

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

Men's 12" Softball Rules – revised 4/20/09

General Rules:

- A.S.A. rules will be followed, with the exception of the following “house” rules.
- Completed 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 information must be complete.
- It is the team captain’s responsibility to notify all team members of game times and the information in this packet.
- Representatives from each team are required to sign their names at the bottom of the score card as verification.
- Schedules can be found at:
<http://www.glendaleheights.org/ParksRecreation/Recreation/leagues.html>
- The team must have nine (9) players to start a game. A 10th player can be inserted at anytime, but must bat in the 10th spot in the order.
- 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).
- Infield practice is not allowed after the first inning; also the pitcher is allowed five (5) practice pitches.
- Pitching rubber is 50ft, with the bases at 65ft.
- Batters start with one (1) ball and one (1) strike. A foul ball with two (2) strikes results in an out.
- No lead-offs or stealing permitted.
- Mercy rule:
 - 20 after 3
 - 15 after 5
 - 10 after 6

- Courtesy runners may be used in case of injury - with opposing captain's approval. The courtesy runner must be the last batted out. It is suggested that the need for courtesy runner(s) be addressed during umpire's pregame.
- **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 basis of non-rostered players, a player's age, 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 player in question must present a valid photo id to prove identity.
- 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. Teams 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 ball after each game.

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.

Miscellaneous:

- The following will result in an immediate ejection from the current game and (minimum) suspension from the following game:
 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 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.
- Count as 7 runs against for the team that forfeits.
- 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, all teams will advance to post-season tournament – format determined by Program Supervisor and subject to change.
- Standings will be determined by the following criteria:
 1. Winning percentage
 2. Head-To-Head
 3. Run Differential between teams involved in tie
 4. One game playoff

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 the amount of rain out games is in excess of two (2) days of unplayed games these games will be played the **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 2nd best winning percentage for the regular season (split 50/50 in the event of a tie)
 - Team trophies for 1st and 2nd 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 1st and 2nd 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.