



North of the River Recreation and Park District

2017 Adult Softball League

Rules and Regulations

ASA Rules:

- The League will play under the rules of the current ASA Official Rulebook with the following exceptions. The following rules are additions and supersede the ASA Official Rulebook. NOR has the right to revise any rule as deemed necessary.

Officials:

- One umpire will officiate the game. His/her authority and opinion of the rules will govern all play. He/she has the authority to stop a game at any time or remove a player;
- The team manager is the team spokesperson and is the only one who is to converse with the umpire;
- Officials will keep track of the score and time;
- Any questioning of the score must be done immediately by the team manager. No scores will be changed after regulation time expires.

Playing Field:

- North Rosedale Park –West & East Diamonds (Field 2 and 3):
 - If a ball hits a tree or light pole in flight it will be ruled a ground double;
 - Any ball hit over the fence is an out.
 - If a ball is hit between the metal fence and home fence it will be considered a ground rule double.
- North Rosedale Park- East Diamond Only (Field 3):
 - If the ball goes into the shrubs or bushes along the north wall (flies, rolls, bounces or deflects off a fielder), it is considered a ground rule double. If the batter is beyond second base, he/she will stop at third.
 - If the ball lands between the chain fence and wood fence near the outfield, it will be ruled a ground rule double.
- Greenacres- North & South Diamonds (Field 1 and 2):
 - Any ball hit into the maintenance yard will be a home run;
 - Home Run Line: There will be a white line added to each outfield near the crest of the hill that will be used as a 'home run' line. A home run shall be considered any ball hit in the air that lands on the other side of this line, which includes balls that hit the trees (the trees are on the other side of the line, therefore, any ball that hits a tree on the other side of the line is a home run). If a ball is caught on the other side of the line it is a home run. A player may not step over or straddle the home run line to catch a ball.
 - Teams will play with 5 and 1 up homerun rule.
 - If the ball hits the light poles in the outfield it will be considered a ground rule double since they are before the home run line.
 - If the ball lands before the homerun line and rolls up the berm passing the homerun line, it will be considered a ground rule double.

- Foul territory:
 - Foul territory is part of the field outside the first and third base lines extended.
- Out of play:
 - Out of play is the area outside the dugout fence extended;
 - Fly balls may not be caught beyond this area and count as an out;
 - Base distance is 70 ft.;
 - Pitch distance is 50 ft.

Equipment:

- Men's league and men in the coed leagues will use a 12" softball provided by the league.
- Women in the coed leagues will use an 11" softball provided by the league.
- Bats:
 - All bats must an official NOR and ASA Certification stamp;
 - All bats must be registered prior to use in League play. Umpires will place a NOR decal on the bat indicating that bat has been registered. A bat must visibly show the NOR decal or will be considered illegal. All bats must be ASA certified. Use of a non-certified bat will result in a minimum one game suspension from League. Umpires have the authority to remove any bat at any time; if they suspect the bat has been altered or damaged. The umpire also has the discretion to remove any bat that they question as NOT being ASA certified.
 - Any bat that the umpire suspects to be illegal may be tested by an ASA Representative. If a player refuses to have the bat tested, the bat will be prohibited from use in League. The bat must cleared by League Administration before it can be used again in League play;
 - League may confiscate the bat and ball if only the pitcher is hit by the ball on any part of his/her body from a line drive. USA Softball believes all other positions have time to react to the ball. It is at the discretion of the umpire to determine if the ball and bat will be confiscated if any other position is directly hit.
 - Bats must have a 2000, 2004 or 2013 stamp;
 - All other bats are not allowed;
- Cleats:
 - Metal cleats are not allowed.

Game:

- Home Team:
 - The home team is designated as the second team on the schedule.
- Innings:
 - A regulation game shall be seven (7) innings;
 - No new inning will be started after fifty-five (55) minutes.
- Tie:

- A game that is tied after seven (7) innings shall be continued for one more inning with the last official at bat (not the last out) from the previous inning if time permits;
- Runner will proceed to second base with one out
 - Runner should be the last out in previous inning
- The game will remain tied if the tie is not broken after the one inning.
- Roster:
 - A team must have eight (8) rostered players present at the scheduled game time.
- Grace Period
 - There will be a ten (10) minute grace period at the start of the first game only;
 - At the end of the ten (10) minutes, if one or both teams do not have eight (8) players, the game will be a forfeit.
 - The team(s) that has to use the grace period will lose their first at bat.
 - For example, the home team takes eight (8) minutes past game time to get enough players to start. They will lose their first at bat. The visitors will bat the top half of the first inning, clear the bases when there are three (3) outs, then proceed to the top of the second inning and begin batting as usual.
 - The games that utilize the grace period will not be able to extend their game time
- Canceled Games:
 - All games canceled due to rain or circumstances beyond the league's control will be considered completed if at least four and a half (4 ½) innings have been played.
 - The last complete inning will determine if the game is considered a regulation game or not;
 - If less than three (3) innings have been played, the entire game will be rescheduled;
 - If three (3) to four and a half (4 ½) innings have been played, the game will resume from the point in which it became suspended until time expires or seven (7) innings have been played.
- Mercy Rule:
 - Teams will decide before the game if they want to switch the teams up to bat or wait until three outs if a team is ahead by 15 runs.
 - After the first inning, any team ahead by 15 runs shall be limited to five (5) runs per inning;
 - If a team ahead by 15 runs loses the 15 run lead, they may score more than five (5) runs per inning, however, the half inning shall end when the 15 run difference is obtained;
 - A team that is behind subject to the mercy rule may not score more runs in a half inning than necessary to tie the game;

- Any game subject to the mercy rule shall end after 55 minutes to allow the next game to start on time.

Batting:

- Counts:
 - Batter starts with a 1-1 count;
 - No fouls to waste;
 - If the third strike is a foul ball, batter is out;
 - Any over the fence home run is considered an out;
 - Team may bat the entire roster.

Pitching:

- The pitched ball must have an arc of at least shoulder high to the batter and attain a height no more than twelve (12) feet and must be delivered at a slow speed;
- Any ball landing on the mat is a strike and is a live ball;
- The umpire will signal illegal pitches with left arm and announce “illegal pitch” as soon as the pitch is determined to be illegal;
 - Illegal pitches can be because of height or delivery;
- The batter has the option to swing at illegal pitches;
- One warm-up pitch is allowed after the first inning unless a new pitcher enters the game;
- A player may be awarded an intentional walk without throwing any pitches;
- A pitched ball that lands in front of the plate is a dead ball and anywhere behind is live.

Base Running:

- Courtesy Runner:
 - One courtesy runner is allowed per inning.
 - Must be last out, non-batting player, or last batter due up that inning;
 - A batter, who has reached the base safely, can have a runner at any base, as long as the courtesy runner is inserted before the next pitch;
- Leadoffs:
 - Runner may leave the base when the ball leaves the pitcher’s hand, but cannot steal;
 - The runner can be forced out at any base and may advance on a wild throw;
- Collisions:
 - There is not an automatic slide rule;
 - Base runners should:
 - Get out of the way;
 - Let themselves be tagged;
 - Or slide;
 - If the base runner collides with a fielder, the umpire will call the player out and the game ball is dead;
 - Runners return to the last base touched at time of collision;
 - Flagrant collisions are subject to ejection or removal from the game and suspended for one (1) game;
 - Collisions are applied as interference and supersede obstruction;

- Fielders blocking the base or making fake tags are subject to ejection or removal from the game and suspended for one (1) game;
- If the collision was an attempt to break up an obvious double play, the runner closest to home plate will be declared out.
- If sudden moves by the defensive player do not allow the offensive player time to avoid the collision, this is an incidental contact and this rule is not applied
- Appeals:
 - An appeal may be made while the ball is live by simply tagging the runner or base in question;
 - If the ball becomes dead because the umpire calls time, it is not necessary to put the ball back into play to make an appeal;
 - The manager, on behalf of player with the ball, may make a verbal appeal on a runner missing a base or leaving too soon.

Players:

- Players must be able to produce a valid picture ID upon request;
- Any player in the batting order can take a defensive position at any point in the game;
- Teams may bat as many players as desired;
 - Later players may be added to the bottom of the order;
- The minimum number of players to start or finish a game is eight (8);
 - If at any time the number of players drops below eight (8), the game will be declared a forfeit;
- If a team loses a player(s) from the batting order due to ejection, that position will become an out when the player comes to bat if no legal substitution is available;
- Loss for any other reason will only be an out the first time up;
 - The lineup will be squeezed after that;
- A team may not walk a batter to get the automatic out if there are two outs;
- Illegal Player:
 - If an illegal player is discovered playing in the fields, he/she must immediately leave the field. If an illegal player is discovered after he/she has batted and reached base successfully, he/she will be declared out;
 - All runners who have advanced must return to their bases;
 - Any outs made on the play will stand;
 - If this action leaves a team short-handed and unable to continue the game any rostered player on any team may fill the vacated position to allow that team to continue to play;
- All players must be on the roster form prior to playing.

Coed Playing Rules

All of the previous rules in sections apply except the following:

1. All outfielders must remain on the grass until the ball is hit. If an outfielder violates this rule and becomes involved in the play, the umpire will award the batter at least one base.
2. When a male receives a base on balls or an intentional walk with no strikes, he will be awarded first and second base and the following female has the option to bat or walk.
3. Each team may field ten players on defense. Five players must be females. Positioning doesn't matter.
4. Males hit a 12" ball; females hit an 11" ball. If the wrong ball is hit, it is an appealable play by the offensive team.
5. Courtesy runners shall be the last recorded out made by a player of the same sex. Must be last out or the last batter due up that inning. A batter who has reached base safely can have a runner at any base, as long as the courtesy runner is inserted before the next pitch.

Impact Players

The number of impact players on their team will affect a team's classification. Generally, a player's tournament team's classification will be used.

Tournament Classification

	Male				Female			
League	B-up	C	D	E	B-up	C	D	Max # Tour. players
A	No Limits	No Limits			No Limits	No Limits		No Limits
B	0	1	3		1	3		4
C	0	0	1	3	0	1	3	3
Novice	0	0	0	2	0	0	0	2

If a player does not play tournaments, the league director reserves the right to classify that player. "A" teams will probably play in a men's league.