



## Softball Rules and Regulations of Play

### GAME TYPE

- Modified arc pitching rules – arc must be between 6’ and 12’

### EQUIPMENT

- Players must wear the No Idea Sports Softball T-Shirts when playing once received. Any player who does not have an NIS team shirt on will be designated as a substitute player during the regular season (See substitute player rules below). During playoffs fully registered players must have their NIS team shirt on to play in the game.
- If the opposing captain does not permit the player to play because of not having his/her t-shirt, that player can pay the sub fee and play if they have participated in 3 regular season games.
- Player is responsible to bring and use his/her own glove to the game and wear it during play.
- Only bats allowed by the ASA are allowed. They can be found at [www.softball.org/about/certified\\_equipment.asp](http://www.softball.org/about/certified_equipment.asp). All bats will be tested and stickered prior to the start of the season. Only stickered bats will be permitted for use during the season. Any bats purchased during the season must be tested before playoffs begin. No brand new bats will be allowed during playoff games. No fast pitch bats are allowed.
- Participants may wear sneakers or rubber cleats. No metal cleats are allowed.
- Catchers and Pitchers are recommended to wear a mask at all times when behind the plate and on the mound. NIS will provide a mask. If a catcher or pitcher chooses to not wear a mask, he/she is responsible for any injuries that may occur.
- Helmets will be provided but are up to the individual player if they want to wear it.

### TEAM AND PLAYERS

- All players must be at least 21 years of age to participate. Teams must have a minimum of 11 fully registered players on the roster with at least 4 being female.
- Teams consist of 10 players on the field with other team members as substitutes. All players must be in uniform, registered players with NIS team shirts and subs with a similar color (if possible).
- Any fully registered player who has received a team shirt and does not wear it the day of the game can be asked for photo ID during check in and charged the \$10 sub fee.
- During playoffs if a fully registered player does not have their correct team shirt on they may only play if the opposing captain allows them to play.
- If the opposing captain does not permit the player to play because of not having his/her t-shirt, that player can pay the sub fee and play if they have participated in 3 regular season games.
- There is no maximum number of players allowed on your roster. Each team must have a minimum of 3 females on the roster.
- Co-ed teams are required; at least 2 females must participate at the start of each game.
- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the fifth week of play. After the third week, no new names may be added to a team’s roster besides substitute players. Only players on the roster will be eligible to play.

- If a team is short the minimum number of fully registered players by the start of their game for week 1 they will automatically forfeit that game. They may still play but will receive a loss in the standings. This rule applies for week 2, 3, 4, and 5 as well.
- If the team minimum number of players is not fulfilled prior to playoffs, the team will be removed from schedule for the remainder of the season. This includes playoff and friendly games.
- A team must field at least 7 of its own players to begin a game.
- Substitute players must sign a waiver prior to playing and pay the \$10/daily fee the day of the game. Subs are eligible for the playoffs if they participate in at least 3 regular season games.
- There is no maximum of subs allowed each week during the regular season. Subs will be designated as any player who does not have an NIS team shirt on.
- Players who are fully registered for a team may sub for another team during the regular season. Fully registered players who sub for a team in the game immediately following theirs do not have to pay the sub fee. If a fully registered player plays in any other game (ie. Before their scheduled game, at a different field, or in a game not immediately following their own) they will need to pay the \$10 sub fee. He/she will not be permitted to play for any other team during the playoffs besides the one they registered for.
- If a team is short players for a playoff game and no sub has qualified by playing in 3 regular season games, the captain may ask the opposing captain for approval of subs. This is up to the opposing captains discretion. If he/she approves an email/text must be sent to NIS prior to arriving at the game. This approval process must be followed for each playoff game.
- Once a team approves a sub or subs there are no stipulations or roster/field requirements allowed as part of sub approval.
- During Semi Finals and Finals all teams will play with a full roster or 10 players and not be made to play short. If a team is short and needs subs to get to 10 players, the playoff sub rules will apply with captain approval. **Exception:** Should the opposing captain deny subs, the league has the ability to approve subs of a comparable skill level as the one being replaced to get that team to 10 players.
- A team may bring a female sub during the playoffs to get to the minimum of 3 females without the other captains approval if the female is not currently fully registered in the league. If the female sub is from another team in the league then she must be approved by the other captain. This rule is in place so that no playoff team receives an automatic out during the playoffs.

## GAME NIGHTS

- Teams may begin a game with a minimum of 7 players but not fewer than 7, and two of these must be female.
- If a team arrives with fewer than 7 players, it will give up a run every 5 minutes until the required number arrives.

## SUBSTITUTIONS

- Substitutions must be made prior to the start of the game or in between innings.
- No substitutions may be made during a game, except in cases of injury.
- If you are short handed during the season you may pick up another No Idea Sports player not on your roster for the game. This will be allowed only if the other team is in agreement.
- Fully registered players who sub for a team in the game immediately following theirs do not have to pay the sub fee. If a fully registered player plays in any other game (i.e. Before their scheduled game, at a different field, or in a game not immediately following their own) they will need to pay the \$10 sub fee.
- Subs taken from the game immediately before their scheduled time are only allowed to get a team to 11 players.
- Any non-rostered No Idea Sports softball player may also play on a given day after signing a waiver and paying the \$10 daily fee.

## **ROSTER REQUIREMENTS**

- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the third week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.
- All teams must have a minimum of 11 fully registered players for the season.
- If a team is short the minimum number of fully registered players by the start of their game for week 1 they will automatically forfeit that game. They may still play but will receive a loss in the standings. This rule applies for week 2, 3, 4, and 5 as well.
- If a team is still short the minimum number of fully registered players at the end of their week 5 game (end of the regular season) the teams season will end and will be removed from the final 3 weeks of the league schedule.
- Captains will forfeit his/her free season/credit if this occurs.

## **LINE UP CARDS**

- Line up cards will be filled out before the start of each game. Everyone present on the team will bat. All changes to the line up (i.e. additions of players who arrived late) must be reported to the umpire before they may participate in the game.
- If a player in the line up is not in attendance when the game begins they can be skipped over with no penalty until the 3<sup>rd</sup> inning. If the player does not arrive by the end of the 3<sup>rd</sup> inning they will be removed from the lineup. This applies to male players.
- The same rule applies for female players as long as the team has 3 females in attendance at the start of the game. If a team only has 2 females then the third spot in the lineup should be the player who is arriving late and that spot will be an automatic out until she arrives. Following the end of the 3<sup>rd</sup> inning it will remain an out for the rest of the game if the female player does not arrive in time.

## **GAMES**

- All games are seven inning or 75 minutes (warm up time included). All games have a minimum of 5 full innings. The last inning will start 10 minutes prior to the next scheduled game. That inning will be completed.
- No Idea Sports follows ASA Rules of Softball, with the exception of these specific league rules.

## **FIELDING A TEAM**

- The maximum number of players in the field is 10, including at least 3 women. There are no position requirements for any players. The minimum number of players in the field/your starting line up is 7 (at least 2 of whom must be women). There is no maximum number of women allowed on the field/in your line up. No more than 7 men are allowed on the field at one time.
- A team may begin with 2 females but the third female spot in the batting order will be an automatic out.
- If a team has 8 or fewer players a catcher is not required/9 or 10 players a team must have a catcher.
- Positions can be changed between innings at any time. During an inning players may move from one field position to another. The batting order remains the same regardless of position changes.
- Teams may have no more than 4 players in the outfield at any time.
- Teams may have no more than 6 players in the infield at any time. (i.e. pitch, catch 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, & Short)

## **BATTING ORDER**

- Batting line-ups must be given to the umpire prior to the start of the game.
- A team may bat more than ten players if they have more than ten on a given day but you must have a minimum of 7 players to begin a game.

- The batting order must alternate between male and female players. The batting order can alternate between a female and up to three males (MMMFMMMMFMMMMF). This can be adjusted as long as there are never four males batting consecutively. Females can re-hit if necessary (All females present must hit before any female re-hits). If a female needs to rehit to make the batting order valid, the same female must hit in the same spot throughout the game. The female may not be rotated. All players must bat.
- All late arriving players may be inserted upon arrival. They must be placed into the bottom of the batting order or as close as possible to ensure the male to female ratio if not added prior to arrival. No players may be added after completion of the 3<sup>rd</sup> inning.

## **PITCH ARC**

- The arc on pitches must be between six feet and twelve feet above the ground. The umpire will call a ball not within the prescribed limits as an “illegal pitch”. If the batter swings, the pitch will be treated as a legal pitch and it will be called a strike. If an illegal pitch is called it will be a ball.

## **STRIKE ZONE**

- If the ball hits any part of the mat after going over the 6-ft minimum arc it will be called a strike.

## **WALKS**

- There is a 3-limit walk per inning per team. After the limit is hit, the rest of the batters that inning must hit.
- Intentional Walks to a male batter with a female batter behind him in the batting order
  - Male batter gets a two base award. The female batter has the choice of taking a walk or batting.
- This rule only applies when there are two outs and is to discourage walking male batters to pitch to female batters.

## **FOULS**

- Four fouls and the batter will be deemed out.
- The first two fouls count both as strikes and fouls towards the four foul rule.
- Foul Balls that hit the trees/leaves on the 3<sup>rd</sup> Baseline of Delpho Field will be deemed a dead ball.

## **BUNTING**

- Intentional bunting is not allowed

## **HOME RUN RULE**

- There is a 5 Home Run rule per team per game.
- Every one hit over the fence after the 5<sup>th</sup> homerun will be deemed a single.

## **RUNS PER INNING**

- There is a maximum of 7 runs per inning a team can earn in innings 1-6. Once a team reaches 7 runs teams will switch and begin the next half of the inning or following inning.
- The 7<sup>th</sup> inning will not have a run limit for either team.
- If a game is cut short due to time, the final inning (5<sup>th</sup> or 6<sup>th</sup>) will still have a 7 run limit.

## **INFIELD FLY RULE**

- The batter will automatically be called out on any fly ball within the infield that is deemed an “easy catch” with less than 2 outs and runners on first and second or bases loaded.
- Following the catch runners may run at their own risk of being thrown out.

## **BASE RUNNERS**

- There is no leading off prior to a pitch or stealing of bases. If a runner leads off the base or attempts to steal they will be called out.
- Base runners must use the “safety base” at first base. This is to help avoid unnecessary contact and collisions.
- Base runners should try to avoid contact at all costs. If a fielder is blocking the base or is in the base path, fielder’s interference will be called and the runner will be deemed safe.
- Runners who interfere with a fielder attempting to field a batted ball or interferes with a throw will be called out. Interference can be physical contact, verbal distraction, or any other type of distraction that would hinder the fielder in the execution of a play.
- Plays at Second Base – The batter and preceding runner will be called out if the runner intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. The runner going from 1<sup>st</sup> Base to 2<sup>nd</sup> Base must slide and/or avoid getting in the way of the play or throw.
- Injured runners may receive a pinch runner once they reach the base. Male players must be replaced with a male player. Female players must be replaced with a female player. The last out of each gender will run for the injured player needing a replacement runner.
- Pinch runners are only permitted for injured players. Captain should let the site manager know prior to the game which player/s will need a runner for the game. NIS Site Managers should be notified of any in game runners due to injury.
- If a ball is overthrown and the throw goes out of play the runner will be awarded one extra base on an infield throw and 2 extra bases on a throw from the outfield.

## **SLIDING**

- Headfirst slides are not allowed when approaching any base on the field. If a runner’s momentum causes them to overrun a base, they may “dive back” in a head first manner to regain possession of the base. Runners who do will be called out.
- Sliding into first base is not allowed. Runners who do will be called out.
- Intentional contact with the catcher at home base is not allowed and the runner will be called out.
- Any close plays at 2<sup>nd</sup> Base, 3<sup>rd</sup> Base, and home plate runners are required to slide or avoid contact. Runners can also exit the base path at 2<sup>nd</sup> or 3<sup>rd</sup> to avoid contact and do not need to slide in this instance. They will, however, be “giving themselves up” and be called out.

## **CO-ED LINE**

- A “co-ed” line exists approximately 10 yards into the outfield. No outfielder may step in front of this line until after the ball is hit.
- Violations of this rule will result in a single being awarded to the batter, and ALL runners advancing one base, regardless if the awarded single caused a forced advance or not. If a team is playing with 10 players, three must be behind the line. This is to prevent unfair positioning of players on a field.
- Teams will be granted a warning before this rule is enforced.

## WINNING THE GAME

- The team with the higher score at the end of 7 innings or 75 minutes (and at least 5 innings) will be deemed the winner
- If a team is winning by 15 or more runs at the end of the 5<sup>th</sup> inning or 10 or more runs after the 6<sup>th</sup> inning the game will end due to the mercy rule.

## EXTRA INNINGS

- Extra Innings will not be played during the regular season unless time allows. Example: If a game is tied at the end of 75 minutes of play or a full inning can't be completed before the allotted time, the game will end in a tie. If the game is tied after 60 minutes and there is still 15 minutes left another inning can be played to determine a winner. If it is still tied after the extra inning/s then the game will end in a tie.
- Extra Innings will be played in the playoffs to determine a winner.

## PLAYOFFS

- All roster players are allowed to participate in the playoffs.
- Photo ID, Facebook Page, or Email from NIS sent to the player will be required for check in during the playoffs. During playoffs fully registered players must have their NIS team shirt on to play in the game. If a fully registered player does not have their correct NIS team shirt on for a playoff game they may only play if they receive permission from the other captain.
- If the opposing captain does not permit the player to play because of not having his/her t-shirt, that player can pay the sub fee and play if they have participated in 3 regular season games.
- All teams will make the playoffs in a 4, 5, 6, and 8-team league. In a 7-team league the top 3 teams will make the playoffs. The number of teams who make the playoffs in leagues with a total number of teams above 8 will vary.
- Final standings and team position for playoffs will be determined in this order: Win/Loss Record, Score Differential, Head to Head (if applies), Points/Runs Allowed, Points/Runs Scored.
- Substitutes in the playoffs are only allowed to get a team to the minimum number of players, 11. Subs are not allowed to play if it brings the number of players above 11 whether they have played 3 games or not. Fully registered players present for the game are required to play before a substitute. Substitutes may participate in the playoffs if they have participated in at least 3 regular season games without other captain approval. Subs will have to play the weekly fee to participate in the playoffs as well.
- If a team is short players for a playoff game and no sub has qualified by playing in 3 regular season games, the captain may ask the opposing captain for approval of subs. This is up to the opposing captains discretion. If he/she approves an email/text must be sent to NIS prior to arriving at the game. This approval process must be followed for each playoff game.
- Once a team approves a sub or subs there are no stipulations or roster/field requirements allowed as part of sub approval.
- During Semi Finals and Finals all teams will play with a full roster or 10 players and not be made to play short. If a team is short and needs subs to get to 10 players, the playoff sub rules will apply with captain approval. **Exception:** Should the opposing captain deny subs, the league has the ability to approve subs of a comparable skill level as the one being replaced to get that team to 10 players.
- A team may bring a female sub during the playoffs to get to the minimum of 3 females without the other captains approval if the female is not currently fully registered in the league. If the female sub is from another team in the league then she must be approved by the other captain. This rule is in place so that no playoff team receives an automatic out during the playoffs.

## **FORFEITING**

- Forfeit is strongly discouraged. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 7 players, including 2 females to start a game.
- If a team forfeits their opponent will get the win in the standings with a score of 7-0.

## **FORFEITING IN ADVANCE:**

- If a team knows in advance that it is going to forfeit and not show up, a team member must contact NIS by 12:00 pm the day before the game. If NIS is notified on time, the team will be given losses for all scheduled matches but no further penalty.
- If a voicemail message is left or an e-mail sent, it is not considered notification unless a reply to the team is received. Failure to do so will result in forfeiting all matches, and the team will be ineligible for league playoffs and/or removed from the remainder of the schedule.
- Any team that does not notify NIS in advance of their scheduled game or at all will need to provide one full-rate individual deposit for the next season/sport they register for.

## **FORFEITING AT GAME TIME/AFTER 12:00 PM DAY BEFORE:**

- Any team that forfeits after 12:00 pm the day before the game will be assessed a \$50 fee that will be given directly to their opponent and removed from the remainder of the league schedule. This money will go directly to the team which did not receive notice that they would not have an opponent that given night. All participants are expected to be able to make arrangements for subs or to notify NIS prior to 12:00 pm about their plans to participate in that week's games.
- Captains will forfeit his/her free season/credit if this occurs.
- If a team shows up short players, the remaining members who are present should mix with the opponent and play a scrimmage. The team will not be penalized if this occurs. At least 5 players from the team must be present for this to apply
- If a team doesn't show up at all, has no members present, and doesn't notify NIS by game time they will be removed from the schedule for the remainder of the season.

## **REFUNDS**

Refunds are not provided once the season begins or day the season is scheduled to start. If you need a refund because you are unable to play prior to the season we are very happy to reimburse you for your registration as follows:

- Up to 2 Weeks Prior to League Start: FULL REFUND (minus \$10 processing fee)
- Up to 1 Week Prior to League Start: REGISTRATION MINUS \$20
- Less than a week until League Start through the Season: Refunds Not Available. Credit available for a future season if no longer to play due to injury.

## **Sportsmanship and FUN!!**

Above all, this league is for FUN and the enjoyment of all those involved. NIS and its officials will eject/expel players for inappropriate behavior. In addition, NIS will remove any players and/or teams who cannot adhere to its policies and standards without refund.

*\*(Rules Are Updated Periodically To Improve League Play and Can be Modified by the Commissioner at Any Time)\**