. If the lightning continues after 30 minutes, the game will continue to be postponed until the area is lightning-free for thirty (30) minutes.
20. Any game terminated because of weather will be completed at a later date from the exact point at which the original game was stopped. If a game reaches 5 innings or 4 ½ innings with the home team winning, the game will be considered a complete game.
21. There will be a mandatory flip in the last inning if the visitors are ahead by 7 runs or more.
22. Slaughter Rule:

At the end of an inning if one team leads by the following the game will be over.

 - A. 20 runs after 3 Innings
 - B. 15 runs after 4 Innings
 - C. 10 runs after 5 Innings

Section 2 – The Uniform

1. Only basketball shoes, tennis shoes, and plastic or rubber cleat shoes will be allowed. Golf shoes, track shoes, steel cleats, or similar type spiked shoes will not be allowed.
2. Jewelry is not permitted and must be removed, with the exceptions of Medic Alert bracelets and necklaces and finger rings that cannot be removed. Jewelry that cannot be removed must be concealed to the umpire's satisfaction.
3. Teams are not required to have matching uniforms. However each player is required to have a shirt with a permanently affixed 6" number.

Section 3 – The Equipment

1. Only ASA approved softball bats will be used and the handles must be taped to regulation. A list of Non-approved bats is available from the league coordinator and will be posted in the supervisor office at each game site. The list is also available on the Champaign Park District's website www.champaignparkdistrict.com or on ASA's website www.softball.org
2. The CPD will furnish two (2) restricted flight softballs for each game. The winning team will receive one game ball after the game. The first game of each night will start out with two (2) new softballs. Each game after that will start with one (1) new softball.
3. The CPD will not replace balls hit out of play. A team that hits a ball out of play is responsible for retrieving that ball and if necessary throwing another ball into play. If the ball is not retrieved or the game is delayed, the team will be subject to a forfeiture declared by the umpire or the site supervisor.

Section 4 – Roster and Player Status

1. Any person turning fifty-five (55) on or before December 31st of the current season is eligible to be on the roster of a team in this league. Any player caught falsifying their date of birth on the roster/waiver form, and therefore found to be ineligible, will be suspended for the remainder of the season and their first year of eligibility. Additionally, the team captain will receive a minimum suspension of six (6) weeks and up to one year.
2. Team rosters will consist of no more than twenty (20) players.
3. The 65'ers team roster will include all players in the league turning sixty-five (65) or older by December 31st of the current season in question. 65'ers may not play against their own regular team.
4. A team manager or assistant manager may add or drop players by emailing their roster additions to matthew.silver@champaignparks.com before 3:00pm on the day of their scheduled game. Added players will become eligible when the manager receives an email back from the Adult Sports Coordinator letting them know that the addition has been approved. Added players must also sign a roster addition form on site before their game starts.
5. For players to be eligible to play in the post season tournament they must be added to the roster on or before the second half of the season begins. After this deadline players may be added to your roster however they will not be able to play in the post season tournament.
6. Players must be prepared to present a picture I.D. if identification is requested by Champaign Park District staff. If that player does not have a picture I.D. with them when requested, the I.D. must be brought to the Adult Sports Coordinator at the Leonhard Recreation Center within forty-eight hours. If the I.D. is not presented within those forty-eight hours, the game in question will

be declared a forfeit, and that player will be suspended from league play until the I.D. has been reviewed.

7. If a team knows in advance that it will have to forfeit, the Sports Department must be notified within three (3) business days of the forfeit. Each time the Sports Department is not notified that a team will have to forfeit (or a team shows up and does not have enough players), a \$10 forfeit fee will be assessed. This must be paid at the Leonhard Recreation Center before the next scheduled game or that will also be declared a forfeit and the team will be charged another \$10. Any team forfeiting two (3) games throughout the season will be dropped from the league.

Section 5 – Sportsmanship/Player Behavior

1. The Park District has a strict NO ALCOHOL policy in all of its parks. Possession or consumption of alcoholic beverages, drugs and drug paraphernalia, or being in an intoxicated condition on CPD property by any participant or spectator will not be tolerated. This rule applies to parking lots, spectator areas, dugouts, etc. Offending teams may be subject to game forfeiture, suspension and/or expulsion from league play. Spectators will be asked to leave the facility.
2. Behavior that threatens another player, coach, umpire, or staff member will result in immediate ejection from the CPD facility. (i.e. demonstratively protesting an umpires call, throwing a bat, verbally threatening another person)
3. Obscene and abusive language has no place on or off the field, regardless of whether or not it is directed at someone else. Anyone using foul language will be ejected from CPD facilities.
4. The umpire or field supervisor may eject any player for unsportsmanlike conduct. Upon ejection of the player the umpire will inform the manager and site supervisor that the player has been ejected. The manager will then be responsible for removing the player from the park within one minute of the ejection. A player remaining in the vicinity of the ballpark (including the parking lot) after being ejected from the game will cause his team to forfeit the game and will be subject to a longer suspension
5. Any player or manager ejected from a game for unsportsmanlike conduct will face an automatic seven (7) day suspension. If a team has a bye during the seven (7) days, or if the games scheduled during that seven (7) day period are rained out, the suspension will be altered to cover the team's next scheduled game. The suspension will begin immediately and includes all league and tournament games sponsored by the Champaign Park District or held on Champaign Park District fields within that seven (7) day period. A suspended player may not attend nor participate in the game(s) affected by the suspension. Following the ejection, the team manager for the player that was ejected will be notified that their player is suspended for the next seven (7) days.
6. Any player or manager who, after being ejected, acts in such a way as to offend or endanger anyone, including spectators or families of players, will be automatically suspended for a minimum of six (6) weeks. Examples of such behavior include but are not limited to carelessly or recklessly swinging a bat, offensive language, or mooning teammates. The maximum penalty is permanent expulsion from the Champaign Park District adult sports program.
7. Any player or manager ejected twice during the year will automatically be suspended for the remainder of the season.
8. In flagrant cases of unsportsmanlike conduct that are reviewed by a panel, an entire team can be held responsible for the actions of an individual on the team.

9. Player suspensions may result in suspension from participation in other CPD programs that the agency deems appropriate. Player suspensions at the end of the season will be carried over to include other Champaign Park District adult sports.
10. The umpire's and site supervisors jurisdictions will begin when they arrive at the field and continues until league participants have left the park following the last game of the night. Umpires shall have equal authority to make all decisions. Umpires will follow standard umpire field mechanics as described in the ASA Umpire's Manual. Site Supervisors have the authority to eject players or managers, or forfeit games.
11. A player or manager may appeal a suspension to the League Coordinator in writing. Formal protest procedures in Section 6 must be followed. If the appeal warrants a hearing, the League Coordinator will form a panel. The panel will meet with all persons involved in the incident to further discuss the situation.
12. All player behavior suspensions are subject to being overruled by the Champaign Park District Sports Department.

Section 6 – Protests

1. Only the team manager may discuss a protest with the umpire(s). Anyone else maybe ejected for interference.
2. There will be no protests allowed for “Jedgement Calls” made by the on field official.
3. All protests must be filed at the time of the occurrence and before another pitch is made. The protest is initially filed with the umpire. After the game has ended, all parties involved in the protest should gather and assist the site supervisor in formulating a report that lists all of the facts. This will be given to the league coordinator. The procedure Section 6 Article 3 must also be followed for a protest to be considered.
4. For a protest to be considered, a written protest and \$10 deposit must be brought to the Leonhard Recreation Center, 2307 Sangamon Dr, by 6:00pm the next business day after the incident. If the incident needs further review, a panel will be formed. The deposit will be returned if the protest is ruled valid. If the protest is not allowed, the deposit will be kept to cover the cost of processing.
5. Any team not providing a representative at the mandatory manager's meeting will forfeit its right to protest any game.

Section 7 – Miscellaneous

1. The Champaign Park District will not be responsible in cases of injury to players or spectators or for loss of property.
2. In case of inclement weather, managers and players should check the Champaign Park District Rainout Line to receive game status for that evening's game.
3. **SOME INSTANCES A CALL WILL BE MADE AT 5:00PM. DECISIONS WILL BE MADE BY CPD SPORTS DEPARTMENT UNTIL 5:00PM AND THEN AFTER WILL BE COMMUNICATED TO SPORTS STAFF VIA SITE SUPERVISORS.**
4. Team managers are responsible for the behavior of their team's fans.
5. Home team will use the 3rd base dugout and the away team will use the 1st base dugout.
6. Sports staff will do their best to schedule all games for the 65'ers at 7:00pm. (Only exception is during tournament play)