

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

Unless stated herein, 16" ASA Slow Pitch Rules will govern play.

PLAYERS AND SUBSTITUTES

1. A team shall consist of 10-20 men. A game may be started with no less than nine players and all of them must be on the roster. No more than 20 men shall be on any one team.
2. Any of the starting players may be withdrawn from the game and re-entered once, provided players occupy the same batting positions whenever in the line up.
3. Roster changes will be allowed up until the start of the third game.
4. An extra hitter ("EH") may be used (optional) by any team. The EH may be substituted for at any time and may re-enter once, provided the player occupies the same batting position whenever in the line up. Each team may use two ("EH").
5. All rostered players must be at least 18 years of age.

PITCHING

1. A pitcher is allowed no more than two hesitations and must pitch the ball on the third. If the pitcher does not pitch the ball, or make a legitimate play on the base runner, a ball will be called at this point. Drag step pitching is allowed.
2. Pitch must be delivered slowly or a fast pitch will be called.
3. If a pitched ball hits the white portion of the plate, it is considered a ball: it must clear the plate. The wells will be called strikes.
4. The strike zone is the front shoulder to the rear knee.
5. A pitched ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground while not exceeding a maximum height of 12 feet from the ground.
6. Each batter will begin with a one ball one-strike count.

THE GAME

1. All first games begin at 6:25 p.m. sharp. A team will forfeit if they do not have the required nine men by 6:35 p.m. (A \$30.00 forfeit fee to be paid before the next game or no play will be allowed.) Three forfeits allowed before a team is ejected from the league. **NO EXCEPTIONS!** For 2nd, 3rd & 4th games at Community Park, game time is forfeit time.
2. The home team is listed first on the schedule.

3. No inning will start after one hour from the actual starting of the game.
4. A regulation game shall consist of seven innings, weather permitting. In case of rain, a game shall be considered complete after four and one-half innings.
5. A game tied after seven innings shall continue into extra innings until, one team has scored more runs at the end of a full inning. EXCEPTION: The one hour time limit will continue to be in effect. If a tie game still exists at the 1 hour point and seven innings or less have been played, the teams will play one inning. If the game is tied at the end of the extra inning the game will end in a tie.
6. The umpire shall review any ground rules or other rules with each captain before each game. If the captains have any questions, they should ask them at this point - NOT DURING THE GAME!
7. The batting team will keep their score. The score should be checked after each half inning with the captains.
8. NO STEEL CLEATS, NO REPLACEABLE CLEATS AND NO BAREFOOT PLAYING ALLOWED!
9. No softball or baseball mitts may be used.
10. Only official softball bats may be used. Check ASA rule book for exact specifications.
11. A 7' x 3 ½' batters box will be enforced.
12. On a foul ball, "out of play" will be called if the ball is hit beyond the backstop on either side.
13. A foul after two strikes and the batter is out. If the ball is caught, runners may tag up and advance.
14. A runner may lead off a base at his own risk. NO BASE STEALING ALLOWED!!
15. A base runner is prohibited from intentionally crashing into a fielder holding the ball.
16. A courtesy runner will be allowed. The last out will be the courtesy runner.
17. If one team is ahead by 20 or more runs at the end of four innings or 15 or more runs at the end of five innings or ten or more runs at the end of six innings, the game is complete.
18. BLOOD RULE - Any player who is bleeding must be removed from the game until the bleeding has stopped and all bloodied clothing has been changed. If a runner begins to bleed, a mandatory courtesy runner will be utilized until the bleeding can be stopped, the wound can be dressed, and any bloodied clothing is changed. The courtesy runner shall be the person making the last out. If a fielder begins to bleed, a courtesy fielder will be used until the bleeding has stopped, the wound has been dressed, and any bloodied clothing has been changed. The courtesy fielder can be any player that is not in the batting order at that time. As soon as the fielder is ready, he may enter the game.

ADDITIONAL RULES

1. The decision of the umpire is final. A player may be ejected should he argue with the umpire's decision. **(Automatic two game suspension)**
2. Team members participating in league play are prohibited from consuming alcoholic beverages in the park.
3. Dogs are not allowed in the parks.
4. If threatening weather conditions exist, including lightning and thunder, the game will not be restarted until 20 minutes after the last lightning / thunder is noted.
5. Disciplinary action for any misconduct by a participant, team or fans of the team representing the Palatine Park District will be left up to the league coordinator. This action may come in the form of ejection of said player from the game or entire season, forfeiture of game or removal of team from league for remainder of season.

PROTEST PROCEDURE

1. A non-refundable cash protest fee of \$25.00 is required if a team wishes to file a protest. The captain or manager of the protesting team must notify the official, the opposing team, and the Palatine Park District representative at the field of the intent to protest immediately before the next pitch following the protested call. The game will continue and be completed under protested conditions.
2. A written protest and the \$25.00 non-refundable cash protest fee must be turned in to the Palatine Park District office, 250 E. Wood Street by 12 noon the following day after the protested game. If the protest is not received by 12 noon, it will not be accepted.
3. A formal written protest should contain the following:
 - A. Date, time, and place of the game.
 - B. The rule (ASA or Palatine Park District) under which the protest is being made.
 - C. The decision and conditions surrounding the making of the decision.
 - D. All essential facts involved in the matter protested.

NOTE: If any of the above information is not included in the formal protest, the protest shall be considered invalid.

4. The protest committee shall consist of the Field Representative the night of the game, the Athletic Coordinator, Assistant Superintendent of Recreation, and the umpire assignor if necessary.