RULES

&

REGULATIONS

Crystal Lake Park District
1 E Crystal Lake Avenue
Crystal Lake IL 60014
815.459.0680
crystallakeparks.org

COMPLEX RULES

- **NO GUM, SEEDS OR SHELLED SNACKS IN THE ENTIRE COMPLEX**
- No metal spikes are allowed. If reported, player will be ejected.
- No smoking or vaping in dugouts or on fields.
- Never touch scoreboard controls.
- Do not enter behind the counter in the building without being invited by the supervisor.
- Do not enter the garage without an employee present. Do not remove anything from the garage without the permission of the supervisor on site.

Music: music played in a dugout must be of a volume that the umpire can still be heard. Additionally, music must be appropriate (in terms of language) for the surroundings. There are often children around the fields and/or rentals on unused fields. If you are asked to turn down the music or change it due to content, please comply. Arguing with an umpire, or supervisor's, request as relates to music is grounds for ejection from the park. Your team may only play music when you are batting, when you are in the field the other team may play music. Music should not be played when your team is not playing in a game. For example, you should not be playing music in the pavilion when your game is over.

Children: If you bring your children to the park, they must be supervised by an adult/ responsible older child. Children playing on the sides of the fields need to be instructed to keep themselves and any toys/balls off the fields where games are being played to ensure that no one is unintentionally injured. Please supervise your children when they are in the park, foul balls can cause serious injury to children. Our supervisors are not there to watch your children while you play.

GENERAL LEAGUE RULES

- Refunds will not be given for any league after the first week of play. League winners will receive a League Champions prize bat.

- Forfeits will be recorded as 7-0 scores.

GENERAL GAME PLAY/MANAGEMENT RULES

Team Managers are responsible for their team and spectators actions. ONLY team managers may confer with umpires and league officials. Team managers may face ejection as a result of team spectators' actions.

- Players may participate on more than one team provided those teams are in different divisions. Our goal is to play games and avoid forfeits, teams will need subs from time to time so we will err on the side of playing games and allow players to sub. Subs should not be multiple impact ball players** outside of A or A/B leagues. Teams found using multiple upper league players in a lower/middle league may be forced to forfeit all games played with the questionable players. Each situation will be handled on an individual basis by the Athletic Supervisor in consultation with the supervisor on site at Lippold. **Impact players, while typically tournament players, do not need to specifically play tournament ball. Impact players are those who, by their presence on the field, provide an advantage for a team. Players must sign the roster of each team on which they play, this includes teams for which they are subbing. In the interest of fair play, upper players who sub on a lower team should not function as the DHH for that lower team.

- Players are forewarned that inherent risks exist in all sports and they are participating at their own risk.

- 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. If a team does not have 8 players to start a game, at the discretion of the supervisor on duty and opposing captain, said team can utilize a rostered league player to play.

- 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.

- All player equipment (bats, mitts, balls etc) should be kept inside or behind the dugout, not on the playing field.

Scorebook: Home teams will keep the "Official Scorebook". Teams should verify the score after each half inning. The visiting team can be considered the "official book" if both teams agree before the game begins and the umpire is made aware. Teams provide their own scorekeepers. The home team will be listed last on the schedule unless otherwise designated. It is not the umpire's responsibility to act as scorekeeper for the teams. If one team has a book and the other does not, the umpire will side with the scorebook on any scoring disagreement. Copied scoresheets are available from the concessions stand, please provide your own pen/pencil, these will not be available.

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.

Game Times:
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).

- The second double-header will begin when the umpire signals play to start. (i.e. a 7:30 pm game may start at 7:20 pm if the first game ended early.)

- The second double-header will begin at the scheduled time, or in the event of the first double-header running long, as soon as possible after the 7:30 game ends. If both teams are present and ready to play prior to 8:30, that game may start early with the agreement of both captains and the umpire, assuming the field is ready for play.

- No innings may start after 60 minutes. Counts will start at 2-2 at the 50-minute mark. Hard cutoff at the 70-minute mark and the score will resort to the previous inning's score. Games may end in a tie, excluding playoffs and championships.

- **GAME TIME IS FORFEIT TIME FOR ALL GAMES.**

- It is permissible for lower division teams to have up to three upper division players on their roster. An upper division player is ANY player on an upper division roster, or is known/ found to be an impact player as previously defined. Crystal Lake Park District staff decisions are final on these matters.

- No team in any league may have more than one (1) sanctioned player ranked 'A' or higher, or having been ranked as such in the past five (5) years, by any sanctioning body actively participating in league night. A team may have more than one 'A' player on their roster if they are present on different nights and not playing at the same time.

Sportsmanship: Sportsmanship is key for a safe and enjoyable recreational athletic leagues. Any player who is, in the view of an umpire or league official, playing in an out-of-control or dangerous manner may be ejected from a game. Players or teams who act in a derogatory manner towards another team or player (behavior including, but not limited to, excessive cursing, taunting, show boating, chirping, or any racial, sexual, ethnic slur run the risk of having the offending player(s) and/or manager ejected. If it is determined the behavior is being exhibited by a majority/all of a team, a game may be forfeited and potential suspensions issued.

Intoxication: A player who is visibly intoxicated will be immediately removed from the game for their own safety. If the majority of a team appears intoxicated, in the interest of safety, the umpire or supervisor on site will declare the game a forfeit. In situation b or c above, if the offending player(s) are belligerent or argumentative with the umpire or supervisor the Park Police will be called.

Flip Flop Rule: If the visiting team is up in a game by the slaughter number (or more), the Flip Flop Rule will be invoked. This rule allows the home team to bat twice to stave off the slaughter. For example, the visiting team is up by 17 runs going into the top of the 5th inning. Instead of the visiting team batting and potentially adding to their lead, the home team is permitted to bat twice (the bottom of the 4th inning and the top of the 5th inning) to avoid a slaughter rule situation. The home team would need to score 6 runs to stay in the game, if they score less than that the game is over. If the visiting team gets under the slaughter rule after a Flip Flop is called, the teams will switch positions as home/away. The means that once the Flip Flop is called, the visiting team becomes the home team, and vice versa, from that point in the game forward. The flip flop has no impact on the home/away teams for the next game of a double header.

2-2 count at 50 minutes: after 50 minutes of game play, if the game in not going into the 7th inning or at slaughter rule, the umpire will invoke a 2-2 count. At the start of the next inning all batters will have 2-2 count when they start their at bat. This count will continue until the game is over, time limit is reached, or the game goes into extra innings. For example, if the clock has reached 50 minutes at the start of the 6th inning, the umpire will invoke a 2-2 count for the remainder of the game (except for any extra innings).

Softballs: Only Crystal Lake Park District supplied softballs may be used for that specific season may be used for league play. Ensure that your team has an appropriate number of the softballs available for your games. All softballs must be in good repair, meaning no cuts, open seams, or obvious 'doctoring'. A ball may be removed from play at the umpire's discretion. Ensure your team has an appropriate number of softballs available for your games. All softballs must be in good repair, meaning no cuts, open seams, or obvious 'doctoring'. A ball may be removed from play at the umpire/supervisor's discretion. The make/model and

particulars (core, flight) of a ball must be visible for the ball to be usable in league play. Even a well used Crystal Lake Park District issued softball may not be used if it cannot be easily identified by the umpire/supervisor. Once softballs are distributed to teams, those softballs become the property of those teams. Teams are highly encouraged to mark their softballs so they can be easily identified. Finding and keeping a marked home run/foul ball from a team other than your own is not acceptable. Those balls belong to those teams, DO NOT REMOVE SOFTBALLS THAT DO NOT BELONG TO YOUR TEAM. If any player/team is found to be altering softballs prior to, or during play, the offending player/team will forfeit any games played on that night and will be subject to a suspension to be determined based on the severity of the incident.

IN 12" LEAGUES ONLY:

Each team will hit their own softballs. This means that at the beginning of the game each team should exchange a softball with the other team, this will be the ball that will be pitched to your team. Anytime a ball leaves play (foul ball, home run, etc.) it is the batting team's responsibility to provide a ball to the other team's pitcher. If the ball is not league approved, or it is damaged, the pitcher should throw the ball to the umpire and request a new ball from the batting team. If the pitcher rejects a ball that the umpire deems legitimate, a ball will be assessed to the pitcher. It is the pitcher's responsibility to check to make sure the other team is using the correct ball. Please check with the umpire or supervisor if you are not sure. If the pitcher "pitches" a ball without checking it, but the umpire or another player find the team hitting the incorrect ball, the ball will be removed from play and the offending team will receive a warning which will be documented with the supervisor during that night.

A second violation on the same night will result in the ejection of the offending team's manager and the potential forfeit of games played that night. Consistent violation of this rule will result in the suspension of the offending team's manager and potential forfeits being assessed. If a team is found to be switching the softball provided by the opposing team with a different ball during game play (without informing the opposing team and the umpire), that offending team will forfeit that game. The pitcher and team captain (if they are different players) may be suspended based on the severity of the situation.

Rosters: All players who are playing on a team must be signed on the roster, regardless of if they are a sub or a regular member of the team. Roster Protests: If a team believes that their opponent is playing with non-rostered players, or an excessive number of upper league subs, they may request a roster protest before the end of the 1st inning. After the 1st inning, if a sub enters the game late, a protest may be made against that individual player only and must be protested upon the sub entering the game. The protesting team needs to initiate the protest prior to the end of the 1st inning by providing a $25 cash protest fee to the supervisor on site. The game clock will be suspended until the protest is resolved.

If the team in question is found to be using illegal players, those players will be disqualified from participating in the game and the protesting team will receive their $25 back. If there are no issues found with the protested roster, the protesting team will lose their $25 and one (1) out will be issued in your team's next at-bat (no player will lose an at-bat, the protesting team will just be issued one (1) out).

SPECIFIC GAME PLAY RULES

Double First Base: On any hit ball, to the 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. 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. If the umpire decides any contact on the bases was intentional and/or flagrant, the runner shall immediately be removed from the game. Base runners and fielders must avoid contact. Running over a fielder will result in an immediate ejection, unless the collision was, in the opinion of the umpire, unavoidable based on game circumstance.

Vicinity Rule: If, in the umpire's opinion, the bases have become slippery or otherwise hazardous, the vicinity rule may be invoked. This allows players to step near, not on the base when rounding the bases. The defensive player MUST hit the base to make a play. If there is a play at any base, the vicinity rule still requires player to hit the base to be called safe. This rule is invoked and applied at the sole discretion of the umpire on the field. Players may request the invocation of the vicinity rule from the umpire on their field if they feel the bases are beginning to present a hazard to safety.

ALL PLAYERS PRESENT MAY BAT.

Injury: In the event of injury where a player cannot continue playing, no penalty will be incurred. 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 player who is assisting an injured player is also exempt from any penalties.

Blood Rule: Any blood present during a game must be attended to immediately. Any clothing soiled by blood must be removed. Please have extra clothes available. A first aid kit is available in the building.

Courtesy Runner Rule: Each team will be allowed the pitcher plus one courtesy runner per inning to be used for a single player. Meaning that if Player A leads off an inning and takes a courtesy runner, and his team bats around to the point where he comes up again, the same courtesy runner is used.

- The goal of the pitcher courtesy runner is to allow pitchers the time to put on equipment and be ready to take the mound once the inning ends.
- The pitcher does into have to take the courtesy runner, however, this runner may not be used for any player other than the pitcher.
- If a courtesy runner is on base at the time his spot comes up in the batting order, the team will be forced to take an out. This player cannot be substituted for in this situation to avoid the out.
- In the event of a homerun, the base-to-base runner will score regardless of where they were on the bases.

- In the event of an injury after a team has used their courtesy runner, a second courtesy runner may be granted at the umpire's discretion; however, that runner may only advance one base at a time. If that runner advances beyond the next base to which they are entitled to advance, they put themselves in jeopardy of being tagged out, even if they make it to the subsequent base safely.

- When a game reaches International Tie Breaker Rules, the last batted out must occupy 2nd base to start the extra inning, however, if that player would be the pitcher, a courtesy runner may be used. All pitches must be delivered within 5 seconds of the umpire making his/her signal to play. If the pitch is not delivered within this time frame a ball will be assessed on the current batter. A delay of game may be called if a pitcher is waiting for their fielders to get aligned without receiving time from the umpire.

Equipment: No piece of equipment may be used for deceptive purposes. i.e. if a pitcher takes his/her mask off during a pitch in an attempt to distract the batter, a ball will be called. Determining and declaring an action to be "deceptive" will be at the discretion of the umpire(s) on the field.

Foul balls: Foul ball is judged by the position of the ball in reference to the foul line/foul pole. Second foul strike is a live ball; runners may advance on a catch. No free second foul ball.

Warning: Umpires are not required to provide a player with a warning prior to issuing a consequence for actions, up to and including ejections. Warning are issued as a courtesy, they are not a requirement.

Thrown Bat: Any intentionally thrown bat is ground for an immediate ejection of the offending player.

Fake Tags: Fake tags are NOT allowed at any time. This action can result in injury. If the umpire determines that a player attempted a fake tag, they may issue a warning. The second instance will be an ejection. If the fake tag is egregious or results in injury, the umpire may eject the offending player without first issuing a warning.

Tie-Breaker: At the start of the 8th inning, a runner will start at second base, and the batter will have a 3-2 count. The runner starting on 2nd base will be the last batted out from the previous inning, unless that runner is the pitcher, who may receive a courtesy runner. A courtesy may not be used for any non-pitcher last batted out, except if the last batted out was injured and can no longer play. If a team uses a courtesy runner for a non-pitcher in this situation, the player for whom the courtesy is given may not participate further in that double-header. This courtesy runner may only go base-to-base, except on a home run.

Dugouts: **No children in dugouts**. No bat boys or bat girls are allowed. This rule is for their safety.There should be no non-participants in the dugout. The exception to this rule is a team manager and/or scorekeeper who have signed the participation waiver. All others should remain in the bleachers. If it is necessary to have another person in the dugout, that will be at the discretion of the supervisor on site. On nights when CLPD sells alcohol, it is NOT allowed in dugouts or outside the complex.

Alcohol: No outside alcohol is allowed at any time. Coolers will be subject to search. Outside alcohol violates the City of Crystal Lake Alcohol permit issued to the CLPD.

Clean Park: Keep our park clean, please pickup after yourself, your team and your spectators. This includes the fields, dugouts, bleachers areas and parking lot.

Ejections

- If a player is ejected from the game due to a rules violation during the first game of a double-header, it will be the supervisor on-site and the ejecting umpire's discretion as to if that player can participate in the second game. For example, if a player is ejected for not having a bat sticker in the 6:30 game, they will be out for that game only. They may participate in the 7:30, 8:30 and/or 9:30 game(s).

- If a player is ejected for behavior/conduct, they may be required to leave the park and may not participate in any further games that night. Meaning, if a player is ejected for behavior during the 6:30 game, they may not participate in any other game that night. If a player is asked to leave the park and does not do so in a reasonable amount of time, or in an orderly fashion, the Park Police may be called to remove that player.

- If an ejected player does not immediately leave the dugout/field area and go to the parking lot, the umpire may declare a forfeit.

- If a player is ejected, they may be replaced in the lineup if the team has a substitute available. The substitute must be a rostered player for that team and must have arrived prior to the 3rd inning. If no substitute is available, that spot in the line-up will be an out each subsequent time they are due up.

- If the violation of a rule results in the team manager being ejected, but the manager is not a player, both the non-playing manager and the DHH spot will be ejected. This means that the team no longer may use a DHH for that game, however, the player occupying that spot will still be permitted to play. This rule will be enforced at the discretion of the umpire and the supervisor on site.

11" & 12" RULES

Count: 1 + 1 count to start.

Arc Limits: 5 feet to 10 feet. For the Unlimited Arc League there is no height limit, there is however a 5 foot pitch floor.

Mat: A mat will be used and is only to be adjusted by the umpire, unless the umpire requests a player to do so.

Bats: Official slow-pitch softball bats only. Bats must have a valid CLPD sticker for that specific season. Bats must be a material that is capable of being tested (meaning wood bats are not allowed). Bats will be tested for each season (spring, summer, fall) and will be required to have the correct sticker which corresponds to the season.

12" Pitching Mound: 12" pitching mound is the 3rd line on the field. The pitcher can pitch from up to 6 feet behind the line. The pitcher can pitch from the left or right side of the line as long as one foot is touching the line upon the release of the pitch. If a pitcher is wearing a mask, they may choose to pitch from the 2nd line on the field. For their safety, a pitcher without a mask is not permitted to use the 2nd line and must pitch from the 3rd line.

11" Pitching Mound: 11" pitching mound is the 2nd line on the field. The pitcher can pitch from up to 6 feet behind the line. The pitcher can pitch from the left or right side of the line as long as one foot is touching the line upon the release of the pitch. If, in the umpire's discretion, game play would be improved by allowing a pitcher to pitch from the first line, this may be done.

Pitchers: Pitchers may wear protective equipment, including, but not limited to, a helmet/ mask, shin guards and chest protector. It is HIGHLY encouraged that all pitchers in hardball leagues wear a mask and helmet that covers the face and the top, sides, and back of the head. If a pitcher chooses not to remove his/her shin guards before coming to bat, they are not permitted to slide and must give themselves up on a close play at a base. A pitcher who slides with shin guards on will be ejected from the game, unless, in the opinion of the umpire, the slide was done to avoid injury to another player.

ALL PRESENT MAY BAT.

Rosters: ROSTERS ARE CLOSED AFTER 3 INNINGS (substitutions are allowed for players present by 3rd inning deadline) 5th inning for 6:30 PM game only.

NO stealing bases or lead offs.

Player's Safety: If a player announcing his/her intention to "shoot box" or in any other way makes what the umpire construes as a threat to another player's safety or well-being, that player will be immediately ejected. An ejection for this action may result in the player being disqualified from any other game that night. Furthermore, depending on the severity of the situation, suspensions may be issued.

DHH (Designated Homerun Hitter): is the player who, without penalty, may hit a home run every time at bat. The team manager must designate his DHH to the umpire prior to the first pitch of the game. Failure to designate a DHH before the first pitch will result in the loss of a DHH for that game. Should the DHH be walked, whether intentional or not, the any player may hit a home run without penalty until the DHH's spot comes back up in the line-up again.

All other members of the team may hit up to three (total) home runs without penalty. The fourth home run will result in an out only. Any subsequent home runs during the game NOT hit by the DHH (or as a result of a free homerun for a walk of the DHH) will result in the end of the current inning.

If the DHH leaves a game for any reason, the team loses the DHH for that game only. A player may take their place in the lineup, but that player is not the DHH for that game. The DHH designation is tied to a player, not a spot in the lineup.

11" SLAUGHTER RULE	12" SLAUGHTER RULE
15 AFTER 4	20 AFTER 3
10 AFTER 5	12 AFTER 4
8 AFTER 6	10 AFTER 5 or 6

Adding Players: 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). If the opposing team approves of adding a player after the deadline it will be allowed by the umpire.

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.

Equalizer Rules: In the interest of allowing teams to play the greatest number of differing teams, and to keep games competitive, an equalizer rule may be implemented for all games where a lower league team plays an upper league team, or in a combine league where there is a clear talent disparity between teams.

- At the outset of the game, the lower league team is given a number of runs (typically 3, 5, or 7 runs) to equalize the disparity. For example, a game may start with the visiting team having a 5-0 lead over the home team.

- If the equalizer rule is in effect the team that is giving up runs will always be the home team. Meaning that team would be home for both games of the double header.

- No team is required to take runs that are offered. If a team refuses to take runs the games will be played under standard league rules. If a team refuses to take runs for one game, they must do so for both games.

- Equalizer slaughter rule will be 25 after 4 / 20 after 5 / 15 after 6, but this rule only applies to the team giving the runs. The team receiving the runs will be bound by the standard slaughter rule.

CO-REC RULES

Batting: ALL PRESENT MAY BAT.

- The batting order must alternate between male and female.

- Two women may bat back-to-back if there are more female players.

- Two men may NEVER bat back-to-back.

- All players start with one and one count.

- During regular game play, if a male walks, he goes directly to second base. The female batter who follows him has the option of walking or batting as usual.

Players:

- You must play with an equal, or greater, number of women. A team must play with at least one male player.
- The pitcher and catcher must be of a different gender.*
- The infielders and outfields must be two women and two men. They do not need to alternate positions.*
- Rules* apply only when equal genders are represented.

Team Subs: Due to the regular necessity of subs in co-rec, rosters are, in effect, "open". Teams are allowed to pick up the subs that they need to play their games. Any player who participates must sign the roster of the team on which they are playing on a given night. Teams that are found to be regularly getting subs from upper divisions to play on lower or middle division teams may be forced to forfeit games if the situation is consider egregious or is an attempt to "sandbag" a game/league by not following the spirit of the league divisions. Decisions on these situations will be handled by the supervisor on site.

Outfielders: 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. For games on the green field only: the outfielder may come onto the turf to play a ball as long as they are in a place that would be in the outfield grass of one of the other fields. This is at the umpire's discretion.

Substitutions: Free substitution for players in the field.

Pitchers: No fake pitches, present the ball—pitch the ball. Pitchers must be touching the 1st line on the field when they release the ball.

Base Running: 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. It is defensive interference when fielders stand in the base path or on a base when the ball is not in play.

Play at the Plate: Once the base runner crosses the line of intent on the 3rd base line (white horizontal line in the turf), the base runner is committed to home plate and may not return to 3rd base. All plays at the plate will be treated just like 1st base - either force outs or tag outs are permitted. Base runners may use the pitching mat as the base (similar to the orange safety base at 1st base).

Extra Inning Walk Rule: When a game is in extra innings and the international tie breaker is in effect (8th inning or later), when a male walks, he goes to first base, NOT immediately to 2nd base. The female batting next MUST bat and CANNOT chose to walk.

Batting Rotation: A team with more male than female players present may bat all the males only if the following rotation is followed. 2 males can share a single spot in the batting order, a team cannot rotate players so a male bats in more than one spot in a single game. The rule requiring an equal or greater number of female players in the field still holds in this situation. As all present players are allowed to bat, every player does not need to play the field. Players batting beyond the 10 needed to play the field are consider "extra hitters".

Sample Batting Order:

1	Marge	6	Waylon
2	Carl	7	Lisa
3	Helen	8	Homer/Barney
4	Moe	9	Edna
5	Maude	10	Bart

Example: The team in the example to the left has 7 males and 5 females for a game. This means that 2 male spots in the order will be shared. In the example, spots 2 and 8 are shared. This means that every time the 2 or 8 spot in the order comes up the opposite person will bat. If Carl bats in the first inning, the next time the 2 spot comes up again, Lenny would bat.

This rotation would continue throughout the rest of the game. Lenny and Barney cannot bat in any other spot in the lineup during the game except if they are replacing an injured male who is not returning to the game.

Injury Replacement: If a female is injured and cannot be replaced by a female, the defense is allowed to play short one female (two males and one female in the infield or outfield). The line-up would alternate with the two males that bat before and after the injured female, taking turns who will miss their at bat each time OR the team may take an out in the lineup for the spot where the injured female player was supposed to bat. This will allow both males to continue to bat.

CO-REC SLAUGHTER RULE
15 AFTER 4
10 AFTER 5
8 AFTER 6

REGULAR SEASON TIE BREAKERS FOR ALL LEAGUES

Two teams tied: 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.

- Team with the best record in head-to-head competition against the other team.
- Team with the fewest runs allowed against the other team involved in the tie.
- Team with the fewest runs allowed against all teams.

Three teams tied: 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.

- 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.
- Teams with the fewest average runs allowed against all other teams involved in the tie (all tied teams must have played at least once.)
- Team with the fewest runs allowed against all teams.

Tournament Rules: All league tournaments will be played on that specific league night. Tournaments will be single elimination (unless specifically stated otherwise). Rosters are locked 2 weeks prior to the playoffs. No additions can be made unless approved by the softball supervisor. Exceptions may be made in the event of rainouts leading to rescheduled games. All league rules will be in effect for tournament games, including, but not limited to, 2-2 count, time limit, and flip flop. The only exception to this rule is that championship games will be played with no time limit.

BAT TESTING POLICY

It is solely the responsibility of the player to ensure that their bats are still legal for use. If you know that your bat is getting close to failing, have it tested regularly.

Testing: All bats must be tested prior to being used during league play. All bats will be tested on a seasonal basis. Bats that pass the test will have that season's sticker placed on the handle of the bat. Bats that pass the test will be legal for that season only. Testing will be done in the garage at the softball complex. Please see the supervisor on site to have your bat tested. Bats will be tested in the presence of a player, if requested.

Players may not test their own bats.

The Crystal Lake Park District reserves the right to re-test any bat at any time. Bats may be tested at an umpire's or supervisor's initiative at any time. The Park District reserves the right to ban any bat at any time.

Stickers: All bats must have USSSA or USA/ASA thumbprint. Senior bats are not allowed. If a sticker falls off, or becomes illegible, it is the player's responsibility to get the bat retested if it is to continue to be used.

Approved

Not Approved

Player Injury: If a player is injured by a batted ball, the bat will be immediately taken by the umpire to be tested. If the bat passes that test, it will be immediately returned to the team/player to whom it belongs. If the bat fails testing it will remain in possession of the Crystal Lake Park District as per insurance requirements.

BAT PROTEST

Teams may protest a bat at any time. The fee is $25, and must be paid in cash prior to a protest being heard.

- If the bat fails the test, the owner will receive a two week suspension(max 4 games). Protesting teams will lose their $25 if the bat passes the tests.

- 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.**

FINES & SUSPENSIONS

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.

FIGHTING ANYWHERE ON FACILITIES OR GROUNDS OF PARK DISTRICT SPONSORED EVENTS: Up to one year suspension

FINES & SUSPENSIONS continued

UNDER THE INFLUENCE OR BRINGING OUTSIDE ALCOHOLIC BEVERAGES INTO THE COMPLEX: One week suspension from all softball leagues

INVOLVEMENT IN ROUGH PLAY: One week suspension

SEEDS, GUM IN THE COMPLEX OR ALCOHOL IN DUGOUT:
First Offense-One week suspension for player and manager
Second Offense-Two week suspension for player and manager

THREATENING AN OFFICIAL OR SUPERVISOR: One year suspension from all athletic leagues

TOUCHING, PUSHING OR STRIKING AN OFFICIAL OR SUPERVISOR: Permanent suspension from all Park District Athletics

USE OF PROFANITY: First Offense-Warning / Second Offense-One week suspension

NOT LISTED ON ROSTER OR PLAYING WITHOUT HAVING SIGNED ROSTER: Two week suspension for both player and manager

PLAYERS BRINGING IN OUTSIDE ALCOHOL OR PARTICIPATING IN DRUG USE WILL BE ISSUED A WARNING BY THE UMPIRE OR SUPERVISOR ON DUTY. FAILURE TO COMPLY WITH THE WARNING WILL RESULT IN THE POLICE BEING CALLED. IF POLICE ARE CALLED DUE TO ALCOHOL OR DRUG-RELATED ISSUES, IT WILL RESULT IN THE FOLLOWING SUSPENSIONS. IF IT'S A SPECTATOR OF YOUR TEAM, THE TEAM MANAGER WILL RECEIVED THE SUSPENSION.
First Offense: 2 week suspension in all softball leagues
Second Offense: Full year suspension in all Park District Leagues

EJECTION FROM GAME (PER SEASON):
First Offense-Warning
Second Offense-Two week suspension for player and manager
(all games/all leagues for 14 days)
Third Offense-One season suspension for player and two weeks for manager

TEAM FORFEITING (per season):
First Offense - $25 forfeit fee
Second Offense - $40 due prior to start of next game
Third Offense—Withdrawal from league and forfeiture of league fee
Half of the league fee is kept if a team drops

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.

POSTPONED GAMES

The Park District reserves the right to postpone any and all games if conditions warrant such action. 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.

Play in Progress: In the event of a rain out 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.

Rainout Line: 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. To download the app for the Crystal Lake Park District, simply to go the app store 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.

RAINOUTLINE.COM
815.410.4475
CHANGES & CANCELLATIONS

The Crystal Lake Park District has the right to change or alter any rule at any time to improve the league or to improve the quality and equity of the league.

CRYSTAL LAKE
ADULT SOFTBALL
CRYSTAL LAKE PARK DISTRICT

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