

FALL ADULT SOFTBALL LEAGUE

RULEBOOK

A D U L T
ATHLETICS
& LEAGUES

Lombard
PARK DISTRICT 
LOMBARDPARKS.COM

Welcome to the Lombard Park District Adult Softball League!

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!

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

Registration Information:

Registration will be done as follows:

- ❑ 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 20, 2022, 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 week of play – May 14, 2022.**
 - Rosters may be submitted on QuickScores. Please see page for further instructions.
- ❑ 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 1.

The program manager reserves the right to adjust leagues as necessary. Leagues may be combined based on enrollment.

Games cancelled due to unplayable field conditions may be scheduled on 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.

Adult Softball Manual

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Important Contact Information

Weather Reporting Application for Games:

Rainout Line

For cancellation information you can:

Download the free app, *Recommended!

View online at rainoutline.com and search for 'Lombard Park District'

Call the rainout line automated phone message at 630-995-9491

*This app will be used for game cancellations only.

Field condition information is updated at 4:00 pm daily and at 7:45 am on the weekend
Check for weather and game schedule updates!

QuickScores: the website we use to view and schedule all of the games for the season. Captain's information will be entered by the park district. Games schedules will not change unless both captains agree on the changes being made.

Link: <https://www.quickscores.com/lombardparks>

Lombard Park District Main Office
Program Manager: Martha Houston

(630) 620-7322

(630) 519-5852

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Main Website: www.lombardparks.com

Sports Information: www.lombardparks.org/programs-3/athletics

Visit www.lombardparks.com and scroll along "Recreation" on the menu at the top of the page. Then click "Athletics." This will take you to the "Adult Athletics and Leagues" tab where schedules can be found.

General Rules:

1. **An initial roster is due by your first game and finalized rosters and waivers are due by the second week of games – May 14, 2022.** 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. If a player does not have their ID or they are not on the roster they are considered illegal. If a roster check is called for by either team, all players on both teams will be checked and must provide an ID.
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 only. Game shall be 50 minutes in length if the grace period is used.
8. If a game is tied at the end of seven innings and there is still time remaining in the 60 minute time limit, international tiebreaker rules will be used for all future innings.
9. 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.
10. A team may start or end with 9 players. If a player is ejected and this brings the team to 8 or fewer legal players, the game is considered a forfeit. If a player is injured the team can play with 8 players, but the injured player's batting position will be considered an out.
11. No metal spikes will be permitted in any league.
12. Smoking is not permitted on softball fields, dugouts, and surrounding area.
13. If a ball hits any object (tree, light pole, fence, etc.) other than the outfield fence or foul pole, the ball will be ruled a foul ball dead ball. The batter will receive a strike as they would with any other foul ball.
14. Ejections/leavers count as an out in batting order if the team cannot provide a sub. If a player is ruled injured and cannot continue he will not be considered an out as long as the team is still batting a minimum of 9 players.
15. A strike zone mat will be used to call balls and strikes. Legal pitches striking any portion of the mat will be strikes. If the ball only touches home plate, the pitch will be called a ball. The strike mat will not be used as an extension of home plate for base running or force outs.

Violation of any rule may result in forfeit and/or removal from league without refund.

***After league rules, ASA rules apply.**

Conduct

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.

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:

1st Forfeit: Team loses refundable forfeit fee.

2nd Forfeit: Team must pay \$25 cash before next game.

3rd 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 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.

Eligibility

Players must be 18 years of age at the team's first scheduled game.

All players must have a photo ID at all games to verify that they are a rostered player.

No player will be allowed to be rostered on two (2) or more teams in the same league.

If a player is ruled ineligible, all games in which he/she participated will be forfeited.

Equipment

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 second on the schedule.

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). 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 for a complete listing of illegal bats.

Illegal Ball

Umpires must check the ball about to be played with at the start of every half inning. If the ball is found to not be an official game ball, an official game ball must be brought into play before the start of the half inning. If the ball is found to be not an official game ball during the inning, the ball must be replaced by an official game ball immediately. All prior at bats cannot be overturned.

Game Play

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.

Each Batter begins with a 1-1 count.

League	Pitching	Bases
12"	50'	70'

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 (1) hour time limit, whichever comes first. No new inning will be started after one (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 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.

Scoring

Slaughter Rule

After the 4th inning - Twenty (20) or more runs shall be declared the winner

After the 5th inning – Fifteen (15) or more runs shall be declared the winner

After the 6th inning – Ten (10) or more runs 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. Schedule Strength
4. Average Run Differential
5. Forfeits
6. Coin Flip

If more than one team is tied, the rules above will be used to decide the first position. Once the first position is decided, the initial tie breaker rules will be used, going back to

head to head, for all remaining tied teams. This process will continue until all positions have been decided.

Protests

No protests

All umpire decisions are final

Post-Season Play - Playoffs

A post-season tournament is conducted at the end of the league play. Regular season and post-season tournament awards vary.

Rainout

Playoff games that get rained out before they are made official, start from where they left off.

Tournament Format

League standings determine the seeding for each team in the tournament.

Playoff Game Length

Games do not have a time limit in the semi and championship rounds of playoffs unless otherwise noted. The slaughter rules will still be used. Playoff schedules may be 1-2 days long depending on the number of teams.

Rosters

Changes

No changes to the roster allowed after the second week of games. Except in the case of an injury. A doctor's excuse is required and the replacement player must be of similar ability to the injured player.

Checks

Random roster checks can be completed at anytime throughout the season.

Teams may request a roster check prior to the game time. Roster protests must be made prior to the first pitch of the game.

Deadlines

Rosters are due before the team's first scheduled game.

Player Maximum

Roster maximum of 20 players.

QuickScores

Captains get to their rosters by:

1. Logging into QuickScores
2. Clicking Edit for the team of interest
3. Clicking Manage Team Rosters.

League Specific Rules

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

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

****Home Run Ladder Rule** – Once both teams have reached the maximum allowed home runs for their league, additional home runs can be hit as long as the difference of home runs between the two teams does not exceed 1. In the bottom of the last inning, meaning the seventh inning, any extra innings, or if the one hour time limit has occurred, the home team is not allow to exceed by 1.

Outfield positions can be abandoned to help secure infield positioning. (more than six players can play the infield)

Coed 12" Softball Rules

General Rules apply in all situations not covered below

1. Batting order alternates Male/Female, Female/Male, or Female/Female.
2. When batting an odd number of players the gender with the most participants will bat first. An out will be assessed in the last spot only for a team that is batting more men than women. If there are more males and the team is using more than 10 in their batting order, the males can bat in an AB batting order.
3. There must be a minimum of two (2) females playing outfield positions. They can be arranged in the outfield however the team chooses.
4. There must be a minimum of three (3) females playing infield positions. At least two of the following positions must be occupied by females: 1st base, 2nd base, 3rd base, and short stop.
5. Outfielders cannot be on the skin of the infield prior to the pitch crossing the plate.
6. 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.
7. 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 1st base when the female up next either has to bat or chooses to bat.
8. Home Run Rule – 1 per inning. Each successive home run will result in an out.

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.

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

Madison Meadow Park

14 & 15 – Corner of Fairfield and Harding

