

# ADULT RECREATION SOFTBALL LEAGUE RULES



City of  
**Evanston**  
Parks, Recreation and  
Community Services

**2019 SUMMER LEAGUE**

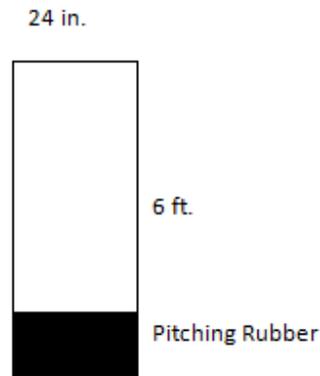
## GENERAL LEAGUE RULES

1. Team Captains are responsible for the conduct of their players and serve as the representative for their team. Any disputes should be brought by the team captain.
2. Each team must have a team roster on file with the League Supervisor. This includes each player's printed name and signature. Rosters should be submitted to the League Supervisor or the Rec Program Coordinator. If changes need to be made to the roster after it has been submitted, arrangements must be made with either the League Supervisor or Rec Program Coordinator, in advance.
3. Any player that may participate in any game for any team must be included on their respective team roster and sign said roster in order to participate. In addition, each player must be at least eighteen (18) years of age prior to the start of the league.
4. Teams may "borrow" another player from a non-playing team if 1) the team would otherwise have to forfeit due to a shortage of players and 2) the captain from the opposing team has no issue with this. Note: borrowing is not permitted during tournament play.
5. A grace period of five (5) minutes will be given after the scheduled start time of each game. Any team failing to field the minimum number of players by the conclusion of the grace period will forfeit in favor of the opposing team.
6. Per Evanston City Code, all parks close at 11:00 p.m. each day. Therefore, no new inning will begin after 10:45 p.m. All games suspended for curfew will be made up later, schedule permitting. The game will resume from the point of suspension and teams must adhere to the original lineup as closely as possible.
7. A single elimination tournament will be played following the completion of the regular season. Seeding for the tournament will be based on standings; win percentage, head-to-head and run differential, respectively.
8. All games will be played in accordance with Amateur Softball Association (ASA) rules with the following exceptions:

## PLAYING REGULATIONS

1. A team must have a minimum of eight (8) players to start and finish a game. A ninth and/or tenth player can join the game at any time; however, they must be placed at the bottom of the lineup.
2. Teams are expected to be warmed up and ready to play at game time.
3. Pitchers will be allowed five (5) warm-up pitches prior to the first inning and two (2) warm up pitches between each subsequent half inning. Each additional pitch will be declared a ball for the batter. If a new pitcher enters the game, he/she shall have five (5) warm up pitches.
4. **Courtesy Runner:** Any batter needing a courtesy runner shall notify the game umpire prior to each at bat. *Exception:* If the batter-runner is injured during their at bat/after getting on base. When a batter has requested a courtesy runner—upon safely reaching first base—they are replaced by the courtesy runner, the last batted out. The batter is limited to one base. *Exception:* In cases where the batter is automatically awarded a second base due to defensive error; ball going out-of-play, interference, ground rule, or otherwise. *Note: The purpose of the courtesy runner is to allow another player to run for a batter that is injured/handicapped and has difficulty running the bases. Captains/players are encouraged to keep the intended purpose of the rule in mind when requesting a courtesy runner.*
5. Field dimensions: In accordance with ASA rules for adult slowpitch, all leagues will play with bases at 70' apart and the pitching rubber 50' from home plate.
6. Pitching: unlimited arc for all leagues and no strike mat is used.

7. The pitcher will have the option to either pitch while in contact with the rubber and in accordance with all standard pitching rules or from behind the rubber. If the pitcher chooses to pitch from behind the rubber, they must stand within an imaginary rectangle, measuring 24" wide by 6' long.



8. Each batter will start with a 1-1 count. No batter-runner is allowed to lead off.
9. No new inning shall begin after 55 minutes of play (all leagues), starting from the scheduled start time. The Umpire will be responsible for keeping track of the game time. In the event of a tied game, the tie-breaker inning rule will go into effect.
10. **Tie-Breaker Rule:** If, after seven (7) complete innings or the completion of any inning affected by the time limit rule, the score is tied, the following tie-breaker rule will go into effect:
- Starting with the top of the next inning, and each inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (For instance; if the number five batter is up to bat, the number four batter will be placed on second base.) All other game rules remain in effect. There are no outs!
  - In the event that the game remains tied after completing the tie-breaker inning, the game will be declared a draw. This will ensure that games continue to move and all games can be completed in a timely manner.
11. Mercy Rule: the 15 run rule will go into effect after four innings (3 ½ if the home team is ahead); the 10 run rule will go into effect after five innings (4 ½ if the home team is ahead). This rule shall apply regardless if regular or postseason play.
12. Each team will be allowed to hit three (3) home runs over the fence per game. Every home run hit over the fence after the 3rd will be recorded as an out.

## EQUIPMENT

1. Game balls: official game balls will be provided by the Evanston Recreation Department.
2. Spikes: Only plastic and rubber spikes are allowed.
3. Gloves: Men's 12" & Women's 14": baseball/softball gloves are legal. Coed 14" Mush: No gloves of any type (including batting gloves) may be used by the men in the field (they may wear batting gloves to bat); women have the option of using a glove or not.
4. Bat: No league may use a bat containing titanium alloy. All leagues: only official softball bats can be used and must be marked "Official Softball" by the manufacturer and meet all other bat rules. If the words "Official Softball" cannot be read due to wear, the bat may not be used unless the umpire agrees to its usage. All teams will be provided with a listing of all ASA banned bats. NOTE: All bats must have a safety grip of cork, tape (not smooth, plastic type), rubber, etc. The grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. If tape is applied to the bat, it must be in a continuous spiral.

5. If a player is found to be using any illegal equipment during the game he/she will be ejected from the game. A second offense will result in ejection from the league.

## **PLAYER CONDUCT**

1. Player use of profane or obscene language, even casual, will not be tolerated. If a player uses such language, they will be given a warning from the umpire or the league supervisor. If the player continues to use such language, they will be ejected for the remainder of the game and asked to leave the park. Note: if profanity is widespread, *i.e.*, used by three (3) or more members of a team, a warning will be issued to the team as a whole. Furthermore, continued usage by multiple players will result in a forfeit in favor of the opposing team.
2. Fighting, striking or any behavior that would be considered unsportsmanlike can result in a warning and/or an ejection. In the event of an ejection, the player(s) will be asked to leave the park. The League Supervisor and the Rec Services Manager will review the incident and decide whether or not suspension from subsequent league play is necessary.
3. Threatening another player, an umpire or league official will not be tolerated and will result in an immediate ejection.

## ***PROTESTS will be considered on matters of player eligibility and rule interpretation only***

### **Protesting an Illegal Player:**

1. The protest must be made after the first pitch of the game and before the last pitch of the game.
2. The challenged player will be asked show a valid photo ID to the league supervisor and sign the scorecard.
3. The league supervisor will make note of the player's name by printing his/her name on the scorecard.
4. Upon receiving the scorecard the league supervisor will then check to see if the player in question is on the team roster.
5. If the player is found to be illegal, the game will be declared a forfeit in favor of the opposing team.

### **Protesting a Rule Interpretation**

1. The protest must be levied verbally to the umpire and the opposing team captain at the time of the incident.
2. A detailed explanation of the protest must be submitted to the Rec Services Manager by 4 PM the next business day.
3. The Rec Services Manager will then render a decision before the next week's scheduled game.
4. All decisions are final.

## **FORFEITS**

1. Any team failing to field the minimum number of players on more than two occasions shall be removed from the league upon their third forfeit. If you know prior to the start time of the game that your team is going to forfeit, we ask that you please notify the opposing captain, League Supervisor, and Recreation Services Manager.
2. No refund will be given to a team which—voluntarily or involuntarily—stops participating in the league once the season schedule has been set.

## **DUGOUT/FIELD EXPECTATIONS**

1. No smoking is permitted on the field or in the dugouts.
2. No alcohol is permitted on City of Evanston park grounds.
3. Players and managers only in the dugouts; spectators should remain in the spectator area.
4. Teams should take any/all trash with them and dispose of it properly.

## **POSTSEASON**

A single elimination tournament will be played at the completion of the regular season. Seeding for this tournament will be based on the regular season standings. In the case that there is a tie between teams in the standings, the following order or tie breakers will be used:

1. Head-to-Head record between the teams tied in games against each other.
2. Run differential in all league games.
3. Fewest runs allowed in all league games.
4. Runs Scored in all league games.

## **RAINOUT/CANCELLATION**

1. Every attempt will be made to complete all games, however, the Evanston Recreation Department reserves the right to manage the softball program as it deems appropriate. This will be based primarily on the availability of facilities/staff and the number of rainouts/cancellations in any season.
2. A suspended game of less than five innings (4 ½ if the home team is ahead) will be rescheduled and started from the point of suspension. Teams must adhere to the original lineup as closely as possible. Any game interrupted after the end of five complete innings (4 ½ if the home team is ahead) will be final. The umpire will have the final decision in suspending/cancelling play once a game has started.
3. To ensure we are doing our best to keep participants updated on inclement weather issues, we will be using **Rainout Line**. This is a free app that can be downloaded on any Apple or Android phone as well as any computer. This app will allow participants to check the status of inclement weather issues. Follow Evanston Parks & Recreation to stay updated. You can also choose to receive emails and/or text alerts.
  - If you would rather check the rainouts by calling in, you can call (847) 448-0034. Once you are connected with the hotline, you will need to select the extension for **ADULT SOFTBALL LEAGUES, extension 50**. Please be sure to use one of these hotlines to stay updated on inclement weather.

## **LIGHTING POLICY**

The Thor Guard Lightning Warning System at Crown Park will monitor conditions and give an early warning when conditions are unsafe for outdoor activities. It monitors the atmosphere for a range of up to 15 miles and will provide an advance warning of conditions favorable for lightning. Typical warning times will be between 8-20 minutes. Here is how the system works.

- When the warning is sounded:
  - The system will sound ONE, 15-second blast of the horn / The strobe light will begin flashing
- When the warning system is activated:
  - All play must be suspended immediately (**even if no lightning is sighted**)
  - When the system goes off, play stops and cannot resume until the all clear, no exceptions
  - All players and fans must exit the field, dugouts and stands
  - Players and fans should seek shelter inside buildings and/or their vehicles
- When conditions are safe to resume activities, the all clear will be sounded:
  - The system will sound THREE, 5-second blasts of the horn / The strobe light will stop flashing
  - The strobe light will stop flashing
- Play cannot be resumed until the all clear is sounded.
- Once all clear is sounded, play can be resumed depending on the playing conditions of the fields & time