Hampshire Township Park District
ADULT SOFTBALL RULES

All leagues operate under the U.S.S.S.A. Slow Pitch Rules including the following rules.

OBJECTIVE
To provide an opportunity for interested participants to play organized softball. Fair play and sportsmanship is the responsibility of every player, manager, and spectator.

If you have any questions or concerns regarding the Adult Softball League during the season, please feel free to contact the park district at (847) 683-2690.

GENERAL INFORMATION

1. Team Managers/Captains are responsible for their team's actions.
2. All league fees must be turned into the park district at least one week prior to the first game.
3. Rosters will be collected at the second game. You may add or delete players until the last Regular season game before Playoffs. After that, the roster is final.
4. No Refunds will be given for league fees after the first game.
5. Teams are reminded that the Hampshire Park District Adult Softball League does not provide insurance for injuries suffered while participants are involved in park programs, or while using park facilities. Players participate at their own risk.
6. Motorized vehicles are not allowed on park property except for designated parking areas.
7. Any rule not spelled out in these rules will conform to the USSSA "Guide and Playing Rules Manual." You may find a copy at www.usssa.com. Final decisions will be made by the Hampshire Park District Athletic Manager or Athletic Supervisor. The Hampshire Park District reserves the right to make program changes for the improvement of the softball program.
8. Only one rainout day is built into the schedule. Any other rainout games will not be made up.

ELIGIBILITY

1. ALL PLAYERS MUST BE OUT OF HIGH SCHOOL AND AT LEAST 18 YEARS OF AGE IN ORDER TO PARTICIPATE IN THE HAMPSHIRE PARK DISTRICT ADULT SOFTBALL LEAGUE.
2. All players must have their name, home address, home telephone, and have READ AND SIGNED the roster/waiver form before they can participate in any Hampshire Park District games.
3. Any player under an assumed name or not on the roster will be suspended from all Park District sports and the team in question will be fined and ALL games in question will be forfeited.

EQUIPMENT

1. Only official softball bats will be used. No bat heavier than 30oz. Bats need to have USSSA 1.20 stamped on them OR be on the website bat approved list. Triple wall bats will not be allowed. All bats will be subject to the discretion of the Umpires and the Hampshire Park District staff for safety purposes. Any player in possession of an illegal or altered bat will be ejected from the game.
2. The league will provide softballs. The home team is the official scorer; however, the referee will have the final say on any disputes.
3. Players may wear rubber spikes or multi-purpose shoes. No metal spikes will be allowed in any league.

TEAM CONDUCT

1. The Hampshire Park District Adult Softball League is designed to promote fitness and recreation. Unsportsmanlike conduct will not be tolerated. All players, coaches and managers are REQUIRED to sign a Hampshire Park District Adult Softball League "Code of Conduct."
2. Any ejected players must leave the game site immediately. If they do not leave, the game will be forfeited and the team will be fined. See "Fines and Suspensions."
3. Hampshire Park District and the Village of Hampshire ordinances prohibit any alcoholic beverages or smoking on park property. Any player, manager, or spectator suspected of being under the influence will be asked to leave the premises.
4. Only the TEAM MANAGER may discuss a call or rule with league officials.
5. Players must wear shirts at all times during a game. The exception is if blood is on their jersey. If this occurs, they must exhaust all possibilities of wearing a shirt or fielding a substitute with a shirt before the exception will be granted.

INCLEMENT WEATHER AND MAKE-UPS

1. Check out: https://rainoutline.com/search/dnis/8475587872/ for updated game/field status.
2. One make up game will be played on 7/29 if a regular season game gets rained out. If any others get rained out, they will not be made up.
3. Umpires will call the game due to lightning and/or thunder. Umpires may call the game due to heavy rain.
4. If the game is halted for lightning or rain, a minimum wait of 15 minutes is required before the game is called.
5. If a game is called because of lightning or rain, the game will restart in the exact place it ended on 7/29.
6. Teams leaving before the game is officially called will forfeit the game.
7. Games for which an umpire does not show up will be treated as a rainout unless an umpire agreeable to both teams can be found. If a substitute umpire is found and agreed to, ALL league rules, "code of conduct" agreement, and policies remain exactly the same as if this were the scheduled umpire.

PLAYING RULES

1. Games will be played at Bruce Ream Park in Hampshire with a 1-hour time limit. A new inning will not start after the game is 1 hour old, unless the game is tied, then we will play extra innings. The official game start time begins when the umpire announces game time.
2. A game shall consist of 7 innings with the exception of the slaughter rule or a game called by the umpire.
3. Ties in the league will be broken down in the following order:
   a. Head to head record
   b. Head to head record against best team, then 2nd best and so on.
4. A 5-minute grace period is allowed before a team forfeits. This is 5 minutes after the scheduled game time or after the preceding game is over.
5. Infield practice will be allowed prior to game time if available.
6. A Pitcher is allowed a maximum of 3 warm-up pitches per inning.
7. The batter will start with a 1 ball and 1 strike count. No free fouls after 2 strikes. A mat will be used behind home plate.
8. No bunting allowed.
9. Teams may start with 8 players and may not continue with less than 8 players. If a team starts with 8 players, they may add a 9th or 10th player anytime during the game as long as that player bats in the 9th or 10th spot in the batting order respectively. If a team starts with 10 or 11 players, the team may go down to 8 players. The positions vacated in the batting order, if not substituted for, will count as automatic outs.
10. Extra Player (EP) – OPTIONAL
    a. The EP must be made known to the Umpire and to the opposing team before the start of the game. He/She must remain in the same batting order position and may be substituted for at any time. The substitute must be a player who has not yet been in the game. All 11 players must bat and any 10 can play the field. Defensive positions can be changed but the batting order must remain the same.
11. Umpires and managers will meet before the game to discuss the ground rules.
12. Slide rule means AVOID CONTACT! If a runner runs or crashes into a defensive player resulting in substantial contact, in the judgment of the Umpire, the runner may be declared out and a possible game ejection.
13. Fake tags will not be permitted. Players are subject to immediate ejections (Umpire's discretion).
14. Men’s league: The ball must reach AT LEAST 6 feet from the GROUND and there is NO MAXIMUM arc.
15. It will be the home plate umpire’s judgment if the pitch is flat.
16. The pitcher is allowed 2 hesitations before releasing the ball. In addition, a pitcher is allowed a 5-count (silent by umpire) once they show the ball and are on the rubber.
17. The pitcher must have one foot on the rubber when the ball is released.
18. The runners may take a lead off from the base after the ball is released from the pitcher. However, they must get back to the base if the ball is not put into play and the catcher may “throw down” to the base and it is a force play, “no tag.”
19. Player Substitutions: Any starting player, including the EP, may be withdrawn and re-entered once, provided the player re-occupies the same batting position.

20. Slaughter Rule: 20 runs after 4 ½ or 5 innings and 15 runs after 5 ½ or 6 innings.
    a. FLIP-FLOP Rule: To move the game along, if the Home team is losing by 20 or more after 4 innings, then the Home team will bat in the top of the 5th inning.
21. For 12": The pitcher's rubber will be 50 feet from home plate. The bases will be 65 feet apart.
22. A courtesy runner may be used for any reason during the game. The last batted out must be the courtesy runner.

FINES AND SUSPENSIONS

1. Game Forfeits:
    - A team that forfeits a scheduled game without providing at least 24 hours' notice will be charged a $50 forfeit fee.
    - This fee must be paid before the team's next scheduled game or the game will also be considered a forfeit.
    - Two forfeits without payment or notice may result in removal from the league without refund.
2. Ejections:
    - Any player, coach, or manager ejected from a game must leave the facility immediately.
    - Minimum 1-game suspension will be enforced following any ejection.
    - Players who refuse to leave will cause their team to forfeit the game and may face additional suspension or league removal.
3. Unsportsmanlike Conduct:
    - Physical altercations, verbal abuse, threats, or intimidation of players, umpires, staff, or spectators will result in immediate ejection and possible multi-game suspension or permanent removal from the league.
    - Use of racial, homophobic, or discriminatory language will result in immediate removal from the league.
4. Repeat Offenses:
    - Any individual receiving two ejections in a season will be suspended for the remainder of the season.
    - Teams exhibiting repeated behavioral or sportsmanship issues may be placed on probation or removed from the league.
5. Alcohol/Drug Policy Violations:
    - Any player under the influence of alcohol or drugs on park property will be removed and may face a 1-game suspension or more depending on the severity and recurrence.
6. Appeals:
    - Suspensions may be appealed in writing to the Hampshire Park District Athletic Manager and Supervisor within 48 hours of the incident. Decisions will be reviewed and communicated within 5 business days.