



River Forest Park District

14" CO-ED Slow-Pitch League Rules

- I. **AMATEUR SOFTBALL ASSOCIATION** rules will be followed, except where they conflict with RFPD league rules.
 - II. **GOVERNING BODY**
 1. The RFPD Athletic Manager will make the league schedule, determine standings, and rule on all matters affecting the league but not covered in these rules.
 - III. **TEAM ROSTERS/ELIGIBILITY/FIELD SETUP**
 1. Rosters are due prior to the first scheduled game.
 2. **Each player must sign the roster.**
 - 2.1. **Signed rosters are due no later than the start of week 3. Rosters must include all teammates names, phone numbers, email addresses, and must be signed by participants. If we do not receive your roster by the start of week 3, your team will have all remaining matches forfeited and will be removed from the league.**
 3. Players must be 18 or older.
 4. 6 of the 12 players on the roster must be River Forest residents to be considered a Resident team.
 - 4.1. If you have less than 6 RF residents you are considered a non-resident team and must pay the non-resident fee for the league.
 5. No player trades or team switching.
 - 5.1. No player can be on two or more rosters; once he/she has played in a game he/she is a member of that team for the remainder of the season
 6. Playing an ineligible player will result in a forfeit.
 7. Each team will consist of 5 Men and 5 Women on the field at all times
 8. Pitching Mat to Plate Distance: 43 Feet
 - IV. **PLAYER CODE OF CONDUCT**
 1. No player shall push or strike an umpire, league official, or member of the opposing team.
 - 1.1. **PENALTY: One calendar year suspension from league competition.**
 2. Consumption of, or playing under the influence of, intoxicating beverages will result in ejection from game and bench.
 - 2.1. Repeated offenses will result in suspension from league play.
 3. Use of obscene language or "riding" of opposing players may result in ejection from game and bench.
 4. Only players, managers, scorekeepers, may be on the field or bench.
- We hope that all participants keep that in mind when becoming involved, although the games may become intense, you still can be competitive while maintaining good sportsmanship.**
- V. **GROUND RULES**
 1. A. Any fair ball hit down the left field line that goes on the sidewalk or in the playground area is ruled out of play and results in a ground rule double.
 2. 5 over the fence home run limit, the 6th home run (and any after that) in a single game over the fence results in an out.
 3. Teams may start with eight (8) players. The ninth (9th) spot in the batting order will be an out until such time as the 9th player arrives.
 - 3.1. Teams with less than eight players at game time will forfeit.
 - 3.2. Teams starting with nine or ten players may add one additional player (last spot in the lineup) upon arrival of that player.

4. Teams are allowed two forfeits; on the third forfeit they will be removed from the league, their remaining games will be removed from the schedule and played games will be considered as no contest.
5. Ten players: 5 female 5 male must be in the lineup at all times.
 - 5.1. If unable to field 5 males and 5 females, a team is allowed to have 6 females on the field.
If nine players: 4 must be female.
6. Each team must have male/female, pitcher/catcher combination.
 - 6.1. If a male pitches, a female must catch, if female pitches, a male must catch.
 - 6.2. At least 2 females must play the infield excluding pitcher and catcher. 2 males and 2 females must also play in the outfield if 10 players. Order does not matter in the infield or outfield.
 - 6.3. **If only 4 females, the team will only field 9 players. A female must be pitcher or catcher, 2 other females must also play infield positions, and 1 female in the outfield. A 6th male player MAY NOT replace the missing female player.**
7. Males and Females must alternate in batting order, if only nine players or in the case of 10 players and 6 are female it is allowable for the leadoff and last batters to bat in order.
 - 7.1. Batting order must be alternating Males and Females, if only nine player and two males are in batting "line up" next to each other that team **will have the last female player out in the previous inning bat in the place of the 5th female spot. They will not receive an "out" for the missing 5th female batter.**
8. Any walk to a male batter will result in a two-base award. The next batter (female) will bat.
 - 8.1. **EXCEPTION:** With two outs, the female batter has the option to walk or bat.
 - 8.1.1. **NOTE:** No out will be called if the female batter-runner passes a male during the dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
9. In order to use the Additional Hitter (AH) for Co-Rec, you must use both a male and a female. 12 players
10. A team must play with the same number of players that it starts with.
 - 10.1. **EXCEPTIONS:**
 - 10.1.1. A player is injured or ejected and there are no eligible players on the bench to replace the departing player.
 - 10.1.2. A team may add one "late arriving" player, he must bat in the last spot in the batting order.
11. **RE-ENTRY RULE:** Any **starting** player may leave the game and re-enter once. If he/she re-enters he/she must return to the same spot in the batting order.
12. Two **courtesy** runners are allowed per game; must be the player that made the last batted out.
13. No metal spikes.
14. No lead-offs or stealing.
 - 14.1. Runners must maintain contact with the base until a pitched ball reaches home plate.
15. A runner who remains on his feet and deliberately with great force crashes into a defensive player hoping to jar the fielder so hard that he will drop the ball, **rather than slide** in attempt to avoid being tagged out, shall be declared out.
 - 15.1. If the umpire interprets this unsportsmanlike action to be flagrant the runner shall be disqualified from the game.
16. Pitchers need only one foot on the rubber to release a pitch. No arc limit. No Fakes.
17. A mat will be used to determine strikes; any part of the mat is ruled a strike. A ball that hits the plate is ruled a ball. The umpire's decision on ball and strike calls is final and not subject to debate.
18. After the first inning no warm-up balls are allowed on the field. The game ball may be used by either the pitcher or the infielders to warm-up.
19. **SLAUGHTER RULE:** A 15-run lead after four innings or a ten-run lead after five or six innings will end the game. If the visiting team takes a 10-run lead in the 7th inning the game will be ended with no "come-back" for the home team.
20. **TIE-BREAKER RULE:** If after seven complete innings the score is tied, the visiting team will start the eighth inning with a runner at second base, after three outs the home team will do the same. Successive innings will be played in this manner. The runner placed at second base must be the person that made the **last out** of the previous inning.

21. **TIME LIMIT:** No inning will start after one hour of play. Exception: Ties - all tied games will be played to completion.
22. **BATS:** Banned bat list available at www.asasoftball.com under "certified equipment"

VI. RAIN OUT POLICY

1. In case of cancellation due to rain or inclement weather, the Park District will notify you no later than 4pm.
2. Unless a game has become official (losing team having five complete at-bats), games rained out in progress will be resumed from the point at which the umpire called the game.

VII. LIABILITY

1. The River Forest Park District assumes no responsibility for injury to players (any and all other participants) before, during, or after a game.
 - 1.1. The River Forest Park District recommends that all teams insure their players. Injured players are not advised to participate without physician's approval.