

# Lombard Park District

## Summer Softball



## 2016

*All new teams need to send one representative to captains meeting.*

Teams May pay \$100 to hold spot, but must leave credit card #.

**Fees are due in full April 12.**

(Teams may submit sponsor checks for re-imburement at any  
time)

**Schedules will be posted April 22**

Rosters (printed, signed) are due at your first game.

## **Welcome to the Lombard Park District Adult Softball Program!**

*This program is designed to meet the Softball needs of the residents of Lombard and participating non-residents. Leagues are organized in an effort to meet a variety of skill levels.*

*Although we open our leagues to skill levels from recreational to competitive, remember this is for FUN. Have a safe and enjoyable softball season!*

*If you have any questions, comments or suggestions about our program, please feel free to contact any of the Park District Staff:*

Any questions concerning this booklet, please call (630) 620-7322.

### **Registration Information:**

*Registration will be done as follows:*

- ❑ Priority Registration: Resident teams begin registration on February 14th. A resident team is defined as a team made up of 70% Lombard Park District residents on the roster. Five or more non-residents constitute a non-resident team. Teams claiming residency will need to provide proof for all players.
- ❑ Nonresident teams begin registration on February 18th.
  
- ❑ Please be ready at the time of registration, to supply the Park District with the captain's and co-captain's names, addresses, home and work phone and email address. You may pay by Cash, Check, or Credit Card. Checks are to be made payable to the Lombard Park District. You will not be guaranteed a spot in the league until full payment is received.
  
- ❑ Teams may pay \$100 deposit to hold spot in league plus credit card #. If full payment is not received by April 12, 2016, card will be charged balance of league fee. Please call 630-620-7322 to confirm payment. Teams whose credit card is declined will lose spot in league.
  
- ❑ Completed rosters are due at the first game. Changes may be made to rosters up until the conclusion of the second scheduled game.
  
- ❑ The Lombard Park District is not responsible for incorrect information on registration or roster forms. Please inform the Park District of any change in

address phone numbers, or email so you will receive correct information about changes, meetings or make-ups.

The season begins the week of May 1st.

**2016 League Overview:**

(Teams may sign up in multiple leagues)

Code	League	Day	Start Date	Game Times	Min/Max
201200-05	Coed 14"(Mush)	M	5/2	6:30-9:30 pm	6/8
201200-06	Coed 14"(Mush)	Tu	5/3	6:30-9:30 pm	6/8
201200-04	Coed 12"	F	5/6	6:30-9:30 pm	6/8
201200-01	Coed 12"	Su	5/1	1:00-7:00 pm	6/16
201200-02	Coed 12"	T	5/3	6:30-9:30 pm	6/8
201200-03	Coed 12"	Th	5/5	6:30-9:30 pm	6/8
201200-07	Men's 12"	Su	5/1	9:00am -1:00pm	6/12
201200-08	Men's 12" A	M	5/2	6:30-9:30 pm	6/8
201200-11	Men's 12" B	M	5/2	6:30-9:30 pm	6/8
201200-09	Men's 12"	T	5/3	6:30-9:30 pm	6/8
201200-10	Men's 12" A	W	5/4	6:30-9:30 pm	6/8
201200-12	Men's 12" B	W	5/4	6:30-9:30 pm	6/8
201200-13	Men's 12" B	Th	5/5	6:30-9:30 pm	6/8
201200-14	Men's 12" C	F	5/6	6:30-9:30 pm	6/12

**Site: Madison Meadow and Four Seasons Parks**

Teams who finished the regular season in 1<sup>st</sup> or 2<sup>nd</sup> place in the standings in a "B" league in Fall 2014 or Summer 2015 must sign up for an "A" league for Fall 2015. The program manager reserves the right to adjust leagues as necessary for fair balance of competition.

Games canceled due to unplayable field conditions will be scheduled on Saturdays or alternate days when needed or available. Game times will be posted the Monday prior.

Teams claiming resident status will need to provide proof of residency for all players at time of registration.

Some leagues may be combined based on enrollment.

**Eligibility:**

1. Players must be 18 years of age as of the start of league play to be eligible.
2. If a player is ruled ineligible, all games in which he/she participated will be forfeited.
3. No player will be allowed to be rostered on 2 or more teams in the same league.

## General Rules:

1. Completed rosters and waivers are due by the second week of games. A player can be replaced for medical reasons if a doctor's note is given. No other addition can be made during the season. Failure to turn in roster will result in removal from league.
2. Rosters are limited to 20 players. All players must bring proof of identification to every game. Roster checks will be done periodically.
3. Team members must wear the same colored shirts.
4. All umpires decisions will be considered final. No protests will be allowed, except for eligibility questions.
5. The Lombard Park District does not assume responsibility for any type of injury or loss of property.
6. The Lombard Park District and/or league supervisor reserves the right to change team names or refuse entry of any player, sponsor, spectator or team if in our opinion it is contrary to Park District ordinances, rules or philosophies.
7. A ten-minute grace period will be allowed for the first game played every night.
8. Result sheets will be final. After each game the winning team captain must sign off on the results. If there is no signature the results cannot be contested.
9. A team may start or end with 9 players. If a player is ejected the game is considered a forfeit. If a player is injured the team can play with 8 players.
10. No Metal Spikes will be permitted in any league.
11. Smoking is not permitted on softball fields, dugouts, and surrounding area.
12. If a ball is to hit the tree in left field, it will be ruled a dead ball and the pitch will be thrown again. All base runners will return to their previous bases and the count will reset to what it was prior to the pitch.
13. Subs for ejections Ejections/leavers count as an out in batting order if no sub. Violation of any rule may result in forfeit and/or removal from league without refund.

\*After league rules, ASA rules apply.

## Pitching:

The pitcher must take a position with one foot on the ground and on or both feet in contact with the pitchers plate. The pitch must have a 6' to 10' arc and must clear the white of the plate. A pitch may hit the black on the back of the plate and may drop in the well for a strike.

All leagues will play with a one and one count. Every batter will start with one ball and one strike.

<b>League</b>	<b>Pitching</b>	<b>Bases</b>
12"	50'	70'
14"	38'	65'
16"	38'	65'

### **Courtesy Runner**

Teams who have injured players, who can bat but cannot run, will be allowed a courtesy runner. The courtesy runner will be the batter who made the last out. Players needing courtesy runners need to be identified before the start of the game.

### **Substitution/Re-Entry**

Any starting player may be withdrawn provided players occupy the same batting positions whenever in the line-up. The starting player and substitute may never be in the game simultaneously.

### **Game length**

All scheduled games will be seven innings or the one hour time limit, which ever comes first. No new inning will be started after 1 hour. If the game is tied after seven innings and the time limit has not been met, extra innings will be played with international rules until the time limit or a winner is determined. If the time limit has been met and the game is tied then it will be ruled a tie.

A game called by the umpire due to rain or darkness will be considered regulation if five or more complete innings have been played (4 ½ if home team is winning). If fewer innings have been completed the game will be rescheduled and start over from the top of the first inning. The score as of the last fully completed inning will be included in the new game.

Games will be rescheduled on regular game days when possible. Every effort will be made to give one week notice for rescheduled games.

Teams should be prepared to make up games on alternate week days/weekend days when deemed necessary by the Athletic Program Manager.

### **Playoff Game Length**

All games in the playoffs will be played without a time limit. The slaughter rules will still be used.

### **Slaughter Rule**

A team that is ahead by 20 or more runs after 4 innings, 15 or more runs after 5 innings or 10 or more runs at the end of 6 innings shall be declared the winner. Once a slaughter occurs the teams can agree to continue play but it will not impact the score and the umpire does not need to be involved. If the next game is ready to go or if it is the last game of the night the teams must leave the field.

## Tie Breaker Rules

Tie breakers will be determined in the following order:

1. Head to Head\*
2. Head to Head Run Differential
3. Common Opponents
4. Runs Allowed
5. Forfeits
6. Coin Flip

\*In the case of more than two teams tied, the Major League Baseball tie breaker rules will be used. They can be found here:

<http://m.mlb.com/news/article/59527184/playoff-tiebreaker-rules>

## Official Scorebook

To avoid confusion throughout the game, the home team will have the official scorebook. Any questions regarding scores, outs, or innings will be the responsibility of the home team. The home team will be listed first on the schedule.

## Men's 12" Softball Rules

General Rules apply in all situations not covered below

Home Run Rule -- 1 per inning will be allowed in Men's "A".

-- 5 per game will be allowed in Men's "B".

-- 3 per game will be allowed in Men's "C".

Each successive home run will result in an out being issued.

## Coed 12" and 14" Softball Rules

General Rules apply in all situations not covered below

1. Batting order alternates Male/Female or Female/Male.
2. When starting a game with only 9 players the sex with the most participants will bat first. An out will be assessed in the 10<sup>th</sup> spot only for a team that is batting more men than women.
3. Positions in the field must alternate.
  - a. Pitcher/Catcher
  - b. 1<sup>st</sup> base/2<sup>nd</sup> base
  - c. Shortstop/3<sup>rd</sup> base
  - d. Left field/Left Center
  - e. Right field/ Right Center
4. Outfielders cannot be on the skin of the infield prior to the pitch crossing the plate.
5. Any male player who slides into a base being covered by a female player must avoid contact at all costs. Rough play in this situation, is grounds for immediate ejection.

6. If a male batter is walked on 3 straight balls, the female batting next may choose to bat or accept a walk. If a strike was thrown to the male batter, then the women must bat. The walked batter only advances to 1<sup>st</sup> base when the female up next either has to bat or chooses to bat.
7. Home Run Rule – 1 per inning. Each successive home run will result in an out.

## 16" Softball Rules

General Rules apply in all situations not covered below

1. A drag step delivery is allowed.
2. A pitcher is allowed two hesitation moves. On the third motion, the pitcher must deliver the pitch or throw to a base.
3. There is an unlimited arc on the pitch.
4. Lead offs are allowed.
5. A base runner may attempt to steal second base only if the pitcher makes a play on him and second base is unoccupied. A runner who advances illegally must be tagged out or can return to 1<sup>st</sup> base without penalty. A runner cannot advance on a throw from the catcher.
6. No gloves can be worn at any time.

## Batting

Only official ASA certified bats may be used. The site supervisor and umpire will check all bats before each game. Please be there 15 minutes early for bat check.

This list can be found on the ASA website ([www.softball.org](http://www.softball.org)). Along with the approved bats you will find a list of illegal bats that cannot be used in league play. At any point throughout the season this list can change. Teams are responsible for checking the site to ensure all bats are legal. Use of an illegal bat may result in forfeit and/or removal from the league without refund.

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. Must bear either the ASA approved 2000 certification mark , the ASA 2004 certification mark as shown below, or the new certification mark for 2013 and Beyond for SLOW PITCH as shown below and must not be listed on an ASA non approved list, and



2. Must be included on a list of approved bat models published by the ASA National Office; or
3. Must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.

#### Illegal Bats

Bats that do not meet ASA standards.

Please go to [www.softball.org](http://www.softball.org) for a complete listing of illegal bats.

#### Use of an Illegal Bat:

If a bat is found to be illegal then it must be removed from the game. If this is during an at bat then the batter will be considered out. If the ball is hit and the bat is found to be illegal once the play is dead then the batter is out and any other base runners would return to their previous base. Any prior at bats cannot be overturned.

#### Ejection from a game:

Any player who is ejected from a game for any reason will receive an automatic minimum one game suspension. This suspension will be served during the team's next league games. Any player ejected from a game must leave the bench and the field area in a prompt manner. If they do not, they will face further disciplinary action up to and including removal from the league. The Park District reserves the right to remove a player from a league depending on severity of incident.

#### Illegal Players:

The use of an illegal player is prohibited. It is grounds for an immediate forfeit. If a team should request identification of a player, that player must provide a picture I.D. to the Field Supervisor or the Official at the time of the request or be ejected from the game. Any team who uses an illegal player puts themselves in jeopardy of being expelled from the league.

#### Liability Statement:

The Lombard Park District does not assume responsibility for any personal injury or loss that any team member or spectator may incur as a result of this program.



### Forfeits:

Teams who do not forfeit during the season will receive a refund of \$25 at the end of the season.

Teams who do forfeit:

1<sup>st</sup> Forfeit: Team loses refundable forfeit fee.

2<sup>nd</sup> Forfeit: Team must pay \$25 cash before next game.

3<sup>rd</sup> Forfeit: Team will be dropped from league without a refund. (No exceptions)

### Alcoholic Beverages:

No alcoholic beverages are allowed. If any members of a team or the team's fans are seen consuming alcohol on school or Park District property (including parking lot) before, during or after their game risk forfeiture and disciplinary action up to and including removal from the league without refund. Teams are responsible for their fans. It is up to the team to inform their fans of this policy.

### Unsportsmanlike Conduct:

Any team or individual exhibiting unsportsmanlike acts towards members of another team, a umpire, spectators or any Park District representative before, during, or after the game, risks disciplinary action. The Park District reserves the right to administer disciplinary action including suspension, forfeit or expulsion if in our opinion any team or individual displays inappropriate behavior.

### Behavior Management:

All participants and spectators are expected to adhere to the Lombard Park District rules and philosophies as well as local, state and federal statutes at all times. Any individual who violates these rules will be subject to disciplinary action up to and including removal from the program. Team captains/manager will be notified by email, phone, or written correspondence when a player is in violation.

Any individual who has been administered a disciplinary action has the right to an appeal. This appeal must be in writing and received within 24 hours of the disciplinary action. The Park District will review this appeal in a timely fashion and all disciplinary action will stay in effect while the appeal is reviewed.

Appeals should be directed to:

Lombard Park District

820 S. Finley Rd

Lombard, IL 60148

## Award Money

Regular Season	Minimums
1 <sup>st</sup> Place - 5%	\$175
2 <sup>nd</sup> Place - 2.5%	\$100
3 <sup>rd</sup> Place - 1%	\$50
Tournament	
1 <sup>st</sup> Place - 2.5%	\$100
2 <sup>nd</sup> Place - 1%	\$50

\*These percentages are based off of the total revenue collected minus nonresidential fees for each individual league.

\*\*The top 66% of teams during the regular season will be invited to participate in the playoffs. The minimum number of teams that will be invited to a playoff is 4. There will be roster checks done during the playoffs, so make sure your rosters are complete and everyone has a picture ID.

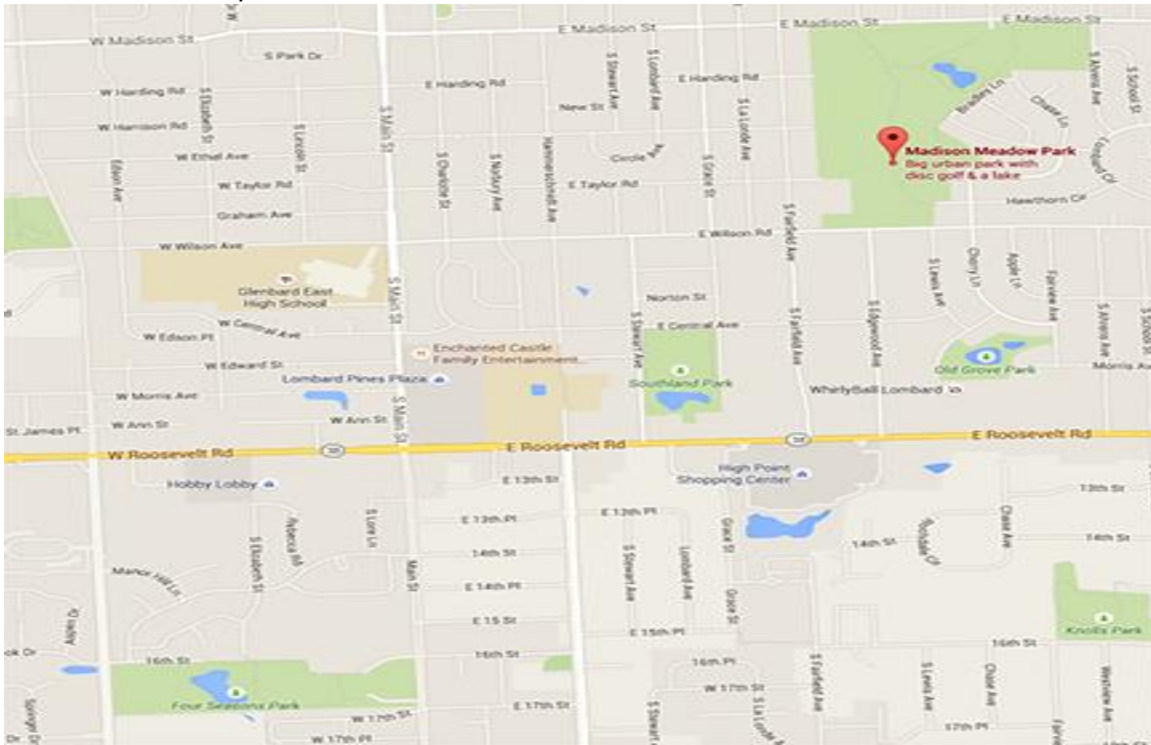
## Practice Permits

Teams may secure a practice permit for exclusive use of a field based on availability (rental rates do apply). The team captain can contact the Program Manager at 630-620-7322.

Each practice permit is only good for the dates listed. You must have a validated permit with you to use a Lombard Park District softball field. At any point during the season open fields can be used. The Park District does ask that if a field is dragged and lined that you do not practice.

## Softball Field Locations

1. Madison Meadows Park
  - # 13 Madison St. (next to the tennis courts)
  - # 14 & 15 – Corner of Fairfield and Harding
  - # 16 – Corner of Wilson and Lewis
2. Four Seasons Park
  - # 22 – Finley Rd



Lombard Park District  
Sports Hotline  
(630) 415-3479  
[www.lombardparks.com](http://www.lombardparks.com)

Updated at 4:00 pm daily and at 7:45 am on the weekend  
Check for weather and game schedule updates!