



## Adult Softball League Rules

**\*UPDATED 7/13/16**

### Player Eligibility/Roster

1. All Participants must be at least 16 years of age.
2. Players may play on more than one team in each division to avoid a forfeit. Prior to the start of the game the umpire and opposing team manager should be notified and agree to play. When playing in the tournament any player on multiple rosters must **ONLY** play on the original team's roster.
3. In order to play in the end of season tournament, players must have played in at least 50% of their original team's regular season games.
4. All players must sign a liability waiver (including new players) prior to taking the field.
5. Female players are allowed to play in the Church Division and Co-Ed Division. Females are not allowed in the Men's Recreation Division or the Men's Double Header Division.
6. Roster fraud may result in forfeit and/or suspension.

### Game Rules

1. Games will be played in accordance to the NSA standards and rules. Branson Parks and Recreation reserved the right to add or modify the NSA by-laws to facilitate the smooth running of the league.
2. Each team must have a minimum of 8 players to start and continue the game. An out will not be assessed for the 9<sup>th</sup> and 10<sup>th</sup> batters. **In Co-Ed each team should have 5 men and 5 women on the field at all times. If the minimum of 8 players are there 4 must be men and 4 must be women. An out will not be assessed for the 9<sup>th</sup> and 10<sup>th</sup> batter. If a 9<sup>th</sup> or 10<sup>th</sup> batter arrives he/she may be added to the lineup at the first dead ball. An out **WILL** be assessed if the team is playing with 9 players and of these 9 players, 5 must be women and 4 must be men.**
3. **In Co-Ed and in Church (if women are playing) men and women must alternate batting order. On any walk to a male batter, the female batter has the option to walk or bat until the first pitch.**

4. A 10 minute grace period will be allowed for 6:30pm games. After the first 5 minutes the clock will start to run.
5. The game will consist of 7 innings or 55 minutes whichever comes first. However, we will play the clock down to "0" on the clock. If the 3<sup>rd</sup> out is made and there is 5 seconds remaining, we will start a new inning. The clock will immediately start after the pre-game coin flip.
6. Only the third base coach, batter, and on deck batter are allowed out of the dugout during games. All equipment must be kept inside the dugout and out of the playing field at all times.
7. Only players and coaches are allowed in the dugout during games.
8. Courtesy runners may be used for an injured player. The courtesy runner may be any player on the team, but if they get up to bat while still running, an out will be charged.

#### **9. Co-ED**

- a. Each batter will begin with a 1-1 count and will be allowed a courtesy foul.
- b. Each gender is allowed 2 homeruns per game. Any ball hit over the fence in fair territory and unaided by a defensive player after the 2<sup>nd</sup> homerun will be called an out.

#### **10. Church**

- a. Each batter will begin with a 1-1 count and be will allowed a courtesy foul.
- b. Each team will be allowed 2 homeruns per game. After both teams have reached their home run limit the 1-up rule will be used. 1-up means that once both teams have reached the home run limit, neither team may be more than 1 homerun ahead of the other. In the 7<sup>th</sup> inning the home team can hit a home run to make the count even, but they cannot hit to go ahead of the visiting team. Any ball hit over the fence in fair territory and unaided by a defensive player in violation of the homerun rule will be called an out.

#### **11. Men's Recreation**

- a. Each batter will begin with a 1-1 count and will be allowed a courtesy foul.

- b. An “upper” team will be allowed a 4 home run limit with 1-up when playing another “upper” team. A “lower” team will be allowed a 2 homerun limit with 1-up when playing another “lower” team. If the situation arises where a “lower” team is playing an “upper” team then each team will be allowed a 3 home run limit with 1-up. After both teams have reached their homerun limits the 1-up rule will be used. 1-up means that once both teams have reached the home run limit, neither team may be more than 1 homerun ahead of the other. In the 7<sup>th</sup> inning the home team can hit a home run to make the count even, but they cannot hit to go ahead of the visiting team. Any ball hit over the fence in fair territory and unaided by a defensive player in violation of the homerun rule will be called an out.
- c. All recreation teams can have a maximum of 2 upper/competitive players on the roster. These players must be denoted on the score card by writing a “C” next to their name. Any team with more than 2 upper/competitive players will forfeit that game.

#### **12. Men’s Double Header**

- a. Each batter will begin with a 1-1 count and will NOT be allowed a courtesy foul.
  - b. Each team will be allowed 6 homeruns per game. After both teams have reached their homerun limit the 1-up rule will be used. 1-up means that once both teams have reached the home run limit, neither team may be more than 1 homerun ahead of the other. In the 7<sup>th</sup> inning the home team can hit a home run to make the count even, but they cannot hit to go ahead of the visiting team. Any ball hit over the fence in fair territory and unaided by a defensive player in violation of the homerun rule will be called an out.
13. Any player who has concerns about an injury occurring from being struck with a ball should address that concern by the use of protective gear, which is allowed and strongly recommended.
- 14. Forfeit Rule** – A team that forfeits 2 consecutive weeks or 3 games in a season will be automatically dropped from the league without a refund.

**15. Protest** – All protests are to be handled at the exact point of contention.

The game will be played and a ruling will be made by the league manager within 1 week.

**16. Run Rule** – The run rule will be 15 after 3 innings and 10 after 5 innings.

### **Equipment**

1. No metal spikes will be allowed.
2. The official softball shall be a smooth seam, or raised seam, concealed-stitched, or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and/or machine wound, with a fine twisted yarn and covered with latex or rubber cement or it may be made of other materials approved by the NSA. The single layer cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the NSA, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black stitched softball. The softball MAY NOT be multi layered. The solid core ball must be stamped with the official NSA logo that contains the maximum C.O.R. and compression standards. The ball MAY NOT bear any other logos except for the NSA official logo unless otherwise approved by the Executive Director or the Executive Vice President of the NSA. Maximum Compression for NSA softballs is 275 pounds for the .52 C.O.R. softball with no tolerance. NOTE: The men's division will use the twelve (12) inch softball. The women's division will use the eleven (11) inch softball.
3. The official bat shall bear the NSA 2012 logo and be a bat manufactured by a bat company that is listed on the Official Licensed Bat Company list found at [www.PlayNSA.com](http://www.PlayNSA.com). The official bat cannot be a bat listed on the Non-Approved Bat list or be a bat from a company that is not listed as an Approved Bat Company.

### **Code of Conduct**

1. Any player or coach who verbally or physically threatens an umpire, uses obscene language, repeatedly arguing and complaining with the umpire, etc. will be ejected from the game and is subject to a suspension from the softball program for the season or longer. Also, you must apply for

reinstatement to the softball program. All captains will be held responsible for their players and their stands.

2. Fighting is expressly forbidden. Any participants or spectators involved in fighting will be asked to leave the fields and could result in being barred from the fields for the remainder of the season.
3. Players who engage in fighting will be penalized as follows:
  - a. First Offense – Immediate ejection from the game and suspension.
  - b. Second Offense – Immediate ejection from the game and suspension from the league for the remainder of the season.
  - c. Third Offense – If after being reinstated to the league in the following season, the first offense would be immediate ejection and lifetime suspension from the league.
4. If a player refuses to leave, the game will be forfeited. Suspension may also occur depending on the severity of the offense. The team will be notified prior to their next game of any suspensions.
5. Any player ejected from more than two games will be suspended for the remainder of the season.
6. No tobacco, alcohol or controlled substances are allowed at the park. Violation of this rule will result in the team being ejected from the league. Coaches will be held responsible for their players.
7. **All rule violations and judgment decisions made by the umpires will be final.**

### **Cancellations**

1. In the case of inclement weather, all decisions to cancel games will be made by the Branson Parks & Recreation Department. A decision will be made by 4:00pm on game day. **Call the cancellation Hotline at 335-6550 for cancellations, check [www.teamsideline.com/branson](http://www.teamsideline.com/branson) or sign up for text alerts through [www.teamsideline.com/branson](http://www.teamsideline.com/branson).**