



North of the River Recreation and Park District

2018 Adult Softball League

Rules and Regulations

Rained Out Text Alerts:

- To receive text message alerts regarding canceled games, etc. text NORSOFTBALL (all caps) to 84483.

USA Rules:

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

Code of Conduct:

- Profanity, heckling, sustained arguing, derogatory comments towards other players and officials will not be tolerated. The umpires will issue 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 may 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/she may be suspended for the following game. If a player is ejected more than one time in a calendar year, he/she may be suspended for one year from the date ejected. Any games found to have been played with a suspended player on a roster may be forfeited.

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;
- Any manager wanting to protest a game because of a rule violation must declare his/her protest during that game to the umpire and opposing coach.

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; even if it hits trees first;
 - 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):
 - 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 land 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 the ball hits the light poles first then crosses the home run line, it is a live ball;
 - If a player caught the ball before the home run line then steps over the line, it is an out;
 - If a player caught the ball after the home run line, it is an out;
 - Balls that bounce anywhere in front of the home run line and then rolls pas the line is a ground rule double;
 - Balls that a fielder attempts to catch while in front of the line, but drops – if it goes off of any part of his/her body or glove- and then lands across the line is a live ball;
 - Players must be in field of play until the pitch is released;
 - 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;
 - If the ball hits the light poles in the outfield it will be considered a live ball;
 - If the ball hits the ground first and then the light pole it is a live ball.
- 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 have an official NOR and USA 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 USA certified. Use of a non-certified bat may 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 USA certified;
 - Any bat that the umpire suspects to be illegal may be tested by an USA Representative. If a player refuses to have the bat tested, the bat will be prohibited from use in League. The bat must be 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:
 - If a game that is tied after seven (7) innings, then one extra inning will be played if time permits;
 - In the extra inning, the last batter from the (not the last out) from the previous inning will be placed at second base;
 - Each team will have one out;
 - 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;
 - All players must be at least 18 years old and out of high school;

- 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) complete innings have been played, the entire game will be rescheduled and restarted;
 - 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;
 - 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;
 - Any team trailing by 15 runs or more after the 4th inning at bat, game is called.
 - 7 run limit per inning or 3 outs for games that feature an upper and lower team play each other. Managers will agree to this rule before the game begins.

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 entire roster even if there are more players on the list than on playing on the field;
- Late players may be added to the end of the lineup, even if the entire roster has already batted, however, players must be on the roster by the first pitch.

Pitching:

- The pitched ball must have an arc of at least 6ft 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;
- Since there is no designated spot to pitch from, pitchers may stand no closer than the back rubber and must stay within 6 ft. of an imaginary line extending from home plate to second base as they release the ball.

Base Running:

- Courtesy Runner:
 - Runners are unlimited, however, no player can pitch run for a different player more than once per 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;
 - Men can only run for men, women can run for men or women.
- 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:
 - 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 batter and runner 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 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;
- 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;
- Free substitutions are allowed under the following condition;
 - Players must be in the batting line up.

HEAT:

- Will revisit for summer 2018 session.

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. The pitcher and catcher must be a female to male ratio;
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.