

Village of Glendale Heights  
Parks & Recreation Department  
250 Civic Center Plaza  
Glendale Heights, IL 60139  
(630) 260-6060

**Co-Rec 14" Softball Rules** – revised 4/20/09

➤ **General Rules:**

- A.S.A. rules will be followed, with the exception of the following “house” rules.
- Rosters must be turned in by the 2nd game. The team will forfeit each game until a completed roster is received by the Program Supervisor. Any player not listed on the roster and participating in a game will be considered an illegal player and the game will result in an immediate forfeit. Roster size is unlimited, but must be complete.
- It is the team Captain’s responsibility to notify all team members of game times and the information in this packet.
- Schedules can be found at:  
<http://www.glendaleheights.org/ParksRecreation/Recreation/leagues.html>
- Make sure your team is at the field and ready to play at game time - no exceptions.
- Each team will start with:
  - Two (2) males and two (2) females in the infield (any positions)
  - Two (2) males and two (2) females in the outfield (any positions)
  - The pitcher / catcher combination must be male / female
- If the team starts with 8 players, the combination must be four (4) females and four (4) males. A team playing with 9 or 11 players may have more females than males, but not vice versa.
- The batting order will alternate sexes (exceptions will be made for teams playing with more females than males).
- **With two (2) outs** on a walk to a male player, the following female batter has the option to either hit or take an automatic base on balls, up until the time she steps into the batter’s box.
- There is a one (1) hour time limit on all games. Once the time limit has expired, the current inning will be the last one played. New innings will not begin after the time limit has been reached, unless the game is tied.
- A game tied at the end of an inning - **after the time limit** - will be played by the international tie-breaking rule. Each inning will begin with the last player to bat (in the previous inning) being placed on second base and all batters starting with a full count (3 balls, 2 strikes).
- Batters start with one (1) ball and one (1) strike. Both male and female batters get a (courtesy) foul ball on two (2) strikes. A second foul ball following 2 strikes will result in an out.
- No lead-offs or stealing permitted.

- All plays at the plate are force-outs. The runner trying to score may retreat back to third base to avoid the force. If the runner is **moving toward the plate** when the defender contacts the plate while in control of the ball, the runner will be declared “out”.
- Mercy rule:
  - 20 after 3
  - 15 after 5
  - 10 after 6
- Courtesy runners may be used in case of injury; the courtesy runner must be the last player batted out of the same gender (No more than TWO courtesy runners per game, if a third injury is sustained during the game one of the previously declared injured players must resume running the bases). The umpire must be notified **prior to the start of the game** that a courtesy runner may be used; unless the injury occurs during the game.
- **No metal cleats are allowed!**
- Bat doughnuts are not allowed; bat wraps are legal.
- A representative of the Glendale Heights Recreation Department will be present at the games to keep score. In addition, each team should keep a score book to avoid discrepancies.
- **Team Captains** are the **only** team members allowed to discuss the Umpires calls during the game. All Umpire calls are final.
- Protests are allowed; however they must be based **on interpretation of the rules or player eligibility** and **not** on matters of judgment.
- Protest regarding player eligibility must be filed prior to the top of the third inning. Eligibility protests will only be reviewed on the bases of a player’s age, gender, or disciplinary status within the league. Teams will have a total of six (6) outs to protest a player brought in after the third inning.
- The umpire must be notified of the intent to protest at the time of the infraction. It is hoped that the infraction can be worked out. If not, the umpire and managers are advised to record as much data on the entire situation as possible. At a minimum, it is necessary to note the score, inning, balls, strikes, outs, current batter, and men on base.
- At the conclusion of the game, the protesting team’s manager is not to sign the official scorecard. He/She is to write in “protest” instead. This is to be filed by 5pm the following park district workday. Team’s are allowed three (3) protests a season (including playoffs).

**Protest must include:**

- a. Your name and team’s name
- b. Date and time of game
- c. Umpire’s name
- d. Rule(s) you are protesting
- e. All supportive data

**Protest Committee**

Chief Umpire  
Field Umpires  
Program Supervisors  
Scorekeepers

- The home team will keep the game ball.

**Additional Hitter Rule:**

- One or two additional hitter(s) (AH) may be used by either team.
- Using the AH will increase the batting lineup to eleven (11) or twelve (12).
- If a team starts the game with an AH, that team must finish with an AH. Injury or ejection will result in an out in that spot of the order.
- The AH can play the field at any time (provided there are only ten (10) players on the field). The player whom the AH replaced will then become the AH.

**Pitching:**

- The pitcher must remain in contact with the pitching rubber while presenting and delivering the pitch. One step may be taken in any direction during the pitch, but contact with the pitching rubber must be maintained with the pivot foot. The pitcher may move freely and assume any defensive position only after the ball leaves his hand.
- The peak of the pitch must be between six (6) and twelve (12) feet in height.
- Violations of pitching rules will result in an illegal pitch and a ball will be awarded to the batter. An illegal pitch is still live and may be hit by the batter.
- Pitching rubber is 38ft. with bases at 60ft.

**Miscellaneous:**

- The following will result in an immediate ejection from the current game and suspension from the following game if deemed necessary:
  1. Use of excessive foul language
  2. Being under the influence of alcohol
  3. Possession of alcoholic beverages
  4. Unsportsmanlike conduct
- Two (2) ejections will result in a removal from the league.
- Active participation in any type of disorderly conduct will result in the player(s) being removed from the league.

- The Program Supervisor has the authority to remove any person or team from the league at any time.

### **Forfeits:**

- **Game time is forfeit time!** If a team is not ready to play at game time, the Umpire will declare a forfeit.
- The registration fee includes a \$60.00 forfeit deposit. If a team does not forfeit any games during the season, their deposit will be refunded. If a team forfeits any games during the season, they also sacrifice their deposit.
- Two (2) forfeits during the same season will result in removal from the league without refund. If a team is removed from the league, that team is ineligible for the playoffs.

### **Blood Rule:**

- A.S.A. guidelines prevent any player from participating in the game if bleeding.
- Players' clothing must be free of blood.

### **Season Format / Playoffs:**

- Teams will play—at minimum—a seven (7) week regular season. This is subject to change depending on the number of teams in the league.
- After the regular season is completed, the top four (5) teams from each division will advance to a single elimination tournament.
- Standings will be determined by the following criteria:
  1. Winning percentage
  2. Head-To-Head
  3. Runs Against
  4. Runs For
  5. Coin Toss

### **Rain Outs:**

- In the event of inclement weather, please instruct your team to call the Rain Hotline @ (630) 260-6000 Ext. 4131. The hotline will be updated by 4:00 PM every game day.
- Should games be called for any reason, the schedule will pick up the following week and the missed games will be made up at the end of the regular season.
- In the event rain out games are in excess of two (2) days worth of games they will be played the following weekend following the third rain out.

**Awards:**

- Regular Season Awards:
  - \$250.00 to the team with the best winning percentage for the regular season (split 50/50 in the event of a tie)
  - \$150.00 to the team with the 2<sup>nd</sup> best winning percentage for the regular season (split 50/50 in the event of a tie)
  - Team trophies for 1<sup>st</sup> and 2<sup>nd</sup> place at the end of the regular season
  
- Playoff Awards:
  - \$200.00 to the tournament winner
  - \$100.00 to the tournament runner-up
  - Team trophies for 1<sup>st</sup> and 2<sup>nd</sup> place in the tournament

**Illegal Bats:**

- Attached for your review, is the A.S.A. list of bats that are no longer approved for league play.