



NOR Adult Softball Church League

ASA RULES WILL BE IN AFFECT EXCEPT FOR THE FOLLOWING LOCAL RULES:

QUESTIONING CALLS:

Only the team coach will be permitted to question the umpire about a call. If the team coach is absent then a team captain can be appointed for this duty.

PROTEST:

Any coach wanting to protest a game because of a rule violation (such as illegal players) must declare his/her protest during that game to the umpire and the opposing coach.

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 will 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;

SHOES:

No metal cleats are allowed.

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 homerun. A player may not step over or straddle the home run line to catch a ball.

Examples of balls that will not be called a "home run", but instead will be considered a live ball:

- * Balls that bounce anywhere in front of the line and then roll past the line.
- * Balls that a fielder attempts to catch while in front of the line, but drops - if it goes off of any part of his body or glove - and then lands across the line.

Any ball that lands before the homerun line and then rolls up berm passing the homerun line will be considered a ground rule double.

NUMBER OF HOME RUNS:

Teams will be allowed to hit 5 home runs each. After teams have reached their 5 home runs each, the 1-up system applies. (A team may only hit one home run more than the other team and must wait to hit more until the opposing team hits a home run.) Additional home runs in excess of the 1-up rule count as an out and base runners cannot advance.

LIGHT POLES:

Any ball that is hit on the ground that then hits a light pole that is located inside of fair territory is considered a live ball and play will continue. A ball that is hit in the air that hits a light pole that is located inside of fair territory and carries over the home run line will be considered a home run. A ball that is hit in the air that hits a light pole that is located inside of fair territory and is then caught will be considered a live ball and not an out. Balls hitting a light pole that is located in foul territory will be a foul ball.

PITCHERS MOUND:

Since there is no designated spot to pitch from, pitchers may stand no closer than the back rubber and must stay within three feet of an imaginary line extending from home plate to second base as they release the ball.

ILLEGAL PITCHES:

Pitches must be between 6' and 12' off of the ground at their lowest and highest points respectively. Umpires are to verbally call out illegal pitches loud enough for the batter to hear. An illegal pitch that is taken by the batter shall be declared a ball. A batter may swing at an illegal pitch at his own risk.

LEAD OFFS:

We will be adopting the ASA rule for leads offs. The base runner may not leave the base until the ball has crossed the plate. In other words there will be no lead offs.

SLIDING AND COLLISIONS:

It is the policy of this league to avoid collisions if at all possible. Runners must slide toward the base and be within arm's reach of the base or else run completely out of the baseline on a routine force out. Runners must slide into home plate if there is the possibility of a play at home. Runners and subsequent runners may be called out by the umpire for violation of this rule.

PLAYER MINIMUMS - BORROWED PLAYERS:

In order to be allowed to participate in your scheduled league game, you must have at least eight players, with at least seven of those from your own roster.

If your team has only seven rostered players at game time, you will not be allowed to play unless you are able to add at least one additional borrowed player.

A borrowed player is defined as and can be added only under the following conditions:

- * The coach using the borrowed player must verbally inform the opposing coach of his intent to use a borrowed player.
- * The borrowed player must be on another team's current roster from our league and has signed the NOR player waiver liability sheet.
- * A team may add borrowed players to their roster to achieve a total of 9 players; you may not add borrowed players to get to a total of 10 players.
- * Borrowed players must bat in the last or second to last positions in the line up.
- * If using one borrowed player that player will only be allowed to play catcher, if a second borrowed player is added that player can only play right field.
- * When a team's actual rostered player arrive, that team must immediately substitute their rostered player for the borrowed player.

ROSTER:

All team must turn in their signed roster list at their first scheduled game. A roster "add list" will be given to all coaches so they can add players up to their third scheduled game. The add list shall be turned in at the team's third scheduled game and at that time no more players can be added. Team rosters must have a minimum of 7 players that attend the represented churches of our league. In accordance with NOR rules, players must be at least 18 years of age and out of high school. Players on team rosters must play at least 5 of the regular season games to qualify for playing in

the playoffs. Players in the Final Championship game will be asked to show identification for proof that they are on the team's roster.

MERCY RULE:

If a visiting team trails by 15 runs or more at any time after the completion of their 5th inning at bat, the game shall be considered over.

If a home team trails by 15 runs or more at the completion of the 5th inning or any inning after, the game shall be considered over.

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.

TIE BREAKERS:

If a game is tied after seven complete innings then one extra inning will be played. In this inning, each team will begin with the last batter from the previous inning at second base and two outs in the inning. If after this extra inning the teams remain tied, the game will be declared a tie.

COURTESY RUNNERS:

Courtesy runners will be unlimited. Runner must be the last out. If a player is a courtesy runner and is on base when it is his turn at bat an out will be declared. If courtesy runner is needed in the first inning prior to any outs be made, then the courtesy runner shall be the last person on the batting line-up and so on.

RAINY DAY NOTICE:

Coaches will be notified via email by 3:00 p.m. if games are cancelled due to rain. Games that are not cancelled by 3:00 p.m. are considered to be played unless cancelled at game time by the umpire. Coaches are responsible for contacting their team members about rained out games. Make up games will be played as soon as possible, but only if time allows. Teams are to follow their regular schedules until make up games are announced.

GAME TIME:

Game time will be 60 minutes. Game time will begin with the first pitch. There will be a five minute grace period for the first game only. So if you have a game at 4:00 PM, your 60 minutes begin at 4:00 PM. A game cannot be called for time if there is at least one minute remaining

before the start of the next inning. A new inning begins when the last out of the bottom of an inning is made. Umpires will have final decision on game times and calling games that are final. Please synchronize the time with the umpire before the start of the game.

CODE OF CONDUCT:

Profanity, heckling, sustained arguing, derogatory comments towards other players and officials will not be tolerated. The umpires are being instructed to immediately give a verbal warning to any player breaking these Rules. If that player continues to behave in any way that the umpire feels is out of line, the player can be ejected from the game and if so, must leave the park immediately. Additionally, an umpire reserves the right to eject a player without verbal warning if he feels the player did something blatantly against the rules. If a player is ejected from a game, he will be suspended for the following game (even if that game is a playoff game, or into the next season). Then, before that player is reinstated, he and his coach must contact the Commissioner to discuss the infraction before he can return to play. If a player is ejected more than one time in a calendar year, he will be suspended for one year from the date ejected. Any games found to have been played with a suspended player on a roster will be forfeited.