

Adult Softball League



Fall 2020



League Overview

Fees & Prizes

Fees – \$615 12” / \$655 14” & 16”

\$200 cash award and plaque for each league champion

\$125 cash award and plaque for each league runners-up

\$100 cash award and plaque for each tournament champion

\$50 cash award and plaque for each tournament runners-up

Game Info

Games starting between 6:30 & 9:30PM*

- 8 Regular season games
- End of season single elimination tournament for top 8*
- All games played at Berens Park Diamonds 1-4

League Options

The divisions each night may vary depending on the number of teams that register

Men's 12”

Monday C1

Monday C2

Co-Rec

Wednesday

Tuesday B

Tuesday C

Men's 16”

Friday

Thursday C1

Thursday C2

Thursday C3

Registration

FULL payment is due at the time of registration

- Register online (registration in person will NOT be accepted at this time)

Timeline

Friday July 23, 2020

Registration opens

Wednesday August 5, 2020

Last day to register

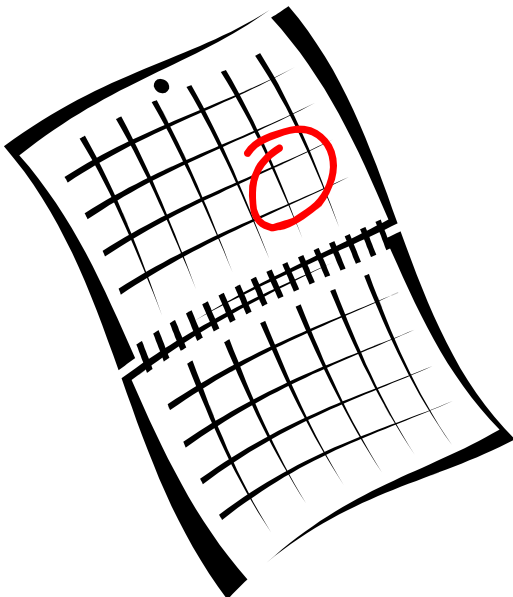
Packet pick-up (Teams will need to print their own copies of the league information packet.)
Scorebook and ASA Rulebook will be distributed the first night of your league.

Friday, August 12, 2020

League schedules available

Monday, August 17, 2020

Leagues begins



League Info and Regulations

The Elmhurst Park District has adopted the following to govern the Adult Softball league organized and controlled by the Park District. Rules not covered herein will be determined by the "Official ASA Rules".

LEAGUE ORGANIZATION

The Program Manager has the final power in decision-making in all matters pertaining to the league.

The Program Manager will call all meetings between team captains as necessary.

LEAGUE FEES

- **The total league fee must be paid at the time of registration, even for teams with sponsors**
 - ◊ Any team with a sponsorship, must pay in full to register. Checks need to be made out to Elmhurst Park District. If sponsorship money has not been secured by the time the team registers, the team must pay the league fee and will then be reimbursed once the Park District receives money from the sponsor.
- Payment may be received in the form of cash, check, or credit/debit card.

SELECTING A CAPTAIN

- Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District.
- Only the team captain can communicate concerns with the Park District.
- To avoid confusion, players must speak to their team captain on all inquiries and not contact the Park District directly.
- The team captain may be either a player or non-player.

TEAM CAPTAIN RESPONSIBILITIES

1. Responsible to distribute copies of all league policies, schedules, etc. to their players. (located on www.epd.org/athletics)
2. Expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.
3. Expected to inform players of the game schedule, make-up dates, etc. and pass along any other information from the Park District.
4. Responsible for the conduct of their spectators and participants.
5. **Team captains are the only players that may address the umpire.** If an umpire does not act appropriately, or if there is consistently poor officiating and/or knowledge of the rules, please contact the Athletic Supervisor and appropriate action will be taken.
6. Team Captains must sign the score sheet, after each game, to assure accuracy of score.
7. Responsible for making sure the Park District has current address and home/work phone numbers.
8. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to e-mail the Program Manager and submit another contact name, if other than the co-captain.

ELIGIBILITY & ROSTERS

- **Rosters are due at the team's first scheduled game.** Any team, which does not turn in a roster before their **first** game, will forfeit the game. Rosters may be turned in right before your scheduled game.
- **Roster changes will be allowed as designated by the Park District deadline, before the third game of the season.**
- Roster maximum of 20 players. No change to the roster will be after the third game, except in the case of an injury. A doctor's note will be required, and the replacement player must be of similar ability to the injured player. Any change (s) will require approval by the Athletic Supervisor **prior** to the game.
- All roster information must be complete and accurate for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form.
- All players must have a valid I.D. at all games to verify their identity and residency to prove that they are a rostered player. This must be a current State ID, Driver's License, Passport or Military ID. No other forms are acceptable.
- Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
- **Any team using an ineligible player will forfeit the game.**

To be eligible, a player must meet all of the following criteria:

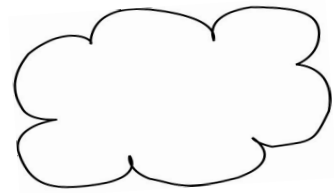
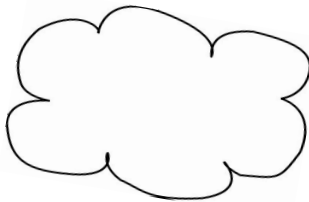
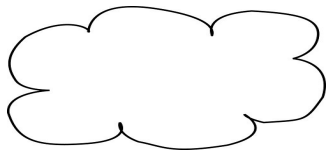
- ◇ Must be 18 years of age on or before the first scheduled game.
- ◇ Must be on the team's roster
- ◇ Must have accurate information on the roster and sign-in sheet.
- ◇ Must have a photo I.D. with them while in the facility
- ◇ Must be on only one roster.

A player is ineligible if they meet any of these restrictions:

- ◇ A player who is not 18 years of age on or before the first scheduled game.
- ◇ A player not on the team's roster
- ◇ A player using a false name or nickname on the roster and/or sign-in sheet.
- ◇ A player using an improper/incorrect address (i.e. non-resident using a Elmhurst address).
- ◇ A player with no photo I.D., proof of residency, and/or incomplete/inaccurate roster information.
- ◇ **A player on more than one roster per sport per night.**

SCHEDULES

- Your league selection only signifies your **preference** in the level that you would like to be placed in. Ultimately, the Program Manager will decide on the level at which you are seeded.
- The Elmhurst Park District reserves the right to modify any and all softball schedules as necessary to operate the league. This includes, but is not limited to, changing schedules to accommodate rainout make-ups.
- Teams are **NOT** allowed to reschedule their games. Games must be played as the schedule dictates.
- Any dates wished not to be played on (i.e.: Holidays) must be voted on at the Captains meeting.
- All schedules and schedule changes will be posted on the teamsideline.com/Elmhurst website.
 - ◇ **Captains are responsible for routinely checking the website for any schedule changes or updates.**
- Teams are **NOT** guaranteed an equal number of games at each time slot.
- * Every effort will be made to schedule games between 6:30 and 9:30PM. However, games may be played with start times of 6:00 and 10:00PM if necessary.



RAIN OUTS AND CANCELLATIONS

- Do not assume games are canceled because of weather conditions. Every effort will be made to play the games, even in rain. If games are determined to be playable and your team does not show, you will lose by forfeit.
 - ◇ **Information regarding cancellations will be available via Rainout Hotline.** Rainout and cancellation information will be available as soon as a decision has been made.
 - ◇ Instructions for the Rainout Hotline can be found on the Team Sideline website under “*Downloads*”.
- The Elmhurst Park District has installed a Thor Guard Lightning Prediction System in Berens Park to help protect participants, spectators, and staff from the potential danger of lightning strikes. The Thor Guard Lightning Prediction System constantly monitors and analyzes conditions in the atmosphere that may be conducive to the formation of lightning.

When certain parameters indicate that the likelihood of a lightning strike within the area is high, the system will activate a horn with a single fifteen-second blast, as well as a strobe light.

At this time, all games will immediately cease and players, participants, and staff will be required to clear the fields and stands and take shelter.

Games will not be allowed to continue until an all clear signal is sounded, indicated by a series of three short blasts from the horn.

Staff reserves the right to stop play and clear fields due to weather conditions even if the Thor Guard Lightning Prediction System has not sounded.
- If during a game, weather conditions force a stoppage of play (with the exception of lightning and/or thunder) before the game is considered official, a fifteen (15) minute delay shall be in effect. If after fifteen (15) minutes, conditions have not improved so as to continue the game, the game shall be called off and rescheduled for a later date.
- In the event that weather conditions force a second stoppage of play before the game is considered official, the game shall be called off and rescheduled for a later date.
- Should two games be called off in a given evening because of lightning, thunder, and/or weather related issues, the remainder of the evening’s games shall also be called off and rescheduled at a later date.
- Rainouts will be rescheduled following the regular season and as late-season doubleheaders (schedule permitting).
- **Teams will be given at least two weeks advance notice (up to the 4th week of the season) for all make-up games.**
 - ◇ **After week 4 teams will be given one week notice for all make-up games.** *In extreme circumstances, teams may be given less than a weeks notice for make-up games.*
- Should the tornado siren sound all players must evacuate the fields immediately, all games will be called off at that time. Players have the option to take shelter in the HUB until the storm has cleared.
- If the heat index is in excess of 115 degrees at game time, games will be canceled until the heat index is less than 115 degrees.

Rules

ASA rules apply except where the Elmhurst Park District has made adaptations.

Men's 12", Men's 16"

- A team consists of ten players, eleven if the extra player (EP) is used.
- In order to start a game, at least **seven** players must be present.

Co-Rec 14"

- A team consists of ten players, twelve if the extra players (EP) are used.
- In order to start a game, at least **seven** players must be present.

ALL

- If a player is ejected for inappropriate conduct, the player's place may not be taken by anyone else, forcing a team to play short a player for the remainder of the game.
 - ◊ An automatic out will be assessed each time that player would have batted.
 - ◊ If an EP is designated and not present, an out will be recorded each time the EP is to bat.
 - ◊ If a player is ejected for inappropriate conduct that teams pitcher is also ejected.
- Teams have the option of batting their entire roster, if desired. This must be declared prior to the start of the game.
 - ◊ Once declared, it will be in effect for the entire game. All other rules remain in effect.
- **One game ball will be provided.**
 - ◊ The ball provided for each game is not guaranteed to be a "new" ball.
 - ◊ The home team may keep the game ball, and is expected to use it as an "extra ball" in future games.
 - ◊ In the event of a home run or a foul ball, teams are asked to retrieve the ball so that play may continue.
 - ◊ Teams may provide the umpire with an "extra ball" so that play may continue until the game ball is returned to play.
 - ◊ "Extra balls" provided by teams must conform to league specifications and be approved by the umpire prior to being allowed to be put into play.
 - ◊ The Park District will provided one "extra ball" per field for the first two weeks of play.
- Scorebooks are provided to teams once per year
- There will be a five (5) home run limit in effect for each game. Any home runs exceeding five (5) shall result in a dead ball out.

Player Conduct

- Players must respect the umpire, Elmhurst Park District officials, and other players.
- Player's behavior is the responsibility of the player and captain of that team.
- Any player ejected for unsportsmanlike conduct will be automatically suspended for a MINIMUM of two additional games at the Program Manager's discretion.
 - ◊ In addition, that team's pitcher shall be ejected for the remainder of the game.
- Further unsportsmanlike conduct may result in forfeiture of games and/or suspensions.

Game Play

- **Seven players** are required for an official game, and teams may add an eight, ninth, and tenth player at any time. Should a team play with only eight players, an out shall be recorded each time the eight and/or ninth spot in the batting order is scheduled to bat.

NOTE: If at any time after completion of the third inning, a team with only seven or eight players falls behind by fifteen (15) or more runs, the game shall be immediately declared over.

- Games are scheduled for seven innings or one hour. In case of rain, a four-inning game will be official (three and one-half innings if the home team is winning). Any game called for rain prior to this point will be replayed in its entirety.
- A twenty (20) run slaughter rule will be in effect after the fourth inning (three and one-half if the home team is ahead) or twelve (12) runs after the fifth inning (four and one-half if the home team is ahead).
- Games tied after the completion of seven innings, prior to the one hour time limit, shall continue using the “International Tie-Breaker Rule.” Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
 - ◊ In the event a game is tied at the completion of the one hour time limit, the game will be declared a tied game.

NOTE: Due to the nature of the game and that no inning will be comparable to another, umpires and Elmhurst Park District staff reserve the right to announce time or last at bats depending on a given situation during the regular season.

- Metal or detachable cleats are not allowed.
- The infield fly rule applies.
- Players must avoid contact. If a player fails to avoid contact and there is substantial physical contact in the judgment of the umpire, the runner shall be declared out and immediately ejected. If a player is ejected for substantial physical conduct that teams pitcher shall also be ejected.
- To appeal a play for a missed base - ask the umpire **BEFORE** the next pitch.

BATTING

Men’s 12”, Men’s 16”, and Co-Rec 14”

- Each batter will begin with a 1-1 count.
- Batter is out if he throws the bat.
- Bunting is not allowed. Players must take a full swing at the ball.
- A batter is out if he hits one (1) foul ball after two strikes.
- Bats must be covered with a non-slip tape or other approved material (minimum of ten inches).
- The batter’s box will not be marked off, however, the batter may not cross the imaginary plane of the base until the ball is contacted. For the safety of the batters and catcher, the batter may be required to move up in the batter’s box.
- In all games in which a double first base is used, the batter-runner shall automatically be declared out if, on a play on the infield, he/she touches only the white portion of the base.

Men’s 12”

- **All bats must be ASA approved.** Use of an illegal bat will result in a player ejection and that team’s pitcher shall also be ejected from the remainder of the contest. A player found to have an illegal bat a second time will be suspended for the remainder of league and post season play (at the Program Manager’s discretion).
- Even if a bat as been approved in another park district league does not necessarily mean that it will be accepted in the Elmhurst Park District leagues.
- A complete list of legal/illegal bats can be found on <http://www.teamusa.org/usa-softball/play-asa/certified-asa-equipment>

BASE RUNNING

Men's 12", Co-Rec 14"

- No stealing.
- No lead-offs. Base runners may leave the base if the pitched ball hits the ground, is short, or is hit.

Men's 16"

- No stealing. However, a runner at first base may advance, only if played on by the pitcher, & second base is open.
- Leadoffs are allowed.

COURTESY RUNNER

- Each team may designate two (2) players **before the game** that will receive courtesy runners.
- No other courtesy runners will be awarded, unless a player is injured during the game. (at the umpires discretion)
- The courtesy runner will be the last out.

PITCHING

- Pitching Distances
- Men's 12": The pitching rubber shall be at a distance of 50 feet from home plate.
- Men's 16": The pitching rubber shall be at a distance of 38 feet from home plate.
- Co-Rec 14" Mushball: The pitching rubber shall be at a distance of 40 feet from home plate.
- The pitcher shall take a position with both feet on the ground with one or both feet in contact with the pitching rubber. The ball shall be held in one or both hands in front of the body.

Men's 12" Exception

After the pitcher has taken proper position, both feet in contact with the pitching rubber, he may take one step directly backwards before releasing the ball.

Men's 12", Co-Rec 14"

The ball must be delivered to the batter at a height of at least six (6) feet to a maximum of ten (10) feet from the ground.

Men's 16"

The pitcher may take one step in any direction, including forward.

The pitcher may make two hesitations before either pitching the ball or throwing to a base. Faking a pitch, faking a throw, or running after a base runner are all considered hesitations.

The ball must be delivered to the batter at a height of at least six feet from the ground. The maximum height from the ground is unlimited.

FIELDING

All

The catcher must be positioned behind the no used batter's box. The catcher may not cross the imaginary plane of home base until a pitched ball has landed. If the catcher breaks the imaginary plane before the pitched ball has landed the Batter will be awarded first base.

Men's 16"

Any fielder that lines up in the outfield grass before the pitch is delivered must remain in the grass until contact is made with the ball.

CO-REC 14" MUSHBALL RULES

A team consist of 10 players (5 females & 5 males). If a team has only 7,8, or 9 players, at least 4 of them must be females.

1. Defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, one male and one female in the pitcher-catcher positions. In the case of a team with seven, eight or nine players, the following exceptions apply:
 - ◇ If a team has only seven or eight players, teams must position one male and one female in the pitcher-catcher positions.
 - ◇ If a team has only nine players and the number of males is greater than the number of females, teams must play three players in the outfield with a male playing the right field position.
2. The batting order shall alternate sexes. Should two males bat consecutively, an automatic out will be declared.
3. Gloves are **optional** for all Co-Rec 14" Mushball players.
4. Any walk to a male batter shall result in a two base award and the next batter (a female) has the option to walk or to bat.
5. All outfielders must remain on the grass until contact is made with a pitched ball.
6. Bases will be set at 65'

**In order to determine a league champion,
the tiebreaker will be based on:**

Tiebreaker Policy

- 1) League standing during the regular season (winning percentage)
- 2) Games back
- 3) Head-to-head*
- 4) Average run differential
- 5) Total runs against
- 6) Total runs for
- 7) Coin toss

Head to head will only determine **one winner. In the event of a three or more way tie, only one team can be declared the winner at head to head. After that, the next tie breaker will be used to break the tie between the remaining teams.*

FORFEITS

• **Game time is forfeit time**

- ◇ If a team fails to have enough rostered players in their dugout by game time, the game will be awarded to the opposing team.
- ◇ Once an umpire declares a game forfeited, the game cannot be played.
- ◇ If a team forfeits 2 games, they will be declared ineligible for the post-season tournament.
- ◇ Forfeiture of a doubleheader, will be counted as one forfeit for eligibility purposes.
- ◇ If a team is aware ahead of time that they will not have enough players to field a team, they should e-mail the Program Manager at acobbs@epd.org.
 - ◆ The Program Manager will then attempt to notify the other team, if time allows.
 - ◆ In the event a rainout occurs BEFORE the scheduled start time of the game, the game will not be recorded as a forfeit, and will be rescheduled.
- ◇ **Carry enough rostered players so as to not forfeit during the season.**
*A free agent list is available for all teams, and will be available at the at the captain's request.
All roster rules apply when adding Free Agents to your team.*

• **Grace Period**

- ◇ There will be a ten-minute grace period for **all games**.
- ◇ Should a team fail to have the minimum number of players required to begin the game upon conclusion of the grace period, the game shall be declared a forfeit and awarded to the opposing team.
- ◇ The grace period is considered a part of the one-hour time limit for the game.

PROTESTS

The umpire and site supervisor must be notified at the time of the protest in order to gather pertinent information (i.e. score, inning, time elapsed, etc.). **In addition, the captain must submit any protest in writing, along with a \$25 fee, within 24 hours of the game in question.** Judgment calls cannot be protested. If the protest is valid, the protest fee will be returned. If the protest is not allowed, the protest fee will not be returned. Rule protests will not be allowed in any post-season tournaments.

RULE VIOLATIONS (CONDUCT)

- Players or captains in violation of the following shall be ejected from the game in which they are participating or declared ineligible to participate (if prior to):
 - ◊ Use of metal or detachable cleats.
 - ◊ Use of tobacco products
 - ◆ **Use of tobacco products is prohibited within Berens Park** by all participants, spectators, and staff.
 - ◆ Smoking is only allowed in the **parking lot**.
 - ◆ Violation of this rule may result in forfeiture of the game.
- Players or captains in violation of the following shall be ejected from the game in which they are participating, as well as a minimum of two additional games (at the Program Manager's discretion):
 - ◊ Use of excessive foul language
 - ◊ Possession and/or consumption of alcohol/drugs while on park property
 - ◊ Throwing bat or other equipment in anger
 - ◊ Unsportsmanlike conduct
 - ◊ Use of metal or detachable cleats (2nd offense)
 - ◊ Use of tobacco products (2nd offense)
 - ◊ Possession of a Firearm on Park District Property
- If a player is ejected from a contest (for anything other than use of metal or detachable cleats or use of tobacco products), that team's pitcher shall also be ejected from the remainder of the contest.
- Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.
- We ask that you respect the rights of the umpires and Park District Staff.
 - ◊ If, for any reason, an umpire or Park District Staff is verbally harassed before, during, or after a game, that person will be suspended from participation in the league for a minimum of one game.
 - ◊ If, for any reason, an umpire or Park District Staff is physically or verbally threatened or assaulted by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely and the police will be notified.
- Use of excessive foul language by spectators, or spectators in possession of alcohol on park property, must be policed by their respective team members. Violation of this rule will result in forfeiture of the game.

***TOURNAMENTS**

- A BONUS single elimination tournament is conducted at the end of league play. League standings determine the seeding of each team in the tournament.
 - ◊ Home and away will be determined by highest seed from league play. **Team captains are responsible** for making sure this is set at the field as the Team Sideline software does not regulate home/away this way.
- **The top eight teams in each league shall be eligible for the tournament.**
 - ◊ In extreme circumstances, the tournament may be cut to the top four teams in each league, or cut completely.
 - ◊ In the event the tournament is cut due to time constraints, the tournament prize money will be added up, and divided evenly amongst the top four teams in each league.
- Tournament play has separate awards from league play.
- Several games may be played in succession.
- Tournament rules will be the same as regular season rules, this includes a **one hour time limit**.
 - ◊ Exception: Games tied at the conclusion of seven innings or one hour, will be played until one team is ahead at the end of an inning utilizing the "International Tie-Breaker Rule."
- Roster checks may be conducted for all tournament games.
 - ◊ Players not listed on the roster or who are without photo identification will not be allowed to participate.
- No refunds will be given in the event the tournament is canceled.

GENERAL INFORMATION

- If you have any questions regarding the league, please contact:
Andre Cobbs, Program Manager at 630-993-8980 or acobbs@epd.org
- To ensure league parity, teams that participated and won their league for the fall 2019 or spring 2020 season, will be moved up leagues for the fall 2020 season (at the Program Manager's discretion).
 - ◊ In addition, teams that finished .500 or better for the fall 2019 or spring 2020 season, will not be allowed to move down divisions for the fall 2020 season (at the Program Manager's discretion).

NOTE: In the event that there are not enough teams to support a given league, those teams may be placed in another, available league.

- Teams are reminded that the Elmhurst Park District does not carry medical insurance covering injuries incurred while participating in the Elmhurst Park District Softball League.
- League information, including schedules, and standings will be available at www.teamsideline.com/elmhurst .
- **The Elmhurst Park District reserves the right to modify any and all league rules, regulations, and procedures as necessary.**



Tie Breaker Definitions

Note: Names of the Tie Breakers change "Points" to "Runs" depending on the Sport the Tie Breaker is being used in. (**Example:** For Softball, "Average Points For" is automatically changed to "Average Runs For", but uses the same Tie Breaker logic as "Average Points For".)

"Winning Percentage" Definition

The Winning Percentage Tie Breaker ranks teams by the percent of games a team has won. To calculate the Winning Percentage for a team divide the total number of games won by a team by the total number of games the team has played. The Team with the highest Winning Percentage wins. If the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

Note: A tie or draw counts as a ½ loss and a ½ win.

"Games Back" Definition

The Games Back Tie Breaker is the Team Differential of the best team minus the Team Differential of each team in the Standings, divided by 2. In other words, Games Back = (Team Differential - Team Differential) / 2]. For example, Team A has a Team Differential of 3 while Team B has a Team Differential of 2, so since $(3 \text{ minus } 2) / 2 = .5$, Team B is .5 games back. Note: Team Differential is the wins minus the losses of each team. For example, Team A has a 5-2 record so their Team Differential is 3 while Team B has a record of 5-3 so their Team Differential is 2.

"Head-To-Head" Definition

The Head-To-Head Tie Breaker ranks teams by the number of wins against each team involved in the tie. To calculate the Head-To-Head Tie Breaker, list the teams who are tied, then total the number of wins each team has against each team involved in the tie. The team that has beaten the other teams involved in the tie the most is the winner. If the tied teams played each other more than one time then the team that has won more games against the other tied teams wins.

If two teams who are tied have not played each other but the Head-To-Head win loss records indicate a hierarchy with a "Dominant Team", then the dominant team wins the Head-To-Head Tie Breaker. (**Example:** Team A has beaten Team B in calculating the Head-To-Head Tie Breaker. Team C is also tied with A and B. If A has beaten C then A wins the tie breaker. If A has not played C but B has beaten C then A wins the tie breaker.)

In the above Dominant Team scenario, if A has not played C and C has beaten B then the Head-To-Head calculation can not be used. Also, if the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

"Average Points (runs) Differential" Definition

The Average Points Differential Tie Breaker ranks teams by the number of Average Differential points (or runs) each team involved in the tie has for all games played. To calculate the Average Points Differential Tie Breaker, first, list the teams who are tied. Second, total the Total Points Differential points by adding up the number of points each team won or lost in each game. (**Example:** Team A has beaten teams during all games they played by a total of 50-40 so Team A has 10 positive Differential points.) Third, divide the Total Points Differential by the number of games used to derive the Total Points Differential. The result is the Average Points Differential. The team with the highest positive Average Points Differential number is the winner.

"Average Points Against" Definition

The Average Points Against Tie Breaker ranks teams by the average number of points (or runs) each team involved in the tie has had scored against them for all games played. To calculate the Average Points Against Tie Breaker, first, list the teams who are tied. Second, calculate the Total Points Against of each team involved in the tie. (**Example:** Team A has had a total of 50 points scored against them during all games played so the Team A Total Points Against is 50.) Third, divide the Total Points Against by the number of games used to derive the Total Points Against. The result is the Average Points For. The team with the highest Average Points For number is the winner.

"Total Points For" Definition

The Total Points For Tie Breaker ranks teams by the number of points (or runs) each team involved in the tie has scored for all games played. To calculate the Total Points For Tie Breaker, first, list the teams who are tied. Second, total the points each team involved in the tie has scored. (**Example:** Team A has scored a total of 50 points during all games played so the Team A Total Points For is 50.) The team with the highest Total Points For number is the winner.

ASA Bat Testing & Certification Program

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. The Official bat must bear **either** the ASA approved 2000 certification mark , **the ASA 2004 certification mark** as shown below, or the **ASA 2013 Certification Mark (Slow Pitch ONLY)** as shown below and must not be listed on an ASA Non-Approved Bat List with Certification Marks, **and**



1. must be included on a list of approved bat models published by the ASA National Office; or
2. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect. This includes Wooden Bats

All bats in ASA Championship Play, except Seniors, must pass the ASA Bat Performance Standard. All bats having the 2000, 2004 or 2013(Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified Pitch ONLY) Certification Mark and not listed on the list of Non-Approved bats with Certification marks will be allowed in ASA Championship Play. Bats with the 2013 Certification Mark will be allowed in Slow Pitch National Championship Play Only. For your convenience, the ASA website has a listing of all approved bats and bats that have ASA Certification Marks and are no longer approved.

APPROVED BATS: 2000, 2004 and 2013 (Current Listing, no changes as of: 4/9/2015)



For a list of bats that have been tested and found to comply with the ASA bat performance standards, and therefore are authorized to bear the **ASA 2000, ASA 2004 or ASA 2013** certification mark and/or are authorized for use in ASA Championship Play please click on the manufacturer below. Manufacturers continue to submit additional bat models for testing, and the ASA will update this list as test results become available.

NON-APPROVED BATS: 2004 and Beyond



[Click here for ASA's 1 Page Non Approved Bats with Certification Marks \(2000 and 2004\)](#)
(current listing, no changes as of April 11, 2014)

[Click here for ASA's Non Approved Bats with Certification Marks \(2000 and 2004\)](#)
(current listing, no changes as of April 11, 2014)

[Click here for ASA's Non Approved Bats with 2004 Certification Marks](#)
(current listing, no changes as of April 11, 2014)

Customer sign-up for Rainout Line



Go to www.epd.org & click Adult Sport Leagues

Under the “Information” section select “*click here to sign-up for rainout alerts*”

Decide how you would like to get your cancellation alerts sent to you.

EMAIL ALERTS

If you would like to get emails click on the EMAIL tab.

Type in your email address

Determine how long you would like to get emails sent to you

Apply for the programs you want to receive emails about.

Once you’ve chosen the programs scroll down and click submit.

Wait shortly for a verification code to be sent to your email.

Once you receive the code that was sent to your email, type it in and hit submit

You will begin receiving cancellation alerts as they apply.

TEXT ALERTS

If you would like to get text messages click on the TEXT tab.

Type in your 10 digit phone number

Determine how long you would like to get texts sent to you

Apply for the programs you want to receive texts about

Agree to the terms

Click Submit

Wait shortly for a verification code to be sent to your phone

Once you receive the code that was sent to your phone, type it in and hit submit

You will begin receiving cancellation alerts as they apply.

MOBILE APP

Download the Mobile App Rainout Line (available for Android and iPhone)

Type in EPD Adult Athletics in the Search bar.

Select Elmhurst Park District and click on the star to make it a Favorite.

Select the programs you want cancellation information by clicking on the star and highlighting it yellow.

Anytime you want an update for a program you can go to the Rainout Line app and check.

Call-In Method

Dial 630-333-9594 and enter your extension:

Monday Softball	17
Tuesday Softball	18
Wednesday Softball	19
Thursday Softball	20
Friday Softball	21
Friday Soccer	22
Co-Rec Volleyball	23