

National Adult Sports

N.A.S Adult Softball Rules and League Information

Managers Meeting

(Mandatory)

All teams **must** have a responsible representative attend the scheduled managers meeting. Teams will receive important league information including rules, schedules and rosters at this meeting.

The date, time and location for the managers meeting can be found on the N.A.S. website.

League Rules

National Adult Sports reserves the right to change any rule or regulation whenever due cause warrants. I.e. ASA/USSSA/NSA/ISA pertinent rule changes, safety factors, changes in costs, facility does not meet standards, ECT. If change is made, all team managers affected by the change will be notified by the league director. The sports staff reserves the right to add any rule or regulation when the addition will benefit the program. Rules not covered within this booklet will be found in the current ASA/USSSA/NSA/ISA rule books. It is the managers or coach's responsibility to know and understand all ASA/USSSA/NSA/ISA/N.A.S. ASA/USSSA/NSA/ISA rule books can be purchased from most sporting goods stores.

Team Roster

- Roster is limited to a maximum of :
 - 22 players (Men's or Women's leagues)
 - 22 players (CoRec leagues)
- Roster forms will be distributed to team representatives at the mandatory managers meeting.
- Rosters are due to the onsite league director prior to the start of the first game.
- Player signatures are due prior to any player playing in the game. Falsification of signatures will result in the team being suspended from league and tournament play.
- Rosters are frozen by the 1st pitch of the 3rd game.
- If a player's eligibility is questioned while playing, he/she must produce photo identification and have their signature on file (see illegal player protest).

Player Eligibility

- All players' names and signatures must appear on the team roster.
- A player may be on only one roster in the same league.
- All Players must be 18 years of age or older by the first scheduled league game.

Safety

- Players should participate in league and tournaments play that is compatible to their skills and abilities.
- For personal safety, players should not play if they have an injury.
- No batting warm-ups are allowed against the backstop or any fencing.
- Each team should provide insurance coverage for its players.

National Adult Sports does not carry insurance to cover players injured during practice, league, or tournament play. When all rules and regulations are strictly followed, the potential for injury still exists. Involvement in this activity is done at the participant's own risk.

Slide Rule

There is NO mandatory sliding rule. Sliding is done at the player's own risk.

Rain-out Procedure

Managers are responsible for calling the designated league rain-out numbers to find out the status of their games. If conditions change during the evening, league directors will make an effort to contact the team managers with scheduled games to notify them of the cancellation.

Equipment

National Adult Sports reserves the right to withhold or withdraw approval of any equipment which significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his/her equipment than individual skill. Only bats that are ASA approved may be used in league and tournament play. The ASA banned bat list distributed at the managers meeting will remain in effect for the entire season.

- ASA Rule Book, Rule 7, Sections 6B-C shall be in effect. Use of an altered or no-approved bat may result in additional penalties being assessed under the code of conduct.

Uniforms

Team uniforms are not required. Player's attire should be appropriate to the safe play of the game.

Softballs

- Game balls will be provided for each game.
- CoRec teams will utilize a 12” ball for male batters and an 11” ball for female batters.
- HOME TEAM is responsible for providing the backup ball(s) equivalent to that game ball for each game.
- In order to facilitate game play, the offensive team is responsible for retrieving any ball hit out-of-play that cannot be quickly retrieved by the defensive players.

Official Game Time

The umpire’s time will be the official time for determining forfeits. It is the responsibility of the team manager to check with the umpire to confirm the official start time for their games. No new inning will begin after 55 minutes.

Game time is forfeit time for league and post season tournament games with the following exception:

- For the first game of each night, a 5-minute grace period will be extended if both teams agree to these terms.
- If a team is unable to field the minimum number of players after 5 minutes the game will be declared a forfeit.
- The 5 minute grace period is included in the 55 minutes of playing time.

Forfeits

- Two forfeits may cause a team to be dropped from the league. League fees will not be refunded under the circumstances.
- Teams should contact their league director if they anticipate forfeiting their game(s).

Score Keeping

- The HOME TEAM is designated as official scorekeeper.
- The HOME TEAM is responsible for reporting the official final score to the onsite league director immediately following the conclusion of the game.
- Both teams are responsible for keeping score it is the responsibility of the VISITING TEAM to check the score at each ½ inning.
- The score of a forfeited game will be recorded as 7-0.

Warm-Ups

- No batted infield warm-ups will be allowed.
- The pitcher may have 5 warm-up pitches before the 1st inning and 5 warm-up pitches between innings.

Strike Zone

CALLED STRIKES

Any legally pitched ball delivered with perceptible arc at least 6 feet above the ground and not exceeding a maximum of 12 feet that is not struck and that lands on any part of the plate or strike mat will be ruled a strike.

Length of Game

- A regulation game consists of 7 innings, with no new inning starting after 55 minutes. Umpires are the official time keepers.
- A game becomes official after 4 innings; or 3 ½ innings if the home team is ahead. If a game does not reach 4 innings (or 3 ½ innings as noted above) due to undesirable playing conditions it will be replayed only if it effects the final standings in relation to the award package.
- Post – season tournament championship game will play 7 full innings. The run rule is in effect.

Ties

Ties will stand if game time runs out during league play. Ties will count as ½ win and ½ losses. If there is a tie in league standings, the following criteria, in the order listed, will be used to establish the final standings of the teams that are tied:

1. Who beat whom?
2. The run differential in league games between the teams who are tied.
3. The total run differential for the season for the teams who are tied.

Run Rule

A run rule is in effect for all league and tournament games, 20 runs after 3 innings or 15 runs after 4 innings, 12 runs after 5 innings.

Number of Players

Teams must have a minimum of eight players to start or continue a game. Teams may play up to ten players defensively.

- If at any time there are less than eight players, the game is a forfeit.
- Acceptable player combinations for CoRec teams include:
 - 4 Men & 4 Women
 - 4 Men & 5 Women
 - 4 Men & 6 Women
 - 5 Men & 5 Women
- When a team begins play with less than 10 players, additional team players may be added to the line up at any time by calling a time-out and informing the official. The players will be added to the bottom of the lineup. Only up to 10 players allowed.

Additional Players

- Team Managers have the option to bat their entire roster. To utilize this option the players must be present at game time and listed in the batting order. Players that arrive after the start of the game may only enter the game under ASA rules.
- A maximum of 10 players play the field defensively. Players included in the batting order may alternate in and out of defensive positions. CoRec teams may never have more men than women on the field defensively.

Courtesy Runner

Each team will be allowed to utilize a courtesy runner for one player (of each gender) for each inning.

- The courtesy runner will be a rostered non-player or the player who made the last out.
- If that player is on base, or if it is the 1st inning and no outs have been made, the courtesy runner will be determined by going backward in the batting lineup to the first available player (of the same gender). If the courtesy runner is still on base when it is his/her turn to bat, that runner will go in to bat and the replacement runner will be the last player (of the same gender) to have crossed the plate.
- If an illegal runner takes the base, the defensive team may protest that runner. If the protest is made prior to the next pitch the illegal courtesy runner will be declared out. If the defensive team fails to protest prior to the next pitch it is no longer a protest able situation and the runner shall be considered legal.

Defensive Placement

(CoRec)

There are NO requirements for male/female combinations for defensive positioning.

Alternating Batting Lineup

CoRec teams will utilize the true alternating method for their batting lineups. There is one lineup for the female batters and one lineup for the male batters. The batting order for each gender is required to stay the same. Male and female batters will alternate at-bats while following their respective lineups.

Walk Rule

(CoRec)

A walk to a male will result in a two base award. The next batter (a female) shall bat. EXCEPTION: With two outs, the female batter has the option to walk or bat. (ASA rule 8, Section 1, article C-4)

Protest

To protest an umpire's call (rule interpretation only, not judgment calls), the team manager must inform the umpire prior to next pitch.

- A protest card must be completed and submitted with \$25.00 in the form of cash or money order by 5:00pm the next working day after the game in question. This must be hand carried to National Adult Sports Office. A non-partisan protest committee will rule on the protest within one working week.
- If upheld, the protest fee will be returned. If the protest is not upheld, the \$25.00 will be forfeited.
- During tournament play all protests will be resolved at that point of infraction by the umpire and onsite league director. Their decision is final.

Illegal Player Protest

A player protest is allowed at any time in the game. The player in question:

- Must be listed on the roster.
- Must have their signature on the roster.
- Must produce photo identification which also verifies their age.

If the player is unable to meet all of these requirements, the player is automatically ineligible to play.

- Illegal player will be disqualified and be counted as an out each time their name comes up on the batting order.
- The team will not be allowed to substitute another player for the illegal player.

Systematic protests of players/rosters are not allowed. No more than two (2) players protested per team per game.

All illegal protests will be resolved at the time of the protest by the onsite league director. Their decision is final.

Park Regulations

It is the responsibility of the team manager, Players and spectators to be familiar with all park regulations and related ordinances or stipulations of use. Related ordinances include, but are not limited to:

- No vehicles are allowed on park grounds outside of designated parking areas.
- No glass beverage containers of any type are allowed in City parks.
- An alcoholic beverage permit is required if beer is to be consumed or possessed in City Parks. (All other alcoholic beverages are prohibited).

Alcoholic Beverage Restrictions

All teams and/or individuals must have valid beer permits, where allowed, to possess or consume beer at City Facilities. All Other alcoholic beverages are prohibited.

- Team beer permits cover rostered team members only.
- Rostered players are not permitted to consume or possess beer or alcoholic beverages during their game play.
- **Consumption or possession of beer or any alcoholic beverage by players listed on the roster during an official game will result in immediate forfeiture of the game.** (Regardless of whether the rostered player is actively participating in the game).
- Additional penalties may be imposed in the player and/or team.
- **Spectators** must obtain their own beer permit. A permit is required for each date.
- No alcoholic beverages may be possessed or consumed in any city facility parking lot.
- **Violators may be cited; further team /individual penalties may be imposed.**

Code of Conduct

- The manager and entire team are responsible for the conduct of its individuals.
- Misconduct will result in penalizing an individual or a team with respect to the National Adult Sports leagues and tournaments.

Infractions and Penalties

Minimum Penalty: Warning

Maximum Penalty: Banned from National Adult Sports programs.

NO INDIVIDUAL SHALL:

- Demonstrate dissent by throwing gloves, bats, balls or any other forceful action.
- Discuss with an official, in any manner, the decision reached by an official (except the team manager).
- Use abusive language to attack any official or individual on or off the playing field.
- Use profane, obscene or vulgar language, in an intoxicated condition or under the influence of any other type of drug which might affect the individual's safety or the safety of others.
- Consume or possess beer or alcoholic beverages in any city facility parking lot. Alcoholic beverages permits are restricted.
- Use unnecessary rough tactics in the play of the game.
- Leave behind excessive trash.
- Demonstrate unsportsmanlike conduct.

Minimum Penalty: Forfeit of game

Maximum Penalty: Banned from National Adult Sports programs.

NO COACH, MANAGER, OR PLAYER SHALL:

- Consume or possess beer or alcoholic beverages during the team's league or tournament games.
- Consume or possess beer or alcoholic beverages on park property without a permit.
- Demonstrate unsportsmanlike conduct.

Minimum Penalty: suspension from league (team and /or individual) and Probation for one year.

Maximum Penalty: Banned from National Adult Sports programs.

NO INDIVIDUAL SHALL:

- Lay a hand upon, shove, strike, or threaten to strike an official or individual.
- Physically attack any official or individual.
- Damage, destroy or steal city property.
- Demonstrate unsportsmanlike conduct.

MULTIPLE VIOLATIONS OF THE CODE OF CONDUCT WILL RESULT IN AN ESCALATION OF PENALTIES.

Team Classification Process

It is the intent of National Adult Sports to make the softball program as enjoyable and as fair as possible. To achieve this goal, a team skill classification system has been developed

1. Teams who played in the immediate preceding season are automatically classified; however, teams that alter their roster by 60% or more from the previous season must reclassify. Teams that did not play in the previous season must submit a classification application for rating. **NO EXCEPTIONS!** (No team is allowed to register in a league without classifying).
2. All classifications applications must be submitted by the established deadline, which is a minimum of three weeks prior to general registration. Teams that submit Classification applications after the deadline will need to register at late registration.
3. Teams will be classified by league directors, and will be rated according to team history, skill levels and former classification. They will then be assigned a team classification level and will be allowed to register only in leagues designated for that particular level of play. Appeals to assigned team classification must be made in writing prior to early registration to the National Adult Sports office Attn: Scott Arsenault.
4. Teams that finished 1st will automatically reclassify these teams to the next higher level of play.
5. Teams in the last positions in league standings may be automatically reclassified to the next lower level of play.
6. Requests to register for a higher classification league will only be considered following general registration. Teams may never register down in classification.

Team Classification Definitions

Division "A" teams with participants who are very talented and experienced softball players. Superior offensive and defensive skills required with good home-run power. Experience playing together as a team is helpful, but not essential at this level.

Division "B" teams with experience playing together as well as individual experience. Very good offensive and defensive skills required with some home-run power.

Division "C" teams with experience playing together as well as individual experience. Effective offensive and defensive skills required with 1-2 power hitters.

Division "D" teams with little or no experience playing together and a combination of experienced and inexperienced players. Offensive and defensive skills vary among teammates

Rec. Division: teams with little or no experience playing together and little individual playing experience; generally comprised of a group of friends participating solely recreation.

League Registration Fees

The league fees are due in full at the time of registration, and cover the cost of one ball per game, field reservation fee, single elimination post season tournament and awards.

LATE REGISTRATION: This registration will be held after General Registration and is for all teams who did not register at General Registration or did not meet the classification deadline.

ONLINE REGISTRATION: To view league information on league offerings and registration information please visit: www.Nationaladultsports.com