

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 league tournament any player on multiple rosters must **ONLY** play on their original team's roster.
3. In order to play in the league 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 roster (including new players) prior to taking the field.
5. Female players are allowed to play in the Church Division and Coed Division. Females are not allowed to play in the Men's Rec Division or the Men's Comp Division.
6. Church rosters must be made up of at least 80% of their church/organization members and will **ONLY** be allowed 2 non-member players. Roster's will be checked with their church/organization and will need to be approved.
7. 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 reserve the right to add or modify the NSA by-laws and rules to facilitate the smooth running of the leagues. For a full list of NSA rules and by-laws, www.playnsa.com
2. Each team must have a minimum of 8 players to start and continue the game. An out will not be assessed for the 9th and/or 10th batters. **In Coed each team should have 5 men and 5 women on the field at all times. If the minimum of 8 players is needed to play, 4 must be men and 4 must be women. An out will not be assessed if the team is playing with 8 players (4 Male/4 Female). An out **WILL** be assessed if the team is playing with 9 players. The 10th spot in the lineup will be the automatic out. If the 9th or 10th batter arrives he/she may be added to the game and end of the lineup at the first dead ball.**
3. **In Coed and Church (if women are playing) men and women must alternate batting order. On ANY walk to a male batter that is followed by a female batter, the female batter has the option to walk or bat until the next pitch.**
4. A 10 minute grace period will be allowed for the 6:30 games. After the first 5 minutes the clock will be started.
5. The game will consist of 7 innings or 55 minutes, whichever comes first. However, we will play til the clock reads "0". If the 3rd out is made and there is 5 seconds remaining, we will start a new inning. The clock will start immediately after the pre-game coin flip.
6. Only the first and third base coaches, batter, and 2 on deck batters are allowed outside of the dugout on the playing field during the games. All equipment must be kept inside the dugout and out of the playing field at all times unless being used.
7. Only players and coaches are allowed in the dugout during games.
8. Each team is allowed 1 Courtesy runner per inning. The courtesy runner may be any player on the teams roster, but if they are in the lineup and their turn at bat comes up while still occupying a base, an out will be charged and we will move to the next batter.

9. **COED** - Each batter will begin with a 1-1 count and will be allowed a courtesy foul.
10. **COED** - Each gender (Male/Female) is allowed 2 Home runs each per game. Any ball hit over the fence in fair territory and unaided by a defensive player after the 2nd home run will be called an **OUT**. 聽
11. **COED - Run Rule** - The run rules are; 15 after 3 innings and 10 after 5 innings.
12. **CHURCH** - Each batter will begin with a 1-1 count and will be allowed a courtesy foul.
13. **CHURCH** - Each team will be allowed 2 Home runs 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 home run ahead of the other team. In the 7th inning/extra innings or the last inning of the game (clock expired) the home team can hit a home run to come even in home runs as the visiting team, but they **CANNOT** go 1-up on the visiting team. Any ball hit over the fence in fair territory and unaided by a defensive player in violation of the home run rule will be called an out.
14. **CHURCH - Run Rule** - The run rules are; 15 after 3 innings and 10 after 5 innings.
15. **MEN'S REC** - Each batter will begin with a 1-1 count and will be allowed a courtesy foul.
16. **MEN'S REC** - Each team will be allowed 2 Home runs per game. Any ball hit over the fence in fair territory and unaided by a defensive player after the 2nd home run will be called an **OUT**.
17. **MEN'S REC** - All Rec teams can only have up to 2 Competitive players on the roster. These players **MUST** be denoted on the score card lineup by writing a "C" next to their name. Any team with more than 2 competitive players will be moved to Men's Competitive schedule. Any team found using more than 2 competitive players will forfeit that game.
18. **MEN'S REC - Rune Rule** - The run rules are; 15 after 3 innings and 10 after 5 innings.
19. **MEN'S COMP** - Each batter will begin with a 1-1 count and will **NOT** be allowed a courtesy foul.
20. **MEN'S COMP** - Each team will be allowed 6 Home runs 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 home run ahead of the other team. In the 7th inning/extra innings or the last inning of the game (clock expired) the home team can hit a home run to come even in home runs as the visiting team, but they **CANNOT** go 1-up on the visiting team. Any ball hit over the fence in fair territory and unaided by a defensive player in violation of the home run rule will be called an out.
21. **MEN'S COMP - Run Rule** - The run rules are; 20 after 3 innings, 15 after 4 innings and 10 after 5 innings.
22. 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 especially for pitchers.
23. **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.
24. **Protests** - Roster protests must be made before the first pitch of the game. If the game has already started, roster protest will not be allowed. League Director or League UIC will make an official ruling on the spot. All other in game protests must be made before the next pitch by the teams Coach/Manager.

Equipment

1. **NO** metal spikes allowed
2. The official softball shall be a **52 Cor./ 275 Comp. NSA Stamped**. The ball **MAY NOT** bear any other logos except for the NSA official logo. *NOTE: In Men's divisions they will use the twelve (12) inch softball. In the Women's and Coed divisions, the women will use the eleven (11) inch softball. (For a list of banned softballs, www.playnsa.com)*
3. The official bat **MUST** bear the **NSA 2012 logo** (see below) and **MUST** be a bat manufactured by a bat company that is listed on the Official Licensed Bat Company list, which can be found at 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 will serve a 1 game suspension. The player is also subjected to suspension from the softball program for the rest of the season or longer. Also, the player ejected must apply for reinstatement into the softball program. All **COACHES/MANAGERS** will be held responsible for their players and fans. At any time, the Coach/Manager can be ejected from the game if his/her players or fans are **NOT** in compliance with the Code of Conducts.
2. NO Fighting. Any participants or spectators involved in fighting will be asked to leave the fields and could result in being banned from the fields for the remainder of the season.
3. Players who engage in fighting will be penalized as follows; **1ST OFFENSE** - immediate ejection from the game and a 2 week suspension. **2ND OFFENSE** - immediate ejection from the game and suspension from the league for **1 YEAR** from date of offense. Any persons suspended from the league or fields for fighting will have to apply for reinstatement.
4. If a player is ejected and refuses to leave, the game will be **FORFEITED**. Suspension of the team may also occur depending on the severity of the offense. The team's Coach/Manager will be notified prior to their next game.
5. Any player ejected from 2 games in a season will be suspended for the remainder of the season.
6. **NO tobacco - NO alcohol - NO controlled substances** are allowed at the park. Violation of this rule will result in the team being ejected from the league, **NO REFUND**.
7. **ALL RULE VIOLATIONS AND JUDGMENT DECISIONS MADE BY AN UMPIRE OR LEAGUE DIRECTOR WILL BE FINAL.**