

MT. PROSPECT PARK DISTRICT
16" SOFTBALL RULES
Men's A, B & C Leagues

1. The ball is out of play when it goes past the fence if it were extended. The dugout area is considered out of play.
2. The pitcher must stand on the pitching mound and present the ball to the batter and umpire. The pitcher may take one step in any direction.

The pitcher must throw the ball slow and underhand a minimum of 6' and maximum 12' arch.
3. Official softball bats only may be used in all leagues. No bats can be artificially doctored in any manner. "All Leagues" only official softball bat rule. No other bats will be allowed.
4. No metal spikes are allowed. If a player has metal spikes on they will be ejected from the game without warning. Batter is automatically out and ejected from the game.
5. Any player ejected from a game will be reported to the field supervisor. That player will sit out a minimum of one full game. The Athletic Coordinator can add additional suspension as stated in the Mt. Prospect Park District's Control Ordinance No. 525.
6. On over-throws, the ball is in play unless the ball goes into the dugout or over/past the fence and out of the playing area. If the ball stays in play, the runner may advance at his/her own risk.
7. No alcoholic beverages, glass containers or drugs are permitted in any park. Contests will not be played and the games will be forfeited. Teams or players may be barred from further competition or asked to leave the playing area. Manager is responsible for fans of his/her team.
8. Each team must have 9 players to start the game. For all games there will be a ten minute grace period before a game is forfeited. The 10th spot in the order is an automatic out. A 10th player can be added at anytime without penalty.

If a team begins with only 11 players and is using the "EP" rule (see rule 22) and a player is injured and must come out of the game, the team can continue to play with 10 but when the injured player comes up in the batting order it is an automatic out.

9. Home team must keep accurate score for both teams. If the score is wrong, the home team will lose the game. Winning team keeps the ball. Balls and scorebooks will be provided by the Park District. Classic League scorekeepers are provided by Mt. Prospect Park District.

10. Avoid Contact Rule: All players must avoid contact anytime there is a play at any base. It is the umpire's judgment, if there is any contact the runner will automatically be out. Any flagrant contact by the runner will result in immediately being ejected from the game.
11. No intentional chopping or bunting is allowed.
12. The manager and team captain is the only person allowed to question a call made by the umpire. The manager is responsible for his players and spectators actions.
13. All cars and motorcycles must be parked in the street or parking lot. Team managers please inform your players of this.
14. After the 2nd strike, if the batter hits a foul ball, they are out.
15. In case of rain during the game, 4 1/2 innings is considered an official game.
16. If the previous game ends early, the next game will not start until its scheduled time. If a game runs late, the following game will start immediately.
17. If any team is beating another team by 10 runs, after 5 completed innings, the game is called after the losing team has batted.
18. There are two types of protests:
 - a. Illegal Roster (players) - This protest must be made before the last out of the game. The protest fee for illegal players is \$50.00/player maximum of three (3) players. At the time of the protest the player(s) that are questioned will have ten (10) minutes to produce a picture ID. The head supervisor will be in charge of handling this protest. If a player can not produce a picture ID, it will be assumed that the player in question is an illegal player. Rosters will be out at the fields for all games.
 - b. Rule Interpretation - This protest must be made at the time the incident occurred. If another pitch is thrown and play resumes, no protest could be made. At the time of the protest, the manager of the team making the protest must ask the umpire for play to stop, that he wants to file a protest. The umpire, both managers, scorekeeper and head field supervisor must all be involved in the protest meeting. The scorekeeper must mark clearly in the score book the point of protest. The head supervisor must write out the report stating exactly what rule is in question by the protesting manager. The protesting manager must submit a written protest at the time of the protest. Play will resume at that point. The decision will be made within 24 hours by the athletic staff and team managers will be notified of the decision.

All protest fees must be made at the time of the protest and in cash. Protest fees will be \$50.00 - cash only. These fees must be paid within 15minutes of the last out of the game. If not paid within this time frame fees will be doubled.

All protest fees are non-refundable. If the word protest is said to the umpire or head supervisor then it is a protest, the fee must be paid. If your team wins the game you still must pay the fee. If you protest a player on the roster, there will not be a refund, win or lose.

19. Pick-off Play or Stealing: Stealing is permitted on any base (including home) as long as the next base is unoccupied. If either the pitcher or catcher makes a play on the runner, the runner can advance to the next base, (a play is considered the ball being thrown). The runner may only advance one base, **Classic League cannot advance.**
20. The Mt. Prospect Park District has the final decision on canceling games. Decisions will be made by 4:00 p.m. the day of the game for week nights and at 10:00 a.m. for Sunday games. Any decision after that time will be left up to the Field Supervisor and Umpire at the game. For rain information, call (847) 364-2828.
21. Summer Leagues, gloves are not allowed. Classic League may vote on gloves versus no gloves at their annual meeting.
22. Extra-Player:
 - a. An extra player, is optional, but if one is used, it must be made known prior to the start of the game, and be listed on the scoring sheet in the regular batting order. If the EP is used, he must be used the entire game. If an injury forces a team to play with 10 players after they started with 11 the game will not be forfeited. But that spot is an out in the batting order.
 - b. The "EP" must remain in the same position in the batting order for the entire game.
 - c. If an "EP" is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
 - d. The "EP" may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the "EP". The substitute may be a player who has not yet been in the game. The starting "EP" can re-enter.
23. Re-entry - any of the starting players, including an "EP" may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup. NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.
 - a. Violation of the re-entry rule results in the use of an illegal player. An ejection of both the manager and the illegal player shall be declared when the violation is brought to the attention of the umpire by the offended team.
 - b. Violation of the re-entry rule is handled as a protest, which can be made anytime during the game. The protest need not be made prior to the next pitch.
24. Courtesy runners may be used only with the other team's manager's permission. The courtesy runners must be the player that made the last batted out. Classic & "AA" League, no courtesy runners allowed.