

2018 SOFTBALL LEAGUES REGISTRATION FEES



Crystal Lake Park District

12 MIN/20 MAX ON ROSTER

ALL LEAGUES FIRST-COME, FIRST-SERVED BASIS

SPRING

<u>CODE</u>	<u>LEAGUE</u>	<u>DAY</u>	<u>FEE</u>	
230408-01	MEN'S DOUBLEHEADER	MONDAY	\$560	LEAGUES BEGIN WEEK OF APRIL 9 12" DH LEAGUES 10 GAMES + TOURNAMENT (APRIL 28-29) 14" CO-REC LEAGUE 5 GAMES & TOURNAMENT (MAY 11-12)
230404-01	MEN'S DH 12"	TUESDAY	\$560	
230405-01	MEN'S DH 12"	WEDNESDAY	\$560	
230406-01	MEN'S DH 12"	THURSDAY	\$560	
230407-01	CO-REC 12"	FRIDAY	\$445	

SUMMER

<u>CODE</u>	<u>LEAGUE</u>	<u>DAY</u>	<u>FEE</u>	
330450-01	MEN'S DH 12"	MONDAY	\$740	LEAGUES BEGIN WEEK OF MAY 21 12" DH LEAGUES 16 GAMES + TOURNAMENT (LOWER: JUNE 23-24) (UPPER: JULY 14-15) CO-REC LEAGUE 10 GAMES & TOURNAMENT (AUG 10-11)
330451-01	MEN'S DH 12"	TUESDAY	\$740	
330453-01	MEN'S DH 12"	WEDNESDAY	\$740	
330454-01	MEN'S DH 12"	THURSDAY	\$740	
330455-01	CO-REC 12"	FRIDAY	\$595	

FALL

<u>CODE</u>	<u>LEAGUE</u>	<u>DAY</u>	<u>FEE</u>	
130406-01	MEN'S DH 12"	MONDAY	\$645	LEAGUES BEGIN WEEK OF AUG 20 12" DH LEAGUES 12 GAMES + TOURNAMENT (SEPT 15-16) CO-REC LEAGUE 6 GAMES & TOURNAMENT (OCT 5-6)
130402-01	MEN'S DH 12"	TUESDAY	\$645	
130403-01	MEN'S DH 12"	WEDNESDAY	\$645	
130404-01	MEN'S DH 12"	THURSDAY	\$645	
130405-01	CO-REC 12"	FRIDAY	\$525	

SUMMER NON-RESIDENT FEES \$15 EACH (FEES CAPPED AT 4 PEOPLE)
 FALL & SPRING NON-RESIDENT FEES: \$15 EACH (FEES CAPPED AT 2 PEOPLE)

GENERAL LEAGUE RULES

1. Team Managers are responsible for their team and spectator's actions.
ONLY team managers may confer with umpires and league officials.
1. Refunds will not be given for any league or non-resident fees.
2. Players may participate on more than one team provided those teams are in different leagues (11" & 12".) **CO-REC 12"** may sub 2 players if needed at discretion of opposing captain.
3. Teams/players participating in the league will be asked to wear matching shirts. Any conflict will be settled prior to the start of the game.
4. Players are forewarned that inherent risks exist in all sports and they are participating at their own risk.
5. No metal spikes are allowed. If reported, player will be ejected.
6. ISA rules will be followed unless otherwise noted.
7. **NO GUM, SEEDS IN THE ENTIRE COMPLEX OR SMOKING in dugouts or on fields.**
8. A team must have 8 players listed on the roster to start a game, and may continue and finish with 8 players. If the game begins with more than 8 players, it may finish with 8 only if the other player(s) were not ejected. No OUT will be called for the unoccupied spot in the line-up if game begins with only 8 players. If after 3 innings a game that begins with 8 players is down by 15 runs, the game will be called unless a 9th player has arrived.
9. Home teams will keep the "Official Scorebook". Teams should verify the score after each half inning. Teams provide their own scorekeepers.
10. Only the batter, on deck batter and player(s) occupying the coaching boxes will be allowed on the playing field when a team is on offense.
11. Players come to bat with one ball, one strike count. An out will be called when batter is up to bat with two strikes and hits a foul ball.
12. The Athletic Supervisor reserves the right to put into effect any new ruling after properly informing teams.
13. GAME TIME IS FORFEIT FOR ALL GAMES. Game times will be 6:30, 7:30, 8:30 & 9:30 PM. If games are running late, teams waiting should have their scorebook filled out, and be warmed up to begin as soon as the previous game is completed. (A 10-minute grace period for the 6:30 PM game only.) 65-minute clock starts at 6:30 PM.
14. The home team will be listed last on the schedule unless otherwise designated.
15. No innings may start after 60 minutes.
16. DOUBLE FIRST BASE: On any hit ball, infield or outfield, if there is going to be a play at first base, the runner must run through or stop on the orange base. On a play where the runner has stepped on the white base, the runner shall be declared out regardless of the result of the play. If the umpire decides any contact was intentional and/or flagrant, the runner shall immediately be removed from the game. On a play where the runner is rounding first base towards second base, the runner should use the white base. Once the runner has reached first base safely he/she should only use the white base.
17. It is permissible for lower division teams to have up to 3 upper division players on their roster. An upper division player is ANY player on an upper division roster, or is known or found out to be an impact player. Athletic Supervisor's decision is final.
18. **ALL PLAYERS PRESENT MAY BAT.** In the event of injury where a player cannot continue playing, no penalty will incur. If a player leaves to play in another game or leaves the field without valid reason, that spot in the line-up will become an out unless a valid substitution is made with a player that was present before the start of the 3rd inning. Any teammate who is assisting an injured player is also exempt from any penalties.
19. A maximum of 2 courtesy runners are allowed and can be used in each game. If a manager wants this courtesy negated, he must make his intentions clear to the umpire and the other manager before the first pitch of the game. This then becomes the rules for all games between those teams for that night only. In the event of an injury, the umpire can allow courtesy runners. The courtesy runner is always the last batted out, or the last man in the order if no out has occurred. If the last batted out is on base, the last run to score will be used. If a courtesy runner is on base when his spot in the line-up is at bat, his/her spot in the order will be skipped with no out occurring.
20. **ALL LEAGUES WILL HAVE COMBINED WEEKEND TOURNAMENTS.**
21. Foul ball is judged by the position of the ball in reference to the foul line.
22. Second foul strike is a live ball; runners may advance on a catch.
23. No free second foul ball.
24. Never touch scoreboard controls.
25. It is the Manager's responsibility to know the rules of the CLPD as well as ISA.
26. **BLOOD RULE:** ANY BLOOD PRESENT DURING A GAME MUST BE ATTENDED TO IMMEDIATELY. ANY CLOTHING SOILED BY BLOOD MUST BE REMOVED. MANAGERS—PLEASE HAVE EXTRA CLOTHING AVAILABLE.
27. **NO CHILDREN IN DUGOUT:** NO BATBOYS OR BATGIRLS ARE ALLOWED. THIS RULE IS FOR THEIR SAFETY. NO EXCEPTIONS AT ANY TIME.

ADDING PLAYERS

1. If a team starts a game with 8 or 9 players, they may only add additional players to fill their roster. Defensive players may only be added at the half inning and must be inserted into the line-up at the bottom of the batting order. The 11th player may never be added as an AH, but may be used as a substitute as long as he/she arrived before the end of the 3rd inning deadline (5th inning for the 6:30 game).
2. If a team starts with at least 10 players, they may add the 11th or more player(s) AH at the end of the line-up, as long as their team has not gone through its entire batting order. If the batting order has been completed once, the player(s) may only be added as a substitute if the player arrived before the inning deadlines.

11" & 12" RULES

1. 1 + 1 count to start.
2. Arc Limits: 5 feet to 10 feet
3. Mat will be used.
4. Official softball bats only. BPF 1.2 or less. ISA approved bats only.
5. ALL PRESENT MAY BAT.
6. ROSTERS ARE CLOSED AFTER 3 INNINGS (substitutions are allowed for players present by 3rd inning deadline) 5th inning for 6:30 PM game only.
7. No base burglar in league play.
8. NO stealing bases.
9. FIVE maximum home runs in upper division; 2 One Up in lower divisions — HR may be hit in bottom of 7th inning; MAX 5

11" SLAUGHTER RULE

15 AFTER 4

10 AFTER 5

8 AFTER 6

12" SLAUGHTER RULE

20 AFTER 4

12 AFTER 5

10 AFTER 6

CO-REC 12" RULES

1. ALL PRESENT MAY BAT. The batting order must alternate between male and female.
 - A. Two women may bat back-to-back if there are more female players.
 - B. Two men may NEVER bat back-to-back.
2. You must play with an equal number, or greater number of women.
3. The pitcher and catcher must be of a different gender.
4. The infielders and outfielders must be two women and two men. They do not need to alternate positions.
5. Rules 3 & 4 apply only when equal genders are represented.
6. All players start with one and one count.
7. If a male walks, he goes directly to first base. The female batter who follows him has the option of walking or batting as usual.
8. The outfielders may never come into the infield area at any time. Effect = delayed dead ball, batter base runner is awarded third base; all runners are awarded home plate without jeopardy of being called out.
9. Free substitution for players in the field. Batting order must remain the same or follow a set substitution pattern. Male # 1 and Male # 2 would occupy one spot in the order and alternate each time that spot was at bat. Male # 1 or Male # 2 cannot bat in any other spot in the line-up unless they are replacing an injured male. Male # 1 and Male # 2 may play defense at the same time as long there is an equal number of females in the field.
10. If a female is injured and cannot be replaced by a female:
 - A. The defense is allowed to play short one female (two males and one female in the infield or outfield).
 - B. The line-up would alternate with the two males that bat prior and after the injured female, taking turns who will miss their at bat each time.
11. No ISA pitching. Present the ball—pitch the ball.

CO-REC 12" RULES

11. It is considered a “mockery” of the game for players to run recklessly around the bases. Effect = Dead ball, base runner is out and may be removed from the game if the umpire deems it necessary.
12. It is defensive interference when fielders stand in the base path or on a base when the ball is not in play.
13. The ISA considers any rule or situation not covered by this guideline governed by Lippold Park home rules.
14. Up to three rostered players from other co-rec teams may be used in a game if a team is short female players. It is up to the discretion of the opposing manager whether to accept or deny this request. If denied, the game will result in a forfeit.

SLAUGHTER RULE

15 AFTER 4

10 AFTER 5

8 AFTER 6

REGULAR SEASON TIE-BREAKERS

1. If TWO teams are tied for any place in the regular season, the following procedures will be followed to determine the final league standings, in order until all ties are broken.
 - A. Team with the best record in head-to-head competition against the other team.
 - B. Team with the fewest runs allowed against the other team involved in the tie.
 - C. Team with the fewest runs allowed against all teams.

2. In the case of THREE or more teams are tied for any positions in the regular season, the following procedures will be followed to determine final league standings, in order until all ties are broken.
 - A. Team with the best winning percentage in head-to-head competition against all other teams involved in the tie. A team **MUST** have at least one win against all the other teams tied in the standings.
 - B. Teams with the fewest average runs allowed against all other teams involved in the tie (all tied teams must have played at least once.)
 - C. Team with the fewest runs allowed against all teams.

FINES AND SUSPENSIONS

Listed below are the fines and suspensions for players, managers, spectators and coaches in all Crystal Lake Park District athletic programs. Each case will be judged individually. This guideline is the minimum penalties assessed. More severe or reduced penalties will be left of to the discretion of the Athletic Supervisor.

1. **FIGHTING ANYWHERE ON FACILITIES OR GROUNDS OF PARK DISTRICT SPONSORED EVENTS:**
Up to one year
2. **UNDER THE INFLUENCE OR BRINGING OUTSIDE ALCOHOLIC BEVERAGES INTO THE COMPLEX:**
One week suspension from all softball leagues
3. **INVOLVEMENT IN ROUGH PLAY:** **One week suspension**
4. **SEEDS, GUM IN THE COMPLEX OR ALCOHOL IN DUGOUT:**
 - A. **First Offense—One week suspension for player and manager**
 - B. **Second Offense—Two week suspension for player and manager**
5. **THREATENING AN OFFICIAL OR SUPERVISOR:** **One year suspension from all athletic leagues**
6. **TOUCHING, PUSHING OR STRIKING AN OFFICIAL OR SUPERVISOR:** **Permanent suspension from all Park District Athletics**
7. **USE OF PROFANITY:**
 - A. **Warning**
 - B. **First Offense—One week suspension**
8. **IMPROPERLY LISTED AS PARK DISTRICT RESIDENT, NOT LISTED ON ROSTER OR PLAYING WITHOUT HAVING SIGNED ROSTER:**
Two week suspension for both player and manager
9. **EJECTION FROM GAME (PER SEASON)**
 - A. **First Offense—Warning**
 - B. **Second Offense—Two week suspension for player and manager (all games in 14 days)**
 - C. **Third Offense—One season suspension for player and two weeks for manager**
10. **TEAM FORFEITING (per season:)**
 - A. **First Offense—warning**
 - B. **Second Offense—\$25 due prior to start of next game**
 - C. **Third Offense—Withdrawal from league and forfeiture of league fees**

**FINES must be paid at the Park District Office,
and a receipt must be shown to the league supervisor before the next game.
Unpaid fines may result in suspensions of all team members.
Team forfeiture will result from non-compliance.**

POSTPONED GAMES

1. The Park District reserves the right to postpone any and all games if conditions warrant such action.
2. Postponed games will be played on available dates at the end of the season prior to replacement games. The Athletic Supervisor will contact managers of any changes.
3. In the event of a rainout before four (4) full innings are played, the game will be replayed from the point where the delay or cancellation occurred. After four (or 3.5 with home team winning) innings have been played, the game is considered official.

Keep up to date when adverse weather affects our programs or events. See below for directions on how to personalize your connections with the Crystal Lake Park District Rainout Line.



APP

To download the app for the Crystal Lake Park District, simply go to the market on your phone and search Rainout Line. Download the Rainout Line app and search for the Crystal Lake Park District. When it appears, click the star on the right side of the page. In order to view updates, you will have to open the Rainout app.

PHONE

The Rainout Line number is 815-410-4475. Call the number and select EXTENSION 1 FOR ADULT SOFTBALL.

BAT TESTING POLICY

The Crystal Lake Park District will adhere to the ISA rule for approved bats. Please note: any bat type or bat model that cannot be determined will be deemed illegal. **TESTING WILL TAKE PLACE DURING SPRING, SUMMER AND FALL SESSIONS.**

BONCOSKY BAT TESTING

1. Bat testing will begin with the 2013 Spring Session.
2. All bats must be tested prior to being used during league play.
3. All bats will be tested on a yearly basis. Bats that pass the test will have a GREEN sticker placed on the end of the barrel. Bats that pass the test will be legal for the 2013 season.
4. The Crystal Lake Park District reserves the right to re-test any bat at any time.
5. The Crystal Lake Park District reserves the right to ban any bat at any time.

BAT TESTING POLICY

GUIDELINES TO GET YOUR BAT TESTED

SPRING: Testing will be available Monday through Friday from 5:30-9 PM. If a bat fails during the spring session, it will be deemed illegal for the entire season. Testing will not be available on days that have been rained out.

SUMMER AND FALL: Testing will be available Monday through Friday for the first two weeks of the season. After the initial two week period, testing will be done by appointment only. Players must be present a **minimum of one hour** prior to the start of their game in order to get a bat tested.

BAT PROTEST:

1. Teams may protest a bat at any time. The fee is \$20.
2. If the bat fails the test, it will be marked with a red sticker and owner will receive a two week suspension (maximum 4 games.) Protesting teams will lose their \$20 if the bat passes the tests.
3. Players refusing to have a sticker put on their bat will be suspended for a minimum of two games.
4. Any player that steps into the batter's box without a sticker will be immediately ejected. The player will be declared out and the play is dead. The bat in question will be taken to be tested. **If the bat doesn't pass the test, the player will be suspended a minimum of two additional games.**
5. Players caught using a non-approved ISA bat will be suspended for a minimum of two games.
6. Any player and/or owner of a bat caught using a shaved, painted or altered bat will be suspended for a **minimum of 5 years. THIS RULE WILL BE STRICTLY ENFORCED.**

For more information regarding approved bats, log onto isasoftball.com.



CRYSTAL LAKE PARK DISTRICT

CRYSTALLAKEPARKS.ORG