

Mokena Community Park District

Men's 16" NSA Softball – Class A Recreational League Rules

The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. Fair play and good sportsmanship are the responsibility of every player, coach, and spectator.

The following is a list of rules adopted by Mokena Community Park District to govern the Men's 16" Softball League. Rules not covered herein will be determined by the National Softball Association (NSA).

GENERAL

1. Each team shall designate a Captain who will be the liaison between that team and the Park District. Only the manager should communicate concerns with the Park District. To avoid confusion, players should speak to their manager on all inquiries and not contact the Park District directly. The Captain should be a player on the team and not a sponsor. Responsibilities include:
 - A. Confirm best contact information with Park District.
 - B. Distribute copies of league rules and schedule to team players.
 - C. Sign score sheet (after each game) to assure accuracy of score.
 - D. Responsible for the conduct of team's spectators and participants.
2. Participants are expected to abide by the following behavioral guidelines:
 - A. Respect all participants, umpires/officials, Park District staff, and spectators. Lead the way in creating a positive, recreational atmosphere.
 - B. Avoid the use of foul and/or inappropriate language. Set positive examples for the community.
 - C. Refrain from inflicting bodily harm on participants, umpires/officials, Park District staff, and spectators. Play to have FUN.
 - D. Respect all equipment, supplies, and facilities provided by Mokena Community Park District.
 - E. Follow all policies, procedures and laws by the Mokena Community Park District and Village of Mokena including all ordinances set by the Village.
 - F. Refrain from any use of alcohol or drugs at any Mokena Park.

ROSTER & ELIGIBILITY

1. Rosters are due before the start of the game Week 2 games. All roster information (name, address, phone number, and signature) must be complete and accurate for a player to be eligible for league play.

2. Roster may consist of a maximum of 20 players or a minimum of 10 players. No change to the roster will be allowed after Week 2 games, except in the case of an injury, or after the last game of the regular season (no changes during the playoffs). The replacement player should be of similar ability to the injured player. Any change(s) will require approval by the Recreation Supervisor.
3. All players must have a valid I.D. at all games to verify their identity at the request of the umpire or Recreation Supervisor. If a player cannot present an I.D. upon request, he will not be allowed to play in the game.
4. All players must be at least 18 years of age before the first scheduled game. Anyone listed on a current high school, collegiate, or professional team roster is ineligible.
5. Teams are expected to play only rostered players. If a non-rostered player is identified before a game begins, he cannot play (and game is still played). If a non-rostered player is identified during a game, he can continue to play but team is subject to a roster check with the Recreation Supervisor – possible forfeit in league standings.
6. Once a player's name appears on a team roster, that player may not play for any other team in the Men's 16" Softball League.

GAME

1. Teams may warm up on the grass prior to game time, so long as they are not interfering with another game in progress.
2. Each regular season game shall have one official NSA umpire.
3. Game time is forfeit time. No less than nine eligible players must be on the field, in uniform, and ready to play. The opposing team does not have the right to waive this rule. Any team that forfeits a game due to an insufficient amount of eligible players must pay a \$25 forfeit fee prior to qualifying for any post-season playoff, otherwise the team will not qualify for the playoffs and playoff seedings will be adjusted. Any team with three forfeits will be dropped from the league with no refunds. Future league consideration will be evaluated.
4. The score of any forfeited game will be recorded as 7-0.
5. It is the responsibility of both managers to review the ground rules with each other and the umpire before the game.
6. The home team's scorekeeper will be the official scorekeeper for the game. The visiting scorekeeper should be certain that score keeping is in agreement after each inning. The umpire should be notified of any player in the line-up that is not listed on the official team roster.
7. A regulation game will consist of 7 innings of play. In any event that a game can't be completed, an official game may be called after 5 innings of play or 4 ½ innings of play, if the home team is ahead.
8. If a team has a 12 run lead after 4 ½ or 5 innings, the game is officially over. If behind, the home team always has the opportunity to reduce the deficit and extend the game into the next inning.
9. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs in their half of the inning before the third out is made.

PLAYING RULES

1. Metal spikes are not allowed. Any player found wearing metal spikes will be ejected from the game.
2. Batters may use any size bat, but it must have a safety grip. No batting donuts or pipes are allowed.
3. All batters begin their at-bat with a one ball, one strike count. The batter is out on any 3 strikes.
4. The ball must be delivered with an arc, and must reach a height of at least six (6) feet while not exceeding a maximum height of twelve (12) feet.
5. Pitchers are allowed two fake delivery motions to either home plate or an occupied base before delivering a pitch to home plate.
6. A team may field a minimum of 9 players or a maximum of 10 players on defense. If a team begins a game with 9 players, there is no penalty. If 10th player shows up, he can be inserted into the lineup at any time. Managers have the option of using the extra hitter(s) to bat a total of eleven or twelve players. Managers must decide prior to game time if they wish to bat eleven or twelve players and must indicate on the lineup prior to game time. Once the game starts, the manager can not change his mind about the extra hitter(s). If an extra hitter has been injured and can't be replaced with a player on the bench, his team will not be charged with an out at his turn at-bat. However, if an extra hitter has been ejected and can't be replaced with a player on the bench, his team will be charged with an out at his at-bat.
7. Base stealing is not permitted. A base runner is permitted to lead off the base but is subject to being picked off that base. If a pick-off attempt is made on a base runner, he may advance at his own risk to the next base if unoccupied.
8. Dead ball area will be dugout fence lines extended indefinitely. If a ball hits the north football goal post (Main #3), it is a live ball unless it bounces into the dead ball area.
9. The league does NOT have a slide rule. In the umpire's judgment, if a player coming into a base uses unnecessary roughness and unsportsmanlike conduct, that player will be called out. The player also may be ejected from the game - subject to the umpire's discretion.
10. Courtesy Runner - Courtesy runners are allowed once/inning, and it must be the player that made the last out. If courtesy runner's at-bat comes up while still on base, team will be charged with an out.
11. Unannounced substitutions are legal. Any starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup.

AWARDS & PLAYOFFS

1. Cash prizes will be awarded to winners of the regular season and playoff. Prize amounts will be determined by number of participating teams.

2. Prize money recipients must provide the Park District with a completed W-9 Form before receiving cash prize. The Park District will report (to the IRS on Form 1099-Misc) payments to an individual receiving \$600 or more in a calendar year.
3. Playoff is single-game elimination. Semifinal and championship games will have two official NSA umpires.
4. Playoff information will be posted on the Park District website @ www.mokenapark.com (click on League Info, then click on Men's 16-Inch Softball) within 24-48 business hours of the last scheduled game of the regular season.

STANDINGS

1. Standings will be updated weekly on the website @ WWW.teamsideline.com/mokena (click on League Info, then click on Men's 16-Inch Softball) within 24-48 business hours.
2. Overall record will determine league standings. In the case of a tie (two or more teams), the following will be used to determine league standings:
 - A. If a team forfeited any games in the regular season, then that team automatically loses the tie-breaker in league standings.
 - B. Results of the in-season head-to-head competition shall be used to break the tie. The team with the best record in head-to-head competition is seeded highest. If tied teams split head-to-head competition, then proceed to C below. Note: If teams played each other more than once during the season, results from the first game only will be used in determining the tie-breaker.
 - C. Team with the better winning percentage in head-to-head competition against teams ranked above the tied teams in standings will be used as determining factor.
 - D. Team with the least amount of runs allowed against all other teams involved in the tie.

PROTESTS

1. Protests based solely on a decision that involved accuracy of judgment on the part of an umpire will not be considered.

UMPIRES

1. Umpires are authorized and required to enforce NSA rules and any situation specifically not covered in NSA rules.
2. Umpires must be treated with respect at all times. All disagreements with a umpire's interpretation of a rule must be conducted by the manager in a civil manner.
3. If an umpire does not act appropriately, please notify the Park District Recreation Supervisor so the NSA regional assigner can be contacted immediately.
4. The umpire's clock is the official clock for his specific diamond.
5. Umpire will sign the official scorebook and scorecard after each game.

PLAYER-TEAM CONDUCT

1. Players ejected from a game (for any reason) must leave the Park immediately, are suspended for the next league game, and must pay a \$25 reinstatement fee before being allowed to play again. Players ejected two times in the same season are suspended for the remainder of the season, including the playoffs. If a player ejection causes a team to have less than 9 eligible players on the field, the game will be forfeited and that team must pay a \$25 forfeit fee prior to qualifying for any post-season playoff.
2. PROFANITY RULE: If a player directs profanity at an umpire, opposing player/coach, or spectator during a game, the penalty shall be as follows:
 - A. First Offense: If batting, his team will be charged with an out. If in the field, the first batter in the following inning will be automatically out.
 - B. Second Offense: The above will apply, along with an automatic game ejection for that player.
3. Any player participating in any physical conduct/fighting with another player, umpire, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from Park District league play and suspended from any NSA softball games for a minimum of one calendar year; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.
4. Any player who verbally threatens a player, umpire, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from Park District league play and suspended from any NSA softball games as determined by the Metro Umpires Alliance Board of Directors; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.
5. Any player damaging equipment before, during, or after a game (on Park property) will be indefinitely suspended from league play. Player will be fined for damages, and possible criminal prosecution.
6. Persistent poor behavior by a team, including harassment of umpire or other team, may result in the dismissal of that team from the league (includes team's spectators).
7. Drugs and/or alcoholic beverages are prohibited on Park District property. Players caught with alcoholic beverages and/or drugs will be indefinitely suspended from league play. Smoking within 15ft of any Park District building is prohibited.
8. During a player's suspension, he cannot participate in nor be a spectator of any scheduled games of the Mokena Community Park District Men's 16" Softball League.
9. Teams may not replace a suspended/disqualified player on their roster.
10. The Recreation Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.
11. For safety reasons, spectators must watch from the viewing area only. Children must be supervised at all times! Unsupervised children and their guardian will be asked to leave the park. Players are not allowed to play and supervise children at the same time.

INJURIES

1. Mokena Community Park District is not responsible for any injuries incurred while on the premises of Mokena Community Park District and its facilities before, during, or after a game. The Park District does not provide insurance for teams, but it recommends that teams and individuals be commercially insured.
2. A player who is bleeding, has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the situation has been resolved.
3. If a player suffers an injury during play:
 - A. The play stops on the umpire's signal.
 - B. The player is given 30 seconds to return to play.
 - C. If the player cannot return to play within time, the team may utilize their substitutions.
 - D. If the player cannot safely return to play within time, AND no other players are available, that team will be allowed to play without that player for the remainder of that day only, unless the injured player causes the team to have less than 9 eligible players, in which case the game will be forfeited – no forfeit fee applied. However, the injured player will be allowed to return to play as soon as he elects to return.

RAINOUTS

1. Field conditions at 4:45pm on game-day will determine whether or not games will be played. Managers and players can check the Rainout Line after 5:00pm @ 1-708-390-3361 or www.mokenapark.com (Click on League Info) to check the status of games.
2. Rainout games will be played on the same night of the week as originally scheduled (Wednesdays), however, the Mokena Community Park District reserves the right to schedule makeup games on days other than the league's scheduled evening. All teams will receive at least a week (7 days) notice if games are to be made up on a different evening. If a team is scheduled to play a rain makeup and is unable to play, they will forfeit the game.
3. Any game that is in progress may be cancelled by the referee and/or the park district site supervisor due to inclement weather (discretionary). There is a Thorguard Lightning Warning System located in the southwest corner of Main Park. If the system beeps one time, play must stop because it is indicating that there is severe weather in the area - shelter is recommended. When the system beeps three times, play may resume because it is indicating that it is safe to play. Note: If a delayed match has to wait 15 or more minutes for an "all clear", the match will be cancelled.

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