

QUINCY PARK DISTRICT CO-ED SOFTBALL LEAGUE

League Regulations

1. **BATTER'S COUNT** All co-ed games will have a one ball and one strike starting count, with NO courtesy foul.
2. **BALL USED** All female batters will hit an 11" ball; male batters will hit a 12" ball.
3. **ROSTER** Team roster is limited to 20 players.
4. **ELIGIBILITY** A player must be 18 years old or a high school graduate.
5. **FIELDING A TEAM** A team must have a minimum of eight players to start the game. They must consist of 4 men and 4 women. If an additional player arrives, they may enter the game at the next dead ball, unless his/her team has already batted around. If this is the case, then the player arriving late must play defense before batting. **Teams may also exist on a ratio of 5-4 in any gender mix.** Teams of 4-6 may only exist in a majority of the female gender. (In the case of the 5-4 and 4-6 ratio, batting order must be rotated between the genders.)
6. **CHOICE OF BATTING RULES** 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) **A.S.A.** Rule: 10 or 12 players in the batting order and the re-entry rule on substitutions. (10 defensive) (Substitutions must be of the same sex as for those being substituted.)
 - b) **Park District I:** All players, an even number of men and women, 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.) Substitutions must be of the same sex as for those being substituted. If a player must leave the game due to injury, ejection from the game or any other reason, and a substitute of the same sex is not available, a player of the opposite sex batting before or after the removed player must be taken out of the batting order. Keep in mind there must be a minimum of 8 players at all times.
 - c) **Park District II:** The same as Park District Rule I, except all players may be entered into the offensive lineup. The men would have their own lineup and always follow the same man and the women would have their own lineup and always follow the same woman. This will allow all players to play. If a player arrives late he/she may enter the lineup, unless all of the players of that sex have batted, then that player must enter as a substitute.

Each team's manager must inform the Plate Umpire, which rule their team will be using during the game. Whichever rule, each team chooses to follow prior to the game, must be used by that team throughout the rest of that 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.

7. **WALKING A BATTER** Any walk to a male batter will result in a two-base award. The next batter (a female) will bat. Exception: With two outs, the female batter has the option to walk or bat. NOTE: A male batter-runner advancing to second base on a walk must touch first base or will be called out if properly appealed.
8. **FIELD POSITIONS** Players must remain in their normal field positions until the ball is hit. Fielders may not trade positions during an inning, except during a pitching change.
9. **DEFENSIVE POSITIONS** Defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 female in the pitcher - catcher position. The only variation would be if a team has less than 10 players.
10. **TIME LIMIT** All Co-ed regular season games will have 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, during the course of an inning the time limit expires, 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.
11. **WARM UP PITCHES** 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 is allowed. After an out, the ball must be thrown directly back to the pitcher. Do not throw the ball around the infield.
12. **HOME TEAM** The Home team will be decided on the schedule. The last team listed for each game is the Home team. (example: 5 vs. 2 - Team 2 is the Home team.)
13. **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. If not, the game will be declared a forfeit. There is NO grace period. The scheduled game time has priority.
14. **LEGAL PITCH** The 12' arch rule will be enforced in the Co-Ed League. See A.S.A. rule
15. **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.

16. **FIFTEEN RUN RULE** If the Visiting team is ahead by fifteen (15) 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 (15) or more runs at the conclusion of three and one-half innings, the Home team is declared the winner.

17. **TWENTY RUN 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.

18. **STEALING** will NOT be allowed in Co-Ed Softball Divisions.

19. **COURTESY RUNNER** A team may use a courtesy runner for a player who is injured while running the bases or sliding during a given play. If the opposing team agrees, the person of the same sex 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.

20. **PROTEST** 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 a \$25.00 protest fee. The protest will be processed by the Quincy Park District Adult Softball League Protest Board. If the protest is upheld, the entire protest 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.

21. **ILLEGAL PLAYER**

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

Procedures for a team to follow in 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 use of an illegal player or players 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, number and position being played on the field, or by pointing them out to the umpire.
- d) Plate umpire will then inform the team in question of the situation: If all players are said to be legal, the other team may go the Quincy Park District office by 5:00PM the next day to check the team's roster for the player(s) that is in question. If the

player(s) in question is found to be illegal, the game may be considered a forfeit against the team using the illegal player(s).

- 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 team 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) Any illegal players discovered by league officials will be subject to suspension from league play, but the outcome of any games will not be affected unless a formal challenge occurs during the game.
- h) A second offense for an illegal player will mean ejection from the league for the remainder of the season. Final determination on all rulings will be made by the Quincy Park District Softball League officials.

22. **ROSTER CHANGES/ADDITIONS** Completed rosters must be filed with the Quincy Park District before the first game, A team may seek approval to add additional players to their roster by completing a "new player eligibility form". This form shall be completed by the team captain and signed by the captain and player wishing to be added, and filed at the QPD office.

23. **EJECTION** 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.

24. **FLAGRANT ACTION** Flagrant action by a player or coach is any physical action or contact initiated by that person which would endanger any other person on the Quincy Park District premises. That player or coach will be automatically disqualified from that game and the next game on the schedule. The Plate Umpire must notify the Quincy Park District within 48 hours. The league officials will review the case and render a decision concerning the incident. Any player or coach found guilty of a flagrant action offense will be subject to further game suspensions and possible criminal prosecution.

25. **AVOIDING CONTACT** The runner is out when a defensive player has the ball and the runner remains on his feet and deliberately 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 judgement, a runner initiates contact with a defender with intent to injure or knock the ball loose, the runner may be called out. If the act is determined to be flagrant, the offender shall be ejected.

26. **REPEATED FORFEITURE** 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.

27. **TIE-BREAKER** If at the end of the regular season of play, two or more teams are tied for first, second or third place, the following procedures will be used to determine final placement.

- a) Won - lost record
- b) Head to head competition during season
- c) Winning run difference
- d) If after these steps, ties still occur for awards, a playoff game will take place at a time arranged by the Park District.

28. **RAIN-OUT/MAKE-UP GAMES** Rain dates will be scheduled at the end of the season. However if there would be rainouts early in the season and space permits, games could be scheduled earlier during the second half of the season as fields are available and time permits. (Games rained out during the season will be re-scheduled on these dates by the Quincy Park District.)
29. **SCHEDULED GAMES** Once a game is scheduled by the League Supervisor, the game cannot be changed.
30. **UNIFORMS** Matching uniforms are not required for league play.
31. **HANDKERCHIEFS** may not be used as headbands or worn around the head or neck.
32. **JEWELRY** Exposed “jewelry” such as wristwatches, bracelets, ANY TYPE EARRINGS or STUDS, 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, will be ejected from the game.
33. **INSURANCE** Individual players are responsible for their own accident insurance.
34. **ALCOHOL NO CONSUMPTION OF ALCOHOLIC BEVERAGES will be allowed by a player, manager, or captain while they are playing a game. Any violation of this rule may result in a team’s forfeiture of the game.**
35. **AWARDS** Teams must pick up league awards at the end of the season, after this date you risk losing possession of your award.
36. **“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 administrated. If medical care or treatment can be administrated 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 judgement. Uniform rule violation 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 the 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 the game in case of injuries. These rules apply to any open wound.

37. **RAIN OUT INFORMATION** For rain out information, call the Quincy Park District **HOTLINE** at 223-9625 after 4:00pm. Also, you can check the Quincy Park District website www.quincyparkdistrict.com, www.facebook.com/QuincyParkDistrict
38. **FORFEITS** Any team knowing that their team will not be able to field a team shall notify the Park District by 3:00 PM on the game day **before** the scheduled game that their team will be unable to play in their scheduled game.
39. **HOME RUN RULE** There will be a 3-Home Run limit per team. A “HR” 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”.
40. **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.