

**GENEVA PARK DISTRICT
12" MEN'S FRIDAY NIGHT SOFTBALL
LEAGUE RULES**

A. GENERAL

1. Team managers are responsible for their team's actions. ONLY managers may confer with umpires and the league supervisor.
2. All deposits and league fees are non-refundable.
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 umpire will keep a scorecard for each game.
6. A player cannot play on more than one team within the same league.

B. ROSTER/PLAYER ELIGIBILITY

1. Roster limit is 20 players. All players must no longer be attending high school and at least 18 years of age. Take advantage of these 20 roster spots so that injuries don't hamper your team.
2. Teams are responsible for having at least one resident of the Geneva Park District on their team roster.
3. A completed roster must be submitted to the Athletic Supervisor by the second playing date. Addresses, phone numbers and signatures must be on the roster before a player can participate in the first game.
4. Rosters may be changed before a team's 3rd playing date. Players can 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 playing date 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. Ejected players must leave the game site. If they do not leave, the game will be forfeited.
3. Players or teams drinking or under the influence of alcohol before, during or after a game at the park will be suspended.
4. Only a team manager may discuss a call or rule with umpires or the league official. Other players attempting to confer with or comment on umpires risk ejection.
5. Smoking is strictly prohibited on the playing fields or in the dugout areas.
6. Teams are responsible for the conduct of their spectators.
7. Managers are solely responsible and will be held accountable for the actions of their players.
8. No player shall be considered justified who takes the offensive in a fight under the pretext of defending himself.
9. **NEW!!** Anyone that is not part of the playing team will not be allowed in the dugout at anytime.
10. **NEW!!** This is a men's league, please do not include any women on your roster.

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 4:00 PM by calling 232-7868.
3. If any game is halted due to rain, minimum wait of ten minutes is required before the game can be called.
4. A game called by the umpire 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 less than 4 innings were played, the game will be made up depending on availability of rain dates.
5. Umpires may call a game at any time because of adverse weather conditions, **including lightning**, high winds or rain. If lightning is spotted ANYWHERE in the sky, the game will be suspended for AT LEAST 30 minutes. Players should wait until a final decision is made.
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 USSSA regulation “official softball” bats may be used. Maximum 34”, 38 oz., 2 1/4” diameter, BPF 1.2 or less (BPF: Bat Performance Factor).
2. Players may wear soft or hard rubber softball or multi-purpose cleats. **Metal spikes are not allowed.**
3. An official USSSA, 12” ball will be used for each game.

F. UMPIRES

1. The Geneva Park District will assign one USSSA certified umpire for each game.
2. Tournament games **may** include two umpires.

G. PLAYING RULES

1. USSSA rules and regulations will be followed except where otherwise noted. Team captains are expected to inform players of rules and regulations prior to the first game.
2. **MINIMUM PLAYER RULE**
 - a) **NEW!!!** Nine (9) players on a team are required to start a game. If a team has less than 9 players at game time, that team will become the visitors, and the game will begin. The game is forfeited when 3 outs are made before the Ninth player shows or they are unable to bat 9 different players whichever comes first. You must have a minimum of 9 players in the field at all times.
 - b) If a player is injured, ejected or leaves prior to the end of the game and no substitute is available, the batting slot for that player will be declared an “out” each time the player would have batted. If a team cannot field/bat 9 players a forfeit will be declared.
 - c) The umpire has the authority to allow a “non-legal, substitute” to re-enter the game in a batting position he did not originally occupy, for an injured, ejected or player who leaves prior to the game ending. This exception will only be granted if there is no “legal, substitute” available.
 - d) A 10th, 11th and 12th player may be added upon arrival. On offense the players will be slotted in the appropriate 10th, 11th or 12th slot in the batting order. On defense the player may enter the field ONLY during a “dead ball” situation.
3. Games consist of 7 innings.
4. Game time is considered forfeit time.
5. Infield is not allowed before games.

6. A typical game is played with 10 players in the field. Up to 12 players can bat.
7. **COURTESY RUNNER:** One person per game per team will be allowed a courtesy runner at any time during that game. The courtesy runner should be used for an injured player only. The courtesy runner must be selected in the following order:
 - 1) Any player not in the current line-up
 - 2) The first available player preceding the “injured” player in the batting order.
8. **NEW!!! SLAUGHTER RULE:** 18 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings. **FLIP-FLOP RULE:** The Home team and Visiting team will switch after the 4th inning of play when the initial Home team is trailing by 10 or more runs at the completion of four innings of play. The new Home team will remain in the field and bat in the bottom of the inning.
9. **OBSTRUCTION RULE:** A fielder may NOT block any base without possession of the ball. Obstruction will be called in this situation.
10. **FOUL BALL:** If a player in the field catches a foul ball with the batter having a 1 strike count, runners may tag up and advance at their own risk. If a player catches a foul ball with a 2 strike count, the ball is dead and the batter is out and runners cannot advance. If a “live” ball is carried into a dead ball area, the ball is dead -- base runners will be awarded one base.
11. **BATTING RULES:**
 - A. The batter will start with a 1 and 1 count when stepping into the batter’s box.
 - B. Batter is out on his second strike. The batter is awarded first base on his third ball.
 - C. The batter is out if he hits a foul ball with 2 strikes on him. The ball is considered dead.
 - D. A strike mat will be used. A strike will be called if the ball hits any part of the mat OR home plate.
12. **BASERUNNING RULES:**
 - A. NO leading off is allowed. A base runner will be called out if he fails to keep contact with the base until a pitched ball has hit the ground at or near home plate or the ball has been batted.
 - B. A base runner that remains on his feet and attempts to jar the ball loose from a fielder, rather than sliding, in an attempt to avoid being tagged will be declared out. If the umpire interprets this action to be flagrant, the runner will be ejected from the game.
 - C. NO stealing.
13. **PITCHING RULES:**
 - A. Ball must be delivered underhand with a minimum arc of 5’ from the ground and a maximum arc of 10’ from the ground. Flat or high pitches will not be called by the umpire until after it hits the ground. These pitches will then be called a ball.
 - B. **NEW!!!**A pitcher may pitch from the pitchers mound or up to 6 feet directly behind the mound. This area is called the pitchers area.
 - C. Any illegal pitch will be called a ball.
14. **EXTRA PLAYER RULE:**
 - A. The “EPs” (Extra Players) may be entered into the batting order anytime.
 - B. “EPs” are optional--if it is used, however, the person(s) will only bat.
 - 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.
15. **GAME TIME LIMIT:** No new inning will begin after 55 minutes from the start of the game for all regular season games. No time limit will be followed for tournament games.
16. **NO INFIELD/WARM-UP PITCHES:** In an effort to keep games on schedule, no infield ball and only one warm-up pitch will be allowed **AFTER** the first inning.

17. **INTERNATIONAL RULE (EXTRA INNINGS):** At the start of each extra inning, the team at bat shall place a runner at second base. 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.
18. **HOME RUN LIMIT - 2 plus the "1-up Rule":** This rule allows any team that has reached its home-run limit to hit another home-run as long as they are not more than one home-run ahead of the opposing team. For example, if team "X" has hit their 2 home-runs and team "Y" has not hit a home-run, team "X" is not allowed to hit another home run. As soon as team "Y" hits a home-run then team "X" is allowed another home-run. In all instances, additional home-runs that are hit after reaching the maximum are ruled an out for that batter.
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

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 the influence of drugs/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. AWARDS/STANDINGS/TOURNAMENTS

1. Team awards will be awarded to first place of regular season and first and second for the tournament.
2. 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.
3. A single-elimination tournament will be held.
4. A coin flip will determine the home team for all REGULAR SEASON games.
5. **FOR TOURNAMENT GAMES**, the better seed will be the home team.

J. BLOOD/OPEN WOUND REGULATION AND FIRST AID

- wound
1. Any player, manager, coach, trainer, bat boy, 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 based on the judgment of the umpire.
 3. If excessive time is involved, the re-entry rule would apply to players.
 4. If there is 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. Limited first-aid supplies will be located at the field in the green box. The umpire and Park District staff are the only individuals authorized to disperse these materials.

ATHLETIC SUPERVISOR: MIKE CONTRERAS
Office: (630) 262-2212
Email: mcontreras@genevaparks.com

THE SPORTS SPOT: Standings and other information can be located by going to www.genevaparks.com and clicking under the sports spot section.