

GENEVA PARK DISTRICT CHURCH LEAGUE RULES

A. GENERAL

1. Team managers are responsible for their team's actions. ONLY managers may confer with the site attendant and league officials.
2. No refunds will be given for any deposit or league fees.
3. Insurance is not provided by the Geneva Park District. Players participate at their own risk.
4. A team may be dropped from the league after two (2) forfeits.
5. Both teams are encouraged to keep a scorebook. The home team will check the score with the umpire each half inning. Scorecards provided by the Geneva Park District are found in green boxes behind the backstop and filled out after the game and signed by the captains of each team.
6. **NEW!!!!** The home team captain is responsible for picking up the scorecard from the attendant before the game. The visiting team captain is then responsible for returning scorecard with the final results to the attendant after the game.

B. ROSTER/PLAYER ELIGIBILITY

1. Roster limit is 20 players. All players must be at least 16 years of age by the first game of the season. **Any player under the age of 18 must have a parent/guardian complete an "Age Requirement Waiver Request" prior to their participation.** Men and/or women are welcome to play.
2. Teams are responsible for having at least one resident of Geneva on their team roster.
3. A completed roster must be submitted to the Athletic Supervisor by the first playing date. Addresses, phone numbers and signatures must be on the roster before a player can participate in his/her first game.
4. Rosters may be changed before a team's 3rd playing date, which includes any practice game dates. Players may be removed or added by the team manager only. All changes must be done in writing and submitted to the Athletic Supervisor. Rosters may be changed after a team's third game only when circumstances such as injury hamper a manager's ability to field a team. All changes must be approved by the Athletic Supervisor.
5. Any individual playing under an assumed name or is not on the roster will be suspended from all season play. The team for which the player performed will forfeit all games in question.
6. New players may play at any time after being added to the roster. Rosters are not complete unless all addresses and phone numbers are included. All players must have signed the roster before they will be allowed to play.

C. TEAM CONDUCT

1. The Geneva Park District adult softball leagues are designed to promote physical fitness and recreation. Unsportsmanlike conduct will not be tolerated. League umpires may eject any player, coach, and/or spectator for such behavior. The Athletic Supervisor may suspend any player or team for conduct detrimental to the league.
2. Players or teams drinking or under the influence of alcohol before, during or after a game at the park will be suspended.
3. Only a team manager may discuss a call or rule with league officials. Other players attempting to confer with or comment on officials risk ejection.
4. Smoking is not allowed on the playing field or dugout areas. No alcohol is allowed in park.
5. Teams are responsible for the conduct of their spectators.
6. Managers are solely responsible and will be held accountable for the actions of their players.

7. No player shall be considered justified who takes the offensive in a fight under the pretext of defending himself/herself.

D. INCLEMENT WEATHER/MAKE-UPS

1. Games may be postponed due to inclement weather or its effects. Always assume, however, a scheduled game(s) will be played unless postponed by the Park District.
2. Rain-out information is available **ONLY after 11:30 am** on Saturdays/Sundays at **232-7868**.
3. If any game is halted for rain, minimum wait of ten minutes is required before the game is called or continued.
4. A game called by the Attendant shall be considered complete if 4 or more innings are finished or if the home team is ahead in their half of the 4th. If a game is called it will be replayed.
5. The Attendant may call a game at any time because of darkness, rain, lightning or other unsafe conditions.
6. Teams leaving before a game is officially called will forfeit if play can be resumed.
7. There will be a limited amount of rain make-up dates for the season. If there are more cancelled games vs. available rain make-up dates then you will lose out on those cancelled games without a refund for those games.

E. EQUIPMENT

1. Only ASA regulation “official softball” bats may be used. Maximum 34”, 38 oz., 2 1/4” diameter. For further definition see ASA rules #1 (altered bat) and #3, also #1 (equipment).
2. Player may wear soft or hard rubber softball or multi-purpose cleats. Metal spikes are not allowed.
3. A new official ball, the 14” Clincher, will be provided for each game. The home team keeps the ball after the game.
4. A mat measuring 19” by 25” will be placed behind the plate (home plate and mat is a strike).

F. UMPIRES/COORDINATORS

1. Each team will furnish one umpire. One will umpire the plate and the other will umpire the bases.
2. Only one umpire per team per game.
3. All disagreements are to be settled on the field. If teams cannot settle the disagreement, the game shall be declared a double forfeit.
4. An Attendant will be at the field to help administer the playing of games.

G. PLAYING RULES

1. ASA rules will be followed except where otherwise noted. Team captains are expected to inform players of rules & regulations prior to the first game.
2. Teams can play 10 players in the field. Up to twelve players can bat. The eleventh and twelfth players are called Extra Players (“EPs”)
3. **MINIMUM PLAYER RULE: NEW!!!** Nine (9) players on a team are required to play a game.
4. Games consist of 7 innings.
5. Game time is forfeit time.
6. **TIME LIMIT:** No new inning will be allowed after 55 minutes for all regular season games. Tournament games will not have a time limit.
7. Infield practice is not allowed before games. Batting practice may be taken in the outfield area.
8. Courtesy runners are allowed, but must be announced prior to the start of the game.

9. **TEN RUN RULE:** If the home team goes ahead by ten runs any time during or after the fifth inning the game will be ended. If the visiting team goes ahead by ten runs any time during or after the fifth inning the home team will be allowed to bat in that inning.
10. **OBSTRUCTION RULE:** A fielder may NOT block any base without possession of the ball. Obstruction will be called in this situation.
11. **FOUL BALL:** If a player in the field catches a foul ball, runners may tag up and advance at their own risk. If a “live” ball is carried into a dead ball area, the ball is dead -- base runners will be awarded one base. A ball hitting the player’s bench, below the player’s bench, or equipment becomes a dead ball.
12. **BATTING RULES:**
 - A. The batter will have a 1 and 1 count when stepping into the box.
 - B. A strike mat will be placed behind the plate. Any legal pitch hitting the mat or any part of home plate will be called a strike.
 - C. After a batter has two strikes he/she will be allowed no foul balls. The batter will be called out on a second foul after one strike.
13. **BASERUNNING RULES:**
 - A. Base runners may not leave the base before the ball leaves the pitcher’s hand. Player leaving the base early is out.
 - B. A base runner that remains on his feet and attempts to jar the ball from the fielder, rather than slide, in an attempt to avoid being tagged will be declared out. If the umpire interprets this action to be flagrant, the runner shall be ejected from the game.
 - C. If a pitcher plays on a runner at any base, runners may not advance.
 - D. If the catcher plays on a base runner, runners may not advance.
 - E. No stealing. The ball is dead on all appeal plays. Runners may not advance.
14. **PITCHING RULES:**
 - A. **NEW!!!!** Ball must be delivered underhand with a minimum arc of 5’ from the ground at the point of release and maximum arc of 12’ from the ground. Pitcher’s judged by the umpire to be “flat” (under minimum arc) or over maximum arc will be called a ball.
 - B. The ball must be delivered in an underhand motion.
 - C. One foot must remain on the rubber while delivering the ball.
 - D. No foreign substance may be applied to the ball.
 - E. Pitcher may use two fakes per pitch.
 - F. Quick pitches will be called a ball.
 - G. Any illegal pitch will be called a ball.
15. **EXTRA PLAYER RULE:**
 - A. The “EPs” (Extra Players) may be entered into the batting order anytime before the lead-off hitter bats for the second time.
 - B. “EPs” are optional.
 - C. The “EPs” must remain in the same position in the batting order for the entire game.
 - D. If “EPs” are used, all eleven (or twelve) must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
 - E. The “EPs” 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 “EPs” can re-enter.
16. **DROPPING PLAYERS DURING THE GAME:** During the course of the game, players may suffer injuries, be ejected, etc. If this occurs, the team can use a substitute to take the persons place in the game. If no substitute is available, teams will be allowed to drop to a minimum of eight (8) players. The game will be forfeited if the team is unable to field 8 players. When the team drops a player due to injury or ejection, the player’s spot in the batting order will pass by without penalty to that team.

17. Only one bat boy allowed per team. Only players and coaches allowed on the bench.
18. **INTERNATIONAL RULE (extra innings):** At the start of each extra inning, the team at bat shall place a runner at second. This runner is the player who precedes (in the batting order) the lead-off batter that inning. Legal substitutes will be allowed for the base runner.
19. **FORFEITS:** If a team forfeits, the winning team will receive a score of 10-0 for receiving the forfeit. A team may be dropped after three (3) forfeits.

H. SUSPENSIONS & FORFEIT FINES

Any player or manager involved in the following:

1. **Threatening Umpire or Supervisor:** Any player or manager who pushes, strikes, or touches an umpire or supervisor will be automatically suspended from all leagues.
2. **Under Influence of Alcohol:** 2 game suspension of player.
3. **Fighting:** First offense: minimum 4 game suspension of player; maximum season suspension
Second offense: one calendar year suspension
4. **Foul Language:** First offense during game: team warning
Second offense during game: player ejection
5. **Bat Throwing:** ejection from game

I. TROPHIES/STANDINGS/TOURNAMENTS

1. The top 12 teams will qualify for the end-of-season, single elimination tournament.
2. Division winners in the season and the tournament will receive trophies.
3. Standings will be determined by the following criteria:
 - a) Most wins (or winning percentage if teams didn't play equal amount of games)
 - b) Head-to-head competition.
 - c) Number of runs allowed head-to-head.
 - d) Number of runs scored head-to-head.
 - e) Number of runs allowed overall.
 - f) Number of runs scored overall.

If teams are still tied, a coin toss will be used to for standings and seeding for the tournament.
4. The team listed second on the schedule is home team. The better seed in the tournament will be the Home team during the tournament, unless stated otherwise.

J. BLOOD/OPEN WOUND REGULATION AND FIRST AID

1. A player/substitute, manager, coach, trainer, bat boy or other team member or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.
2. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment.
3. If excessive time is involved, the re-entry rule would apply to players.
4. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the person may participate.
5. Teams should have an Ace bandage or equivalent at each game in case a wound needs to be covered.
6. Limited first aid supplies will be available at each field. The umpire and Park District staff are the only individuals authorized to disperse these materials.

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The Sports Spot: Standings and other information can be located by going to www.genevaparks.com and clicking under the Sports Spot section.