

MEN'S SOFTBALL – CITIZEN'S PARK - SUMMER 2010

BELLEVILLE PARKS AND RECREATION DEPARTMENT
510 WEST MAIN STREET
BELLEVILLE, ILLINOIS 62220-1509
Office - 233-1416/FAX # 233-1449
CITIZENS PARK - 233-PARK (233-7275)

IMPORTANT DATES:

TEAM DEPOSIT

Returning Summer Teams Deposit Deadline: Friday, February 5, 2010
Fall '09 – Tues., February 9th and Open Registration – Thurs. Feb. 11th

Organizational Meeting:

Coaches Meeting/FINAL PAYMENT Date: TUESDAY, FEBRUARY 23, 2010 - 7:30 P.M.
(MANDATORY -Each team must have a Representative) Nichols Community Center
515 East "D" St., Belleville

Final League Fee/Roster Deadline Date: On or before Tuesday, February 23, 2010

League Play Begins: Week of April 5, 2010

Team Deposit: *All "summer 2009" returning teams are guaranteed team placement in a specific league by submitting a \$100.00 deposit prior to February 5, 2010.* Returning "fall 2009" teams will be accepted beginning on Tuesday, February 9th and Open registration begins on Thursday, February 11th for any team wanting to play at Citizens Park on a first come first serve basis until the league is full.

Entry Fee: League entry fee is **\$700.00 (includes USSSA sanction fee).** **League fee DEADLINE DATE: FEBRUARY 23, 2010.** The \$100.00 deposit reserves team placement, with the balance of the league fee due on or before February 23, 2010. A team that cannot pay by the League fee deadline date will be given a grace period of one week to do so.

EARLY BIRD SPECIAL - \$50 OFF LEAGUE FEE IF PAID IN FULL BY February 5, 2010.

Refund Policy: There will be **NO** refunds, after the schedule is printed. Schedules are printed after all Teams have submitted FINAL payments in a specific league. DEPOSITS are NON-REFUNDABLE.

League Play: Play will begin week of April 5, 2010. Each team will play approx. 16 to 18 league games (depending on number of teams and rain outs). **NO REGULAR SEASON GAMES WILL BE RESCHEDULED AFTER SEPTEMBER 1.** Playoffs for the top 4 teams in each league will be the week following the end of the season. Games are scheduled on the hour: 6:30, 7:30, 8:30 and 9:30 P.M. (Make-ups at 10:30 P.M., if needed and at the completion of the regular season, prior to Sept. 1)

Awards: A trophy will be awarded to the teams finishing first and second in league play AND first and second in the Playoffs.

Playoff Spots: The top four (4) teams will compete in the Playoffs. If there are any ties in the top four places, tiebreakers will be:

1. W/L record – head to head competition
2. Run differential – scored against each other
3. Defense Evaluation: fewest runs scored upon
4. Flip of a coin
5. **Forfeits: Forfeit time is game time, except for the first game a 10 minute grace period will be allowed.** This is an automatic forfeit. Any team that forfeits three games may be dropped from the league with no refund.

Protests: See Protest Procedure on page #5 of this handout.

Equipment: The Belleville Parks and Recreation Department will provide the following:

1. Two game balls for each game (One new and one used)
2. First Aid Kit and Instant Cold Packs - at Concession Stand.

The home team occupies the bench on the right (first base) side.

INCLEMENT WEATHER: In the event of inclement weather, please call 233-PARK (233-7275). Decisions about cancellations are, generally speaking, not made until 4:00 P.M. As soon as the information is available it will be on the recorder. Any decision to cancel after that time will be made by the officials at game time.

Lightning Policy: Games will not be started or continued with lightning in the area.

Umpires: Games will be umpired by members of the USSSA Association.

ROSTER INFORMATION

Return Deadline: Deposit: On or before **February 5, 2010**
Payment Balance: On or before TUESDAY, FEBRUARY 23, 2010
ALL ROSTERS must be on file before games begin...
Teams accepted on first come, first serve basis...

Changes Deadline: **August 1, 2010**

Minimum and Maximum: 12 and 20

Any roster changes can be made throughout the season until the **Roster change deadline – August 1.** Changes may be made in person at the Belleville Parks and Recreation Department Office, by mail, telephone, or FAX: 233-1449. **Minimum 12 person/Maximum 24 person roster.** All players must be listed on the roster. The umpires cannot accept rosters, roster changes, and participation permits.

OTHER ROSTER REGULATIONS - Players under 18 years of age must complete and submit a participation permit signed by a parent or legal guardian.

Any team with a participant under 18 years of age who does not have a participation permit on file with this Department, or has a participant, who is not listed on the roster, will cause a forfeit to be declared if proof of such violation is presented to the Superintendent of Recreation within 24 hours after the offense is discovered.

A player on a high school or college roster may be on your team roster but may not play until her/his school

season is over. This is to protect his/her school eligibility.

Any player who participates in league play and is not on the roster is an illegal player and could cause her/his team to forfeit.

It is not necessary for each player to personally sign the roster (as long as the name is on the roster) if the coach or manager agrees to inform the player of the risk acknowledgment clause as stated on the roster. **PLAYERS PARTICIPATE AT THEIR OWN RISK.** The possibility of injury is inherent in any athletic activity and it is **strongly** recommended that each player have adequate personal accident insurance coverage. Team insurance is available through USSSA for a nominal rate. Coaches who choose to not inform his/her players of the risk acknowledgement clause must have the players sign the roster.

GAME RULES

The official rules of the USSSA will be used with the addition of certain rules of the Belleville Parks and Recreation Department. The special rules are included in this handout.

1. **TIME LIMIT: Games are scheduled on the hour (6:30, 7:30, 8:30, 9:30 and periodically make-up games will be scheduled at 10:30 P.M. Games will be played with a 1 hour-10 minute time limit subject to other regulations (See run rules: #8) The time will be monitored by the chief umpire with a stopwatch. Any game that is tied after the 1hour-10 minutes will continue until a winner is declared. The schedule will be adhered too as closely as possible. It is the player's responsibility to be on time to the games and to hustle in and out of the field.**
2. **FORFEIT TIME: There will be a ten (10) minute grace period to field a team only for the 6:30 game.**
3. Each batter will have 1 Ball & 1 Strike on him when he comes to bat. **NO Courtesy Foul after the 2nd Strike – Third strike foul is an OUT.**
4. ****HOME RUN RULE: Each team is limited to 5 home runs over the fence per game. After 5 Home Runs, any ball hit over the fence by a player is awarded an OUT.**
5. A player who throws the bat may be ejected from the game immediately and without warning. The ball becomes dead immediately, the batter is out and runners may not advance.
6. Teams may start or finish with (9) players; if the tenth player shows up he must be added to the bottom of the batting order. The E.H. can not be added after the start of a game. If a team starts with (10) or (11) players, but finish with less players than they started with, the spots vacated will become automatic outs. *NOTE: Only when this rule is in effect, the defensive team cannot walk a batter to cause the offensive team to end their inning, or to end the game.
7. Managers must turn in the score of their game to the umpire to record.
8. ***NEW RULE*: COURTESY RUNNER FOR INJURED PLAYERS. ONE** Courtesy Runner is permitted per inning, if using the Courtesy Runner rule.
 - A. The batter- runner must reach first base or subsequent bases on their own before a courtesy runner can be granted.

B. The courtesy runner is the last player that has completed his or her turn at bat (last out), and who is not currently a base runner.- EXCEPTION – 1st inning courtesy runner would be last batter in the line up.

9. **REGULATION GAME:** A regulation game is called with a team ahead by: **20 or more runs after three full innings, or 15 or more runs after four full innings or 10 or more runs after five full innings.** Also, 10 or more runs ahead after six innings.
10. **NEW: No fake pitching. Once the pitcher starts his motion it must be completed without hesitation, unless instructed by the umpire.**
11. Pitchers/Infield practice: At the beginning of the game or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher, or some other teammate. Pitchers will only be allowed 1 pitch between innings. No infield practice allowed between innings.
12. No body contact, except in sliding. Violations of this rule will result in the violator being called out and possible ejection from the game.
13. PLAYERS MAY PARTICIPATE IN DIFFERENT PARKS AND RECREATION DEPARTMENT LEAGUES, however, a player may not be on more than one roster in the same league or will cause his team to forfeit all games in which he played. **PLAYERS MUST have A PHOTO ID AT ALL GAMES, IN CASE THE ROSTER IS CHECKED**
14. Any player participating in league play must be on the team's roster. Any player who participates in league play and is not on the roster is an illegal player and may cause the team to forfeit.
15. The offensive team is responsible for retrieving balls hit or thrown outside of the playing area. Games may be delayed if the balls are not retrieved.
16. Lower Diamond: (wire overhanging in far left field corner). A ball coming in contact with this overhanging wire is considered a live ball.
17. A. If a player, coach, manager, team or spectator is ejected from a game he/she/they will automatically draw a two game suspension. The suspension includes the game being played and the next scheduled game. The ejected person(s) is also placed on probation for the remainder of the season and if ejected again that person(s) must be reinstated by the Citizens Park Committee. The second suspension will draw a minimum of a four (4) game suspension to a maximum of a twelve (12) month suspension. If the misconduct occurs after a completed game the offender will be suspended for the next two scheduled games. The ejected player may not participate in either game in any capacity.
B. When a player, coach, manager, team or spectator is ejected from a game by an umpire, she/he/they must leave the field and the general area around the field. The general area is described as a 100 foot radius around the entire field. Failure of an ejected player, coach, manager, team or spectator to leave will result in his/her/that team forfeiting the game.
C. Any player or coach striking an umpire during or after a game will be barred from Citizens Park.

- D. Any physical violence or an attempt to harm someone will result in his/that team being ejected from the league and must be reinstated by the Citizens Park Committee.
- 18. Teams, players or coaches who are on probation and are involved in any incident that results in ejection from a game or a forced forfeit due to an infraction of a league rule will be suspended from the league play and must be reinstated by the Citizens Park Committee. The minimum suspension for a team, player or coach already on probation will be four (4) games while the maximum will be a twelve (12) month suspension.
- 19. **NO BEVERAGES are allowed to be brought into Citizens Park.** This includes Parking Area. Violators will be asked to leave. (Players that continue to violate this rule, could cause them to be removed from the league for the remainder of the season).
- 20. Regulations may be added or changed at the discretion of the Citizens Park Committee.

PROTEST PROCEDURE

1. A deposit of \$30.00 at the Belleville Parks and Recreation Department Office is required at the time a protest is filed. Multiple protests by a team on the same date required an individual \$30.00 deposit for each protest.

If the protesting team wins the protest the \$30.00 deposit is returned.

2. The Protest committee will hear all protests concerning rule interpretation in the presence of parties concerned and render a decision on the protest. The decision of the committee is final. A report of the decision will be filed at the Parks and Recreation Office within five (5) days of the meeting.
3. All protests must be made in writing and received at the Parks and Recreation Office within 48 hours following the date of the game. Any protest received later than the specified time will not be considered. Holidays and weekends are not included as part of the 48 hours. The written protest must contain the following information:
 1. The date, time and place of the game and team name.
 2. The names of the umpires and scorekeeper.
 3. The rule under which the protest is made.
 4. The decision and conditions surrounding the making of the decision.
 5. All essential facts involved in the matter protested.

Eligibility protests are acceptable only at the time your team is playing the team whose player's eligibility is in question and prior to the end of the game. Burden of proof lies upon the protestor. No fee for eligibility protests. Eligibility protests are limited to one per game. (A copy of the original roster will be kept in the concession stand. - The official roster with changes will be at the Parks and Recreation Department).

4. **ALL players are required to have a photo ID at all games in case the roster is checked. A legal player who does not have a photo at the game will be considered an illegal player if the players eligibility is questioned and will cause the team to forfeit.**
5. The team against whom the protest is filed must be notified within 48 hours after said protest.
6. Protests are permitted for playing rule violation(s) or playing rule infractions. There will be no protest of judgement calls.
7. Whenever a matter of protest arises, the protesting coach or manager must notify the umpire **IMMEDIATELY**, before the next pitch, whether legal or illegal. The umpire will promptly inform the coach or manager of the opposing team that the game is being continued under protest and the scorekeeper will note it in the scorebook. This will enable the interested parties to take notice of the exact conditions and details of the situation.
8. No protest will be accepted after a game is over.

IF THE UMPIRE IS NOT NOTIFIED WITHIN THESE SPECIFIED GUIDELINES, THERE IS NO PROTEST.

Team Classification.

BELLEVILLE PARKS AND RECREATION DEPT.

Indicate 1st & 2nd

(Circle)

510 WEST MAIN STREET

B C D E

BELLEVILLE, ILLINOIS 62220

MON__TUE__TH__SU__

233-1416/FAX: 233-1449

MEN'S SOFTBALL – CITIZENS PARK

SUMMER 2010

TEAM NAME: _____ DAY/TIME RETURNED: _____

COACH: _____ ADDRESS: _____ ZIP: _____ PHONE: _____
(HOME & WORK)

Email: _____ Cell number: _____

ALTERNATE: _____ ADDRESS: _____ ZIP: _____ PHONE: _____
(HOME & WORK)

Email: _____ Cell number: _____

By signing this roster as the team coach, I agree that I will inform my players that by having their name on this roster they release and discharge from and waive any and all claims against the Belleville Parks and Recreation Department, which might arise from any injury they may sustain while participating in this activity. **PLAYERS MAY PARTICIPATE IN DIFFERENT LEAGUES, BUT MAY NOT BE ON MORE THAN ONE ROSTER IN THE SAME LEAGUE.**

NAME	HOME ADDRESS (INCLUDE ZIP)	PHONE	BIRTH DATE
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			

ROSTER MINIMUM -12 ROSTER MAXIMUM- 24 (Additional Names on back) **ALL PLAYERS PARTICIPATE AT THEIR OWN RISK.**