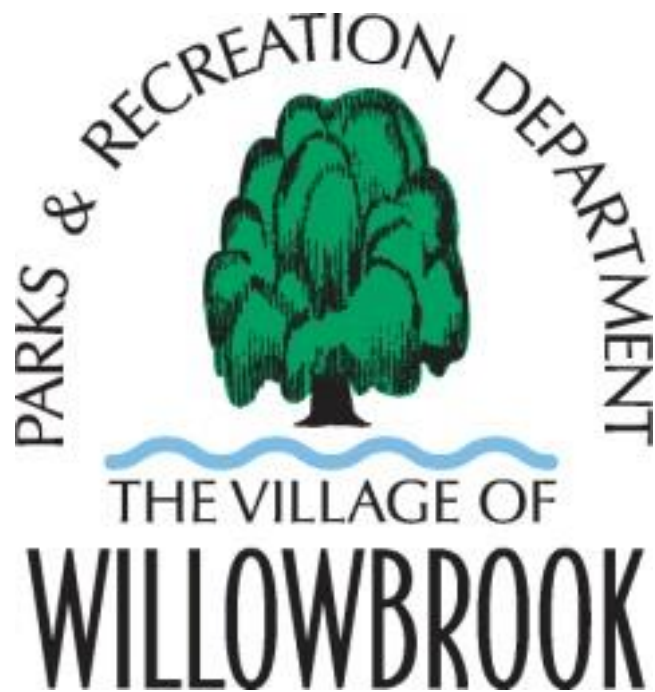


Willowbrook Parks and Recreation Department

Co-Recreational 16” Softball League



2022 House League Rules

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WILLOWBROOK PARK AND RECREATION DEPARTMENT 2022 CO-RECREATIONAL SOFTBALL LEAGUE

Purpose:

This League is a structured, lower competitive recreational activity with its primary objective being the enjoyment of its participants. It is expected that all participants respect the rights of others and abide by the rules set forth.

Team Captain:

The Team Captain serves as official team spokesperson. Players' questions about the League should be directed through their Captain. Captains should first contact the League Supervisor with any questions/concerns. The Captain shall be responsible to answer for the conduct of his/her teammates and shall ensure that teammates meet all eligibility requirements. In the event of the Captain's absence, the Alternate Captain shall assume all the duties of the Captain.

League Supervisor:

The League Supervisor shall be the primary contact on the field for Team Captains' questions and concerns. Duties of the League Supervisor include maintaining equipment and rosters, resolving disputes, obtaining scores, recommending action with respect to teams and players to the Parks and Recreation Manager, communicating with captains and making any necessary adjustments in the best interests of the League. The League Supervisor is John Fenske. His cell number is 630-363-4287.

Parks & Recreation Manager:

The Parks & Recreation Manager will be the office contact for Captains on League matters other than those stated above. They can be reached at the Village Hall 630-920-2251 and will also reschedule rainouts and chair protest meetings. The protest board will also consist of the League Supervisor and the Parks & Recreation Coordinator.

- Rule 1 – Players and Teams (pp 3-4)
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The current Amateur Softball Association rules will govern play, except as amended below. Umpires have a copy of these Rules and are expected to know the ASA rulebook as well as the League Rules as follows:

RULE 1 – PLAYERS AND TEAMS:

- A. The Team Captain must submit the team’s roster to the League Supervisor on the night of their first game of the season. Only players listed on the roster are eligible to play. Additions to the roster will be allowed until a team has played 5 (five) games. No additions to the roster will be allowed after that time unless there is an extreme emergency (ex: injury), as determined by the League Supervisor. Teams are urged to plan ahead.
- B. It is required that each player enters his/her home address and phone number, as well as signing the roster. A player’s signature on the roster indicates his/her awareness of the rules set forth as well as his/her agreement to abide by these rules as a condition to play. Each player must sign the waiver sheet with his/her legal name (no nicknames) before playing. Players must be at least 16 years of age.
- C. The Parks and Recreation Department currently does not enforce rules regarding the residency of players. However, it is required that residency/non-residency status is indicated on the team roster. “Resident” means a resident of the Village of Willowbrook.
- D. A player may play on one Tuesday team and one Wednesday team, but cannot be on more than one roster or play on more than one team for a given night. Should that situation be discovered, the player shall become ineligible to play on any team until he/she decides which one team per given night he/she will play. His/her decision shall become final for rest of the season.

RULE 2 – GAME PROCEDURES:

- A. The umpire’s watch shall be official. The Umpire should confirm the official time with the Team Captains before the first pitch. The official starting time of the next game shall be 5 minutes after the previous game ends on that field. After the first inning,

no warm-up pitches or infield practice is allowed. This applies to all games in an effort to keep our games on time.

- B. No half-inning shall start after one hour and 10 minutes (70 minutes) from the starting time of the game.

For playoff games in which "Speed-up Rules are *not* being used, no half-inning shall start after one hour and 25 minutes (85 minutes) from the starting time of the game.

- C. Seven (7) innings constitute a regulation game. A game is considered an official game after 5 innings (4½ innings if the home team is winning). Games that are not official games shall be replayed in their entirety.

- D. If a game is an official game and is tied after the time limit is reached, it shall be declared a tie game. Teams will receive 2 points in the standings for a win and 1 point for a tie.

- E. Once a game is an official game, and then is terminated by rule, (time limit, 12-run limit, weather, etc.), the final score will be determined by the last full inning completed. Exception: any run(s) scored by the Home Team in a partial inning that ties the game or gives them the lead shall count.

- F. Game times will be 6:30, 7:40 (and 8:45 for a seven-team league and also whenever only one makeup game that night must be scheduled). Game time for nights with "speed up rules" will be 6:15, 7:15 and 8:20. Every effort will be made to avoid making a team wait an hour to play again. Also, every effort will be made to equalize the number of 8:20 or 8:45 games.

Make-up games will normally be re-scheduled as soon as possible, unless the Team Captains involved and the Parks & Recreation Manager mutually agrees to another date. We will make every effort to re-schedule make-up games.

- G. A decision to cancel games for inclement weather will be made as early in the day as possible. Players should -access the Village's Website for the latest information. The Parks and Recreation Department office will make every effort to make this decision by 4:00 p.m. If games are cancelled after that time, John Fenske, League Supervisor, will make every effort to contact the Team Captains by phone. Otherwise, Captains should assume that the teams should come to the field.

It shall be the responsibility of the Team Captain to obtain notification from the website or the League Supervisor on whether a game has been canceled.

Captains take particular note whenever it becomes necessary for the schedule to be adjusted to accommodate rainouts. The updated schedule will be posted on the Village website, www.willowbrookil.org. If further changes become necessary after the weekly posting, captains will be notified by phone.

“Speed-up Rules” are as follows: Games shall have a 60-minute time limit. Each batter will start with a count of 1 ball and 1 strike. A regulation game shall be 7 innings. A game is considered an official game after 5 innings (4½ innings if the home team is winning). If a game being played under “Speed-up Rules” is still tied after 7 innings, it shall be declared a tie game. By mutual agreement of the Team Captains prior to the start of a game, “Speed-up Rules” can be used for any game. Scheduled “Speed-up Rules” games will be marked with an * in the schedule.

- H. If a team has a (12)-run or more lead after the 5th or 6th inning, (4½ or 5½ innings if the home team is ahead), the game is ended and that team is declared the winner. If a team has a 12-run or more lead at the time limit, only 3 innings (2½ innings if home team is ahead) need to have been played for the game to be official.
- I. For all games, infield practice will be allowed before the first game of the evening on each field. The home team will be allowed to use the field up to 18 minutes before the scheduled game time. The visitors will be allowed on the field until 3 minutes until the scheduled game time, unless the League Supervisor determines otherwise, the field shall be cleared with 2 minutes before game time so that the game starts promptly. After the first game starts, infield practice will not be allowed between innings in any game. Teams should warm up in other areas.
- J. Under no circumstances, shall a game continue after 9:50 PM. The final score shall revert to the previous half-inning as governed by ASA rules. The park is officially closed at 10:00 PM. All persons should be off the fields and the lights shall be turned off no later than 10:00 PM.
- K. If less than ten (10) eligible players are present, but a team can be fielded, **the game must begin at its scheduled time.** Forfeit time is 10 minutes after the scheduled start of the game.
- L. A team forfeits after forfeit time or during any time in the game if any of the following situations occur:
 - 1) Having fewer than eight (8) eligible players to start the game or at any time after the game begins.
 - 2) Having a team of ten (10) or nine (9) players, with fewer than five (5) females eligible to play. See Rule 2M.
 - 3) Having a team of eight (8) players, with fewer than four (4) females eligible to play.

- M. A team can start a game with only nine (9) players, but at least five (5) players must be female. If a tenth player enters the game, the following will occur:
- 1) If female, she assumes the tenth (10th) spot in the batting order.
 - 2) If male, the ninth (9th) and tenth (10th) spots in the batting order will be adjusted so that the team's entire line-up alternates male/female or female/male.
 - 3) Should injury or ejection leave a team with no replacements, that team must remove another player to maintain an even male and female balance. If the injury or ejection occurred to a male, the team could continue with an extra female, if no other males were available to play.
- N. The ASA rule on playing short-handed due to an ejection will not apply. Such situations will be governed as described above. The ASA rules referring to a DP (Designated Player) will not apply to this League.
- O. Use of the EP rule is optional. If the EP rule is used, that team must so declare its use to the umpire and the opposing team before the start of the game. Six males and six females can be in the lineup. Five males and five females can be in the field. If one of the twelve people leaves the game for any reason, then the other person must be removed from the batting order also. You cannot play with eleven people. The team will not be assessed an out.
- P. Umpires will not be allowed nor should be asked to umpire games that have been forfeited or otherwise terminated by rule.

RULE 3 – EQUIPMENT

- A. The Parks and Recreation Department will furnish a new softball for each game. After the game, the game ball will be given to the home team. Teams must furnish their own bats. All bats must meet ASA requirements.
- B. Illegal bats. See Section 5A.
- C. Metal spikes of any kind are not permitted. Rubber-cleated shoes are permitted. It is advised that long hair be tied back. **For the safety of the players, it is recommended that jewelry - watches, bracelets, rings etc. be removed before the game. Medic Alert bracelets/necklaces are exempt.**
- D. Only females may wear gloves or mitts in the field, and only if such equipment is in conformance to ASA rules.
- E. Players must immediately conform to all equipment rules or they will be ejected from the game.

RULE 4 – PITCHING

- A. The pitcher shall take a position with one or both feet firmly on the ground in contact with the top or front edge of the pitcher's plate. A foot must be in contact with the pitcher's plate until the ball leaves the pitcher's hand.
- B. Games are played with a "carpet strike zone." If the ball hits any part of the mat and the ball does not hit any part of home plate, a strike will be called provided it has an arc between 6 feet and 12 feet and is a slowly delivered ball.
- C. One or two hesitations before the pitch is allowed. However, the pitch then must be delivered to the plate. After a second hesitation, there can be no attempt at a pickoff.
- D. Any pickoff attempt by the pitcher on any runner shall be considered a hesitation.

RULE 5 – BATTING, BASE RUNNING, AND SUBSTITUTIONS

- A. Only official softball bats are permitted. "Chicago-style" softball bats and/or any bats longer than 34" are illegal. Please refer to the ASA rules. If a batter appears in the batter's box with an illegal bat that is then discovered by the Umpire, the Umpire will declare the batter out. If the illegal bat is discovered after the batter has reached base and before the next pitch, the batter will be declared out and the runners returned to their bases prior to the pitch. However, any runners who were put out during this play shall also be declared out. If the Umpire determines that the bat is illegal because it has been altered, the batter will be ejected from the game and shall be suspended from the next game as well.
- B. Batter must take a full swing in hitting the ball. A player may not run on a third strike. A batter cannot hit a foul ball after already having two (2) strikes. Penalty for any of these violations – batter is out and the ball is dead.
- C. On Field #1, a fair batted ball that enters the parking lot, or hits anyone or anything that is in the parking lot, shall be ruled a home run. **On Fields #1 and #3, a fair batted ball that enters the trees on the west side of the park shall be the umpire's decision as to bases awarded.**
- D. Any walk to a male batter will result in a two-base award. With no outs or one out, and following a walk to a male batter, the female will bat. With two outs, the female batter has the option to take the walk or to bat.
- E. The batting order must alternate by gender or have two (2) females bat in order.
- G. **Double first base** - The defense must use the white part of the base and the runner must use the orange part of the base. Exception: On a force out attempt from the foul side of first base or on an errant throw which pulls the defense off the base into foul ground, both the defense and the runner can use either the white or orange part of the base.

After the initial play, the white part of the base and the colored part of the base shall be considered one base. E.G.: In tagging up on a fly ball, the runner could use either the white or colored part of the base.

- H. A new player coming into the game assumes the same place in the batting order as the player that he/she replaces. Any player (not just the starting lineup) may be substituted and re-enter the game one time provided the player occupies his/her same position in the batting order. The current ASA rule will apply. Substitutions are allowed if it is male for male; or female for female; or female for male.
- I. **Courtesy runners** are allowed for injured players if such players are so identified to the umpire prior to the start of the game. Exception: if a player were injured during the game, a courtesy runner can be used for that player. Whenever a courtesy runner is used, the courtesy runner shall be the person of the same gender who made the out last for his/her team, either as a batter or runner. If a courtesy runner is used in the first inning, the courtesy runner shall be the last person in the lineup of the same gender as the person being replaced.
- J. Base runners must avoid initiating contact with fielders in such a way as to cause possible injury. Whether or not there was any intent on the part of the runner to injure the fielder is not part of the umpire's decision call a runner out for initiating contact with fielders in such a way as to cause possible injury. In such situations, flagrant offenders shall be ejected.

Runners do not have to slide. While a hard slide in virtually all situations still is legal, it must be remembered that those runners who do slide risk injury to themselves and fielders. For that reason, we expect that sliding will be done in the spirit of the safety of all concerned.

A fielder blocking the base without possession of the ball or "in the act of fielding the ball" is guilty of obstruction. It is entirely in the judgment of the umpire whether the fielder is "in the act of fielding the ball". In other words, the ball is that close to reaching the fielder that he/she has no time to catch the ball out of the baseline and then move into the baseline to tag the runner.

Such obstruction is a delayed dead ball call. Base runners will not be called out between the two bases where the obstruction occurred with one exception: If a runner initiates contact with fielders in such a way as to cause possible injury he/she will be called out for interference since the interference will override the obstruction.

As a continued point of emphasis, a runner must make every effort to avoid interfering with a fielder attempting to make a throw. The current ASA rule shall be followed.

Lead offs are ok. If the pitcher plays the runner, the runner has to return to the base and can be thrown out. If the pitcher makes a bad throw, the runner has to remain

on the base and does not get to advance. If the runner leans or makes any motion towards the next base, they will not be called out. Stealing is not allowed.

RULE 6 – FIELD POSITIONS

- A. The infield is defined at the skin part of the field. The outfield is defined as the grass area beyond the infield.
- B. The pitcher must be male and the catcher female or vice versa.
- C. There must be two (2) males and two (2) females in the infield. The two males cannot play adjacent infield positions.
- D. There must be two (2) males and two (2) females in the outfield. Outfielders cannot be in the skin part of the infield until the time the pitcher actually delivers a pitch. Adjacent outfielders may be of the same gender.

PENALTY FOR THE ABOVE INFRACTIONS IN A THROUGH D: If the umpire detects a field position violation, the offending team will be ordered to play the defensive positions as provided in Rule 6. The game will be forfeited for a team's continued disregard of the umpire's direction.

- E. Teams that are playing with less than ten (10) players must play field positions as closely as possible to Rule 6.
- F. After the pitcher releases the ball, any defensive player can position himself/herself to make a play on a fly ball that can be ruled an Infield Fly, if the play otherwise meets the requirements of the Infield Fly Rule.

RULE 7 – CONDUCT OF PLAYERS AND TEAMS

- A. Players must conduct themselves according to the rules of the League and Village ordinances. Swearing, rough play, and harassment of opponents or umpires will not be tolerated. A single serious offense or a series of less serious offenses can result in individuals or teams being suspended or removed from the league. Any player who is ejected from a game for any of these violations shall be suspended from the next game as well. For a subsequent ejection, for any reason, that player shall be suspended for the rest of the season. Any incident involving unsportsmanlike or illegal behavior on the part of a player or players occurring on park property before, during or after games can also be subject for the player(s) involved being suspended or ejected from the league.
- B. While not specifically under jurisdiction of the umpire, the use of derogatory or profane remarks from players directed at their own teammates will also not be tolerated. The League Supervisor will first warn the Team Captain, who will relay the warning to the player(s) involved. The League Supervisor has the authority to suspend any player for one or more games for repeated offenses of this rule.

- C. **Alcoholic beverages are not allowed on park property**, including the parking lot, Per Village Ordinance #4-4-2(H) at any time. Violators are subject to arrest by the Willowbrook Police Department. Players and/or teams can also be suspended from the League for repeated violations.
- D. Dog owners are in violation of Village Ordinance for bringing their dogs onto park property. Violators can be subject to a fine.
- E. Teams are expected to clean up their team area after the game.

RULE 8 – GENERAL INFORMATION

- A. Only one person is allowed in each coaching box at a time.
- B. The Team Captain, or Alternate Captain, in the Captain's absence, shall be the only person to discuss or question a situation with the umpire.
- C. The umpire has complete authority to enforce all rules in the ASA rulebook and of this league.
- D. Bases shall be 60 feet apart. The distance from the pitcher's plate to home plate shall be 40 feet.
- E. It shall be the responsibility of the Team Captain of the **Winning Team** (Home Team if it is a tied game) to return the bases, carpet and score sheet to the lock box at Community Park after each game.

RULE 9 – PROTESTS

- A. Protests will be accepted only for an alleged misinterpretation of the rules. Protests will not be accepted over a dispute of an umpire's judgment. If a protest for a misinterpretation of a rule is upheld, the game will be replayed from the point of protest.
- B. For a protest for a misinterpretation of a rule to be considered it also must be:
 - 1) Brought to the Umpire's attention by the Team Captain immediately before play resumes. The home team's scorer should make notice of the score, inning, out and runners on base when the protest is made. The visiting team scorer should confirm these details with the home team scorer before the game resumes.
 - 2) Submitted by the Team Captain in writing to the Village Hall no later than 4:00 p.m. the day following the game. The Village's fax number is 630-323-0787. The protest letter should be submitted with specific reasons why the game is being protested. Rule reference is desirable but is not required.

3) Submitted with a check for \$25.00 payable to the Village of Willowbrook by no later than 4:00 PM the Friday following the game. If the protest is upheld, the check will be refunded. If denied, the fee will be used to cover league expenses.

- C. A Team Captain may challenge the eligibility of another team's player by bringing the concern to the attention of the League Supervisor that same night. Otherwise, the challenge will not be considered. The Parks & Recreation Manager, in consultation with the League Supervisor, will rule on the challenge and notify both Team Captains. A \$25.00 check is not required for an eligibility challenge. In the event any penalty is determined, only that game in which the ineligible player was discovered shall be affected. **The League Supervisor will also have this authority.**

RULE 10 – SCORE SHEETS

- A. Line-ups shall be exchanged no less than five (5) minutes before the start of the game. This will insure the game starts on time.
- B. The Home Team shall be responsible for keeping the official score. At all times, score sheets should be accurate and neat. Persons keeping score for each team should confirm the score with the opposing team after each half inning. Each team should keep both teams' score to help insure accuracy. After the game, captains from each team shall sign the score sheet. After the captain signs the score sheet, his/her team shall have no recourse if there was an error in the final score. Should a captain refuse to sign the score sheet, the League Supervisor will make note of such refusal. The League Supervisor will then determine the winner and record the final score. A team will then have no recourse should there be an error in the final score. **Score keeper does not need to be a rostered player.**

Standings

Every effort is made to have the standings and schedules updated by Thursday afternoon during the season on the Village of Willowbrook website, www.willowbrookil.org. Click on Parks and Recreation and then Co-rec Softball to find the latest standings and schedule.

After the initial mailing of rule books, scorebooks and schedules, all correspondence and standings/schedules from the Parks and Recreation Department will be sent to captains via email.

ENTRY FEE, REGULAR SEASON FORMAT AND PLAYOFFS:

The entry fee for each team shall be **\$685.00** payable to the **Village of Willowbrook**. In addition, each team must pay, at the time of entry, a \$50.00 forfeit fee. A team forfeiting a game for any reason loses \$25.00. For three or more forfeits, the team is dropped from the league at the discretion of the Parks and Recreation Manager. Forfeit fees that are not lost by a team will be refunded after the season.

Team Captains can pay their teams' league fees and will later be reimbursed for fees that were paid by a sponsor (after the Village has received the sponsor's check). At the end of the season, the distribution check for any prize money and/or forfeit fees will be sent to the

Team Captain. Prizes will be awarded to the first and second place teams in each division \$125.00 and \$75.00 respectively. If two or more teams have equal won/loss records for the regular season, any prize money will be split equally amongst those teams.

Two teams tied for seedings position:

Head to head competition will determine playoff seedings. The team that won the “season series” gets the higher position. If the tie cannot be broken in this manner, seedings will be determined by the fewest number of runs allowed in head-to-head play by the teams so tied for a position. If still tied, the tie will be broken by a coin flip at a time in which the teams involved can be represented, if desired.

Three or more teams for seedings position:

Seedings will be determined by the overall records between all the teams that are tied. (E.G. If three teams are tied, the team with the best record in the head-to-head competition of the three teams will get the highest seed.) If a tie still exists, seedings will be determined by the fewest number of runs allowed in head-to-head play by the teams tied for a position. If still tied, the tie will be broken by a coin flip at a time in which the teams involved can be represented, if they so desire.

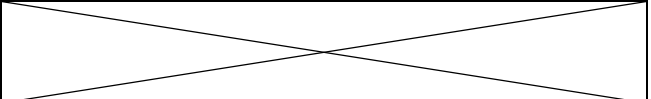
Prizes for playoffs will be \$100.00 for first place and \$50.00 for second place and \$25.00 for third place for leagues of 6 or more teams. Teams should be prepared to play longer into the season should rainouts occur.

Playoff seedings are on the next page.

Playoff Seedings

Seven Team League

Six Team League

Week A 6:30	Game A on CP – 1 6 th Seed vs. 7 th Seed	Week A 6:30	Game A on CP – 1 6 th Seed vs. 4 th Seed
Week A 6:30	Game B on CP – 3 4 th Seed vs. 5 th Seed	Week A 6:30	Game B on CP – 3 3 rd Seed vs. 5 th Seed
Week A 7:30	Game C on CP – 1 3 rd Seed vs. Winner of Game A	Week B 6:30	Game C on CP -1 Winner of Game A vs. 1 st Seed
Week B 6:30	Game D on CP – 1 2 nd Seed vs. Winner of Game C	Week B 6:30	Game D on CP – 3 Winner of Game B vs. 2 nd Seed
Week B 6:30	Game E on CP – 3 1 st Seed vs. Winner of Game B	Week C 6:30	Game E on CP – 1 Winner of Game C vs. Winner of Game D
Week C 6:30	Game G on CP – 1 Championship Winner of Game D vs. Winner of Game E	Week C 6:30	Game F on CP – 3 3rd Place Loser of Game C vs. Loser of Game D
Week C 6:30	Game F on CP – 3 3rd Place Loser of Game D vs. Loser of Game E		

Five Team League

Week A 6:30	Game A on CP-1 5 th Seed vs. 3 rd Seed
Week B 6:30	Game B on CP-1 Winner of game “A” vs. 2 nd seed
Week B 6:30	Game C on CP-3 4 th seed vs. 1 st Seed
Week C 6:30	Game D on CP-1 for Championship Winner of “B” vs Winner of “C”
Week C 6:30	Game E on CP-3 for 3rd Place Loser of “B” vs Loser of “C”

