

**QUINCY PARK DISTRICT  
ADULT SOFTBALL PROGRAM  
League Regulations**

1. **Men's League** regular season games will have a **“one ball” and “one strike” starting count with NO courtesy foul**, and a one hour time limit.
  - a) The time limit will begin when the Plate Umpire requests the Home team to take the field for the top of the first inning.
  - b) No inning shall begin after the expiration of the time limit unless the score is tied. Should the score be tied, the game will continue until a winner has been decided.
  - c) If the time limit expires during the course of an inning, that inning will be completed unless the Home team is ahead after the visiting team has completed its turn at bat.
  - d) A game called by the supervisor due to inclement weather shall be regulation if five or more complete innings have been played or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The score stands as is after five or more complete innings.
2. The starting pitcher for each team will be given five warm-up pitches the first inning and one warm-up pitch each inning thereafter. Each team will be allowed warm-up balls to throw around the infield and outfield the first inning only. No batted ball infield or outfield practice will be allowed.
3. The Home team will be designated on the team schedule.
4. **Game Time**: The scheduled game time is set on the schedule. Each team must have a sufficient number of players to start the game at the set time or immediately after the conclusion of the preceding game if the preceding game should run past the time limit. If not, the game will be declared a forfeit. There is NO grace period.
5. Each team must have a minimum of eight players to start and finish a game. If not, the game shall be declared a forfeit. For games declared a forfeit, due to having an insufficient number of players to start the game, refer to rule #24.
6. All players must be either **18 years** of age or a spring graduating senior to participate in the Adult League.
7. The 6' - 10' arch rule will be enforced in the Men's Leagues. (See ASA Rule.)
8. **“Home Run” Rule** there will be a home run limit imposed during league play. The home run limit per team will be 3 per game. A “home run” is considered to be a batted ball hit directly over the outfield fence without being touched or deflected by any defensive player. An “inside the park home run” will not count toward the home run limit. Any home run hit in excess of the limit will result in the batter being declared “out”.
9. Each league will use the **“Ten Run” Rule**. If the Visiting team is ahead by ten or more runs at the conclusion of five full innings, the Visiting team is declared the winner. If the Home team is ahead by ten or more runs at the conclusion of four and one-half innings, the Home team is declared the winner.

10. Each league will also use the “Fifteen” Rule. If the visiting team is ahead by fifteen or more runs at the conclusion of four full innings, the Visiting team is declared the winner. If the Home team is ahead by fifteen or more runs at the conclusion of three and one-half innings, the Home team is declared the winner.
11. Each league will also use the “Twenty” Rule. If the visiting team is ahead by twenty or more runs at the conclusion of three full innings, the Visiting team is declared the winner. If the Home team is ahead by twenty or more runs at the conclusion of two and one-half innings, the Home team is declared the winner.
12. Each team is required to keep a scorebook with an inning-by-inning account of the score of the game. The scorebook kept by the QPD scorekeeper will be considered the official scorebook in the case of any discrepancies.
13. Each team will have the option before the start of each game to use either the A.S.A. rule on players and substitutes or the Quincy Park District rule on players and substitutes.

A.S.A. Rule: Extra Player (EP) is optional. Eleven players in the batting order and there-entry rule on substitutions. (10 defensive & the EP). If EP is used, must report to umpires before start of game. EP must be used the entire game. Defensive positions can be changed, but the batting order must remain the same. The EP may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the EP. The substitute must be a player who has not yet been in the game. The starting EP can re-enter (see A.S.A. rule).

Park District Rule: All players in the batting order and free substitution on defense. (Free substitution on defense means players may be substituted for on defense as many times as the coach wants in order to allow all players to participate defensively throughout the game.)

Park District players and substitutions: The rule states that a team who plays under the Park District rule may only add players to the batting order before the first batter bats twice. EXCEPTION: If a team has 8 or 9 players and a player (s) show up after they have batted around, those players will be allowed to be added to the batting order. The restriction is that the player(s) play defense before they are allowed to participate offensively. All players after the tenth player will be subject to the regular substitution rule.

SITUATION: Team A has 8 players and 2 players show up in the 3rd inning while their team is (situation a) in the field or (situation b) at bat.

(Situation Ruling a) The players will be allowed to enter the game in the field at the next opportunity (the completion of the batter at the plate provided a pitch has been thrown) and added to the end of the batting order.

(Situation Ruling b) The players will wait until their team takes the field defensively to be added to the batting order. If in the same situation, three players

arrive late, two will follow this procedure while the other, or 11th player, will follow the regular substitution rules.

Each team's manager must inform the Plate Umpire which rule their team will be using during the game. The rule, which each team chooses to follow prior to the game, must be used by that team throughout the rest of the game. (Note: If a team chooses to use the Park District Rule in that every member of the team is included in the batting order, he or she must follow that batting order for the rest of the game. **NO PLAYER MAY BE DROPPED FROM THE BATTING ORDER FOR THE SOLE PURPOSE OF GAINING AN ADVANTAGE OVER THE OPPOSING TEAM.** A player may only be dropped from the line-up due to an injury, not because he or she is not a good offensive player.) If the first person in the batting order has batted twice, a player who may have arrived late may only enter the game by the regular substitution rule.

14. Courtesy Runner - If the opposing team agrees before the start of the game, a team may use a courtesy runner for each player (once per game) who is injured while running the bases or sliding during a given play. The person, who made the last out prior to the player being injured, may run for the injured player until the third out of the inning or until the courtesy runner has scored. If a player is capable of playing in a game defensively, he or she is capable of running the bases offensively.

15. Protesting a Game - A manager or acting manager who desires to protest a game must do so by informing the Plate Umpire immediately (before the next pitch in a game) that his team is playing the game under protest. He must file the protest, in writing, within 48 hours, to the Quincy Park District. Each protest filed must be accompanied by \$25.00. The Quincy Park District Adult Softball League Protest Board will process the protest. If the protest is upheld, the entire fee will be refunded to the team filing the protest. If the protest is not upheld, the fee is forfeited to the Quincy Park District.

16. **Base Stealing – A runner on base may leave to steal once a pitched ball crosses the front plane of home plate. Leading off bases is not allowed.**

**If a dead ball is called, a runner's steal attempt is stopped and he or she must return to their current base. Dead balls occur when:**

- 1. Batter is hit by pitch**
- 2. Pitched ball touches home plate**
- 3. Pitched ball touches ground in front of the plane of home plate**

17. Illegal Player –

- I. player not following the age limitation rule
- II. player participating who is not on the team's roster
- III. player who has falsified information on the roster

Procedures for a team to follow when questioning an opponent for illegal players –

- a) Rulings on illegal players are unrelated to protests.
- b) A team representative must inform the plate umpire that they suspect the use of an illegal player(s) by the opponent during the contest between the two teams.
- c) The team that is challenging a player(s) must specify which player(s) is in question, giving a name, and position being played on the field, or by pointing

them out to umpire.

- d) The plate umpire will then inform the team in question of the situation:
  - 1) If the team in question agrees that a player(s) is illegal, the game is forfeited at that time.
  - 2) If all players are said to be legal, the other team may go to the Quincy Park District office by 5:00PM the next day to check the team's roster for the player(s) in question. If the player(s) in question, and only those specified to the plate umpire, are found to be illegal, the game will be considered a forfeit against the team using the illegal player(s). The player in question will have to provide picture identification to the home plate umpire after the conclusion of the game for verification.
- e) Any participants that are found to be illegal players will be suspended from the next regular scheduled game and must come to the Park District office to fill out a "New Player Eligibility" form. The same captain may also be suspended from the next game for knowingly using illegal players.
- f) Once a game is final, a player's legality may not be challenged to affect the outcome of that game.
- g) A second offense for an illegal player will mean ejection of that team with no refund from the league for the remainder of the season.

18. The Quincy Park District Softball League officials will make final determination on all rulings.

19. No player may participate on another team within the same division of play.

20. Rosters: All rosters must be filed with the Quincy Park District before the first game.

21. Roster Changes/Additions: After the season has started. Teams may add players to their roster by having the new players sign the official team roster located in the Quincy Park District main office. A player or players added to a roster becomes eligible to participate in league play after the appropriate completion of the player eligibility form by the captain or designated player.

22. Any player or coach ejected from a game, for whatever reason, is automatically suspended from participating in the next game on the schedule. Any player or coach ejected for a second time during the season, for whatever reason, is automatically suspended from league play for the remainder of the season.

23. Flagrant Conduct: Flagrant conduct is any action of a physical or verbal nature, initiated by that person with the intent to demean, berate, intimidate, cause harm to or that which could endanger any other person on the Quincy Park District premises. The offending player or coach shall be immediately and automatically disqualified from that game and the next two (2) scheduled games. The Plate Umpire shall notify the Quincy Park District League Officials and file a written report of the incident with the Quincy Park District within 24 hours. League officials will review the case and render a decision. Any player or coaches deemed guilty of a flagrant conduct will be subject to possible further game suspensions and/or criminal prosecution.

24. The runner is out when a defensive player has the ball and the runner remains on his feet and deliberately (and/or with great force) crashes into the defensive player. The runner must make every effort to avoid contact and injury. If at any time, in the umpire's judgment, a runner initiates contact with a defender with intent to injure or knock the ball loose, the runner shall be called out. If the act is determined to be flagrant, the offender shall be ejected (example of flagrant action) from the game.
25. If a team forfeits two or more regularly scheduled games during the season, rain dates excluded, that team will forfeit its automatic entry into the league the next season.
26. Tie-Breaker Steps: If at the end of regular season play, two or more teams are tied for first, second or third place, the following tie-breaker procedures will determine the placement:
  - a) Won-lost record.
  - b) Head to head competition during the season.
  - c) Winning run difference.
  - d) If three or more teams are tied for first, second or third place, rules a-b-c, listed previously will be used among those tied teams to determine the places.
27. Once the League Supervisors schedule a game, the game cannot be changed.
28. "Brook" replaceable spike shoes are legal but must not have any metal showing through the cleat. (no metal cleats are allowed)
29. Matching uniforms are not required for league play, but are recommended.
30. Handkerchiefs may not be used as headbands or worn around the head or neck.
31. Exposed jewelry such as watches, bracelets, EARRINGS, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body. (NOTE: Players will be asked to remove jewelry and if they fail to do so, they will not be allowed to participate in the contest.
32. Individual players are responsible for their own accident insurance.
33. Men use a 12" softball.
34. **NO CONSUMPTION OF ALCOHOLIC BEVERAGES will be allowed by a player, manager, captain, or other team representative while they are playing a game. Any violation of this rule may result in a forfeiture of the game.**
35. *Teams must pick up league awards at the end of the season.* After this date you risk losing possession of your league award.
36. ALTERED BATS: A bat is considered altered when the physical structure of a legal

softball bat has been changed or modified by anyone other than the manufacturer.

- a) Any altered bat used in league play will be confiscated and turned into the league office.
  - b) When a batter enters the batter's box with or is discovered using an altered bat; the ball is dead, the batter is out, and the player is ejected from the game. Base runners may not advance.
  - c) When the same altered bat is discovered in league play for a second time, the game will be called a forfeit.
  - d) The player will have to come to the league office and talk to league officials to get the bat back.
37. Titanium Bats are illegal in all Quincy Park District leagues, solely for the purpose of the safety of all players regardless of their level of ability or division of play. For a current listing of bats that have been deemed illegal by the Amateur Softball Association, visit their website: <http://www.softball.org/>. A list of illegal bats is also included in this packet.
38. Only one new ball will be used a game. If the new ball is hit out of play it would be appreciated and helpful to retrieve the ball and get it back in play.
39. "Blood Rule" - A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
- a) Stop the game and allow treatment if the injured player would affect the continuation of the game.
  - b) Immediately call a coach, trainer or other authorized person to the injured player.
  - c) Apply the rules of the game regarding substitution short-handed player and re-entry if necessary."
- We would encourage players and coaches to have some type of first aid equipment, such as gauze and bandages, as well as some extra clothing on hand during games in case of injuries. These injuries apply to any open wound
40. For rain out information, DO NOT call the Quincy Park District office as you will be referred to call the RECREATION HOTLINE # 223-9625. Information will be posted for you to CALL AFTER 4:00 P.M

### **FIELD RESERVATION POLICY**

- Each team may schedule 4 hours a month for team practice.
- Fields must be reserved on the hour.

- Fields may be reserved in 1 or 2 hour time blocks.
- Field reservations may be made no sooner than the first day of the month. If the first day of the month falls on a weekend then reservations may be made on the preceding Friday.
- Upon making a reservation, you may obtain a field permit form from the Park District office showing proof of a team's field reservation.

➤ **RAIN OUT INFORMATION \*\*\*\***

**RECREATION HOTLINE (223-9625)** we would appreciate cooperation in utilizing this to its fullest potential. We advise you to wait until after **4:00 P.M.** to call the HOTLINE NUMBER, as this will allow us sufficient time to make sure that a current and up-to-date message has been posted to the HOTLINE.

**Game status will also be posted on:**

**Web** ([www.quincyparkdistrict.com](http://www.quincyparkdistrict.com))

**Facebook** ([www.facebook.com/QuincyParkDistrict](http://www.facebook.com/QuincyParkDistrict))

**Twitter** ([www.twitter.com/QuincyILParks](http://www.twitter.com/QuincyILParks))