

NICHOLASVILLE/JESSAMINE COUNTY PARKS & RECREATION

ADULT SOFTBALL LEAGUE RULES

SPRING 2010

Each manager will be given a copy of the rules and regulations for the league. The manager is responsible for acquainting him/herself and his/ her players with the contents. Ignorance of the rules shall not constitute an excuse for violation. Aside from exceptions noted below, games will be played under the most current official NSA rules.

Age & Quantity of Players

1. A player shall be eligible to participate in the league if he/she is at least 16 years of age and has been properly entered on the team's roster. If under 18, the player must have a signed parental permission slip to participate.
2. A maximum of 22 players may be entered on a team roster in addition to the manager. Once a name has been entered on a roster, that roster spot is considered filled regardless of whether or not the person actually plays on that team. That name may not be erased or crossed out.

Player & Team Eligibility

Players:

3. All players must have read the waiver and filled out the information needed on the roster, including signature, before the player may participate.

4. Players may only play on 1 team per night. Anyone caught playing on more than 1 team will be immediately ejected from the game and suspended from that league for the rest of the season.
5. In order to be eligible to participate in the season ending tournament, a player must have played in at least 2 games during the regular season.

Teams:

6. No refunds will be given after the season has begun.
7. Teams must have their rosters turned in to the scorekeeper by the end of their first game. Rosters will be held in the scorer's booth and will be made available to coaches upon request. However, these rosters must stay in the scorer's booth.
8. No additions to the roster may be made after the start of the 5th game.

Conduct

9. Any form of flagrant or unsportsmanlike conduct on the part of a player, coach, or manager will result in the ejection of the person(s) from the field and park for the remainder of that game and in a suspension from at least the next two games. A second ejection of same person during the same season will result in the player being suspended from participation for a minimum of two months or the rest of the season, whichever is greater. These suspensions shall apply to all Parks & Recreation leagues in which the person is participating and shall carry over to the next season, if applicable. Flagrant or unsportsmanlike conduct shall be considered to include the verbal abuse of and/or intentional and malicious physical contact with an umpire, scorekeeper, player, coach, or manager, as well as hitting the dugout bench with a bat, racial and gender slurs, and excessive swearing. Conduct will be determined to be flagrant by either the umpires or by appropriate Parks & Recreation staff.

10. Nicholasville Ordinance #228-1997 states, "No person shall possess or consume alcoholic beverages at anytime while on City of Nicholasville property, which includes but is not limited to, city parks and recreation areas, parking lots, and municipal buildings. Violation of this section shall be designated a misdemeanor and shall result in a fine up to five hundred dollars (\$500.00) and /or jail confinement up to six (6) months, in the Jessamine County Detention Center or both."

Protest

11. A Protest must be submitted in writing, signed by the manager and given to the Parks & Recreation office or a Parks & Recreation staff member within 24 hours after the protested game. Anyone desiring to protest a game must inform the plate umpire immediately following the disputed play and before the ball is put in play again or the protest will not be allowed (per NSA Rule 11). A fee of \$25.00 must accompany all protests. If the protest is accepted, the money shall be refunded; if it is not accepted, the money will be credited to Parks & Recreation.
 - A. No protest fee is required when objecting to an ineligible player. Only managers involved in the game may object to a suspected ineligible player. The scorekeeper also has the right and duty to bring ineligible players to the attention of the umpires as soon as it is discovered. If the identity of a player is in question, a player must submit a valid piece of photo identification to the umpire if asked. If the player cannot do so, he/she must sit out the rest of the game and season until he/she can do so.
 - B. In all situations which are a matter of judgment, the decision of the umpires shall be final. On questions of interpretation of the rules, **official** protests may be made to the NJCPR Director or Associate Director, but the decision of umpires shall be followed during the game.

Game Requirements

12. All games will start at their scheduled times unless delayed by a previous game. It is entirely up to the Parks and Recreation staff to determine if a grace period is to be extended due to outstanding and unforeseen circumstances. The decision of whether or not to extend grace shall be made keeping in mind both a desire to play the games, rather than have forfeits, and with time considerations fully in mind. The scorekeeper will use the clock in the score box as the official clock to determine the starting and ending time of all games. The game will begin when the home plate umpire tells the home team to take the field.
13. Line-ups must be turned into the scorekeeper 10 minutes before the scheduled game time in order for them to be checked against the team's roster. Any team that fails to turn in a line-up on time may be subject to an automatic out to start the game. Line-ups are to include first and last names, rather than nicknames (and jersey numbers, if possible).
14. Line-ups may include from 9-12 names. A team may begin a game with only 9 players, but the 10th spot in the line-up will be an automatic out unless and until a 10th player arrives. This 10th player may be added to the line-up at any time during the game. An 11th or 12th batter may not be added after the game's first pitch. If a team plays with fewer people than were turned in on the line-up, for any reason, that team will be subject to an automatic out(s) every time the missing player's turn at bat comes up. (See also NSA Rule 4, Secs. 1-4.) While the batting order must remain the same throughout the game, any 10 of the 11 or 12 players can take the field **on defense**.

Per NSA Rule 4, Sec. 4(c-d), when a team has an automatic out in the line-up and there are two outs, if the batter preceding the automatic out is walked, the automatic out will be skipped and there will remain two outs.

15. The team listed first on the schedule is the guest and bats first, and the team listed second is the home team. Teams may sit on whatever side of the field they desire. During the tournament the better seeded team will be the home team.

16. No new innings will begin after the 60 minute time period has expired, unless the game is tied.
Per NSA Rule 1, Sec. 30, a new inning begins the moment the third out is made in the bottom of an inning. This rule also applies to tournament games except for the championship game, during which there shall be no time limit.
17. The mercy rule is a 20 run lead after 3 innings, 15 after 4 innings, and 10 after 5 innings.
This applies to all regular season and tournament games.
18. The home run rules are as follows: Monday Night – Men’s Advanced League: 5 home runs; Tuesday night – Men’s Competitive League 3 home runs; Wednesday night Women’s League, Thursday night Co-ed League, & Friday night Rec./Church League: 2 home runs; teams receive an out for each home run hit over the limit.

Forfeit

19. The following reasons are all causes for teams to be given a forfeit:
 - A. Playing an ineligible player;
 - B. Not fielding a minimum of 9 players at game time (or after a possible grace period has been extended). All 9 must be present in the dugout or on the field at this time. If at any time during a game a team cannot put 9 players on the field, that game becomes a forfeit;
 - C. Playing a player who has already been ejected from the game or who has been suspended;
20. Any team that receives 3 forfeits during the course of the season will be removed from the league and tournament.

General Rules

21. Metal cleats are not permitted to be worn at any time during a game. Any fielder caught wearing metal cleats will need to be substituted for and change cleats, but the player may re-enter. Any batter/base runner wearing metal cleats will be called out. Once the player changes cleats, they may resume playing. Sandals are not allowed to be worn by a player at any time during the game. Players may also not play in bare feet.
22. Teams shall hit their own yellow, NSA stamped and approved softballs which are 12 inch, .44 or .40 core, 400 or 375 compression ball. It is the responsibility of the opposing team to protest any illegal balls. Once a ball has been thrown by the opposing pitcher, no protests will be allowed concerning the ball in question nor shall any results attained with the illegal ball be altered. However, the illegal ball shall, from that point on, be excluded from the rest of the game, being deposited in the scorer's booth until after the game.
23. Only currently approved NSA bats, furnished by the teams themselves, will be allowed to be used during all league games. For questions about bats, please see NSA's website (www.playnsa.com; look under Approved Equipment and then Approved Bat List).
24. No smoking is allowed on the field.
25. Teams are responsible for cleaning out their dug out area before they leave.
26. For **Rec./Church** League games, women are allowed to participate, though it is not mandatory that teams have women on their rosters or in the game. Women participating in a **Rec./Church** League game will be allowed to hit an 11 inch, .47 core, 525 compression ball.
27. Rained-out games will be made up, if possible. Make-up games will be scheduled, whenever possible, on the regular league night. If this is not possible they will either be scheduled for another night of the week or possibly not made-up at all.

28. On a 2-strike count the next foul ball is an out. Runners cannot advance.
29. Per NSA Rule 6, Sec. 3, the underhand pitched ball must have an arc no less than 6 and no more than 10 feet from the ground.
30. The net which extends above the outfield fence is to be considered part of the fence. If a batted ball hits the net, it is to be played just as if it had hit the fence. It is a live ball. If the ball hits the net and is then caught by a fielder, the batter is not out and play proceeds as if the ball had hit the fence. If the ball hits the net and goes over the fence or goes through the net or fence, it is a home run. If the ball rolls or skips under the fence, or if the ball gets caught in the net, it will be ruled a ground-rule double.
31. Anyone on the field of play (players, coaches, umpires) who has an open, bleeding wound, shall be prohibited from participating further in the game until the bleeding is stopped or the wound is covered.
- A. If treatment can be administered in a reasonable amount of time (with “a reasonable amount of time” being left up to the umpires’ discretion), the individual would not have to leave the game.
- B. If an excessive amount of blood is on the uniform or the bandage becomes soaked (in the judgment of the umpires), the uniform or bandage must be changed before the individual may re-enter the game.
- C. If an excessive amount of time is required for treatment, the re-entry rule would apply to the players involved.
- D. In the event of a serious injury requiring immediate, ambulatory care, the official game time will be stopped by the umpires until the individual is cared for.

32. League ties will be broken by a) **head-to-head records**, b) lowest runs allowed in head-to-head meetings, c) lowest runs allowed, and d) coin toss.

33. At the first sight of lightning or the first sound of thunder, play will be suspended. If it is anticipated that the storm will pass in a timely manner, play will resume 30 minutes after the last lightning strike or thunder clap. Games will also be postponed when the heat index is 105 degrees or higher.

In case of inclement weather, before 4:00 p.m., please call your coach or check our website njcpr.org for cancellation information. If you are a coach, please call the Parks & Recreation office at 885-9787 prior to 4:00pm. If the games are cancelled after 4:00 p.m., they will be cancelled on the field of play by the umpires or appropriate Parks & Recreation staff.