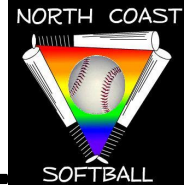


NORTH COAST SOFTBALL



Revised 4/14/2011

RULES & PROTOCOLS OF THE LEAGUE

ASA men's slow pitch rules apply unless amended herein and these rules shall be used in all regular season and tournament games, unless specifically amended for the tournaments. A simple majority vote of the league officers shall be final in any and all matters involving the interpretation of these rules and regulations.

A) Player Eligibility & Rules

- 1) Minimum age to play is eighteen (18). Exception: 16-17 year olds may play with parental consent. Each team can carry a maximum of two minors. Proof of age will be required before playing.
- 2) Each player must sign their team's roster/injury waiver before playing. The waiver releases North Coast Softball and game officials from injury liability. A state-issued photo ID with a birth date and current address is required for verification before you play.
- 3) During games, each player must wear a numbered jersey/shirt. No duplicate numbers allowed.

B) Team Eligibility & Rules

- 1) Roster limit is 25. However, the league may expand the limit at any time to accommodate the number of individuals desiring to play or due to extenuating circumstances.
- 2) Each team pays a non-refundable team fee by opening day. Teams in violation of this will forfeit any games until paid. (It is the team's responsibility to get funds from a sponsor by the deadline)
- 3) Teams must have eight (8) players to start a game or be allowed to continue play, or else they will forfeit the game.
- 4) If a player is injured and there are no substitutes available, the injured player's spot in the batting order will be considered an automatic out.
- 5) Roster deletions and additions can be made through the fourth week of play. Players can also change teams during this time period with approval from both managers.
- 6) League officers reserve the right to verify any player's rosters status and identity at any time.
- 7) The league is open to all gay friendly people. Teams may be same gender or co-ed. In keeping with the spirit of the league, a minimum of three (3) GLBT players must be on the field at any time during a game. If one of those three GLBT players is injured, another player may be substituted. NOTE: NAGAAA tournaments allow only two (2) straight players on the field at any time during the game.

C) Division, Season, & Playoff Format

- 1) Divisions are based on the team skill level. In accordance with the NAGAAA rating system, currently the divisions are labeled: C Competitive, C Recreational, D Competitive, and D Recreational. Divisions may be combined as needed.
- 2) Opposing teams will have no more than one division between them. Ex. C-Competitive won't play D-Recreational.
- 3) Tournament seeding is based on best overall record. In the case of a tie, the tiebreaker is as follows and in this order: head-to-head record, division record, total head-to-head run differential between the two teams, then a coin toss.
- 4) The top seed is the home team as long as it remains in the winners' bracket. The exception is the second final game (if played), where a coin toss will then be used to determine the home team. A coin toss will be used for all other games to determine home team.
- 5) In the event a division has five teams or more for the tournament, playoffs will be divided among two weeks, time permitting.

D) General Rules & Protocols

- 1) The pitching arc limit is 10 feet from the ground
- 2) 12" ball will be used at all times
- 3) Illegal bats are listed on the ASA website (www.asasoftball.com). Use of an illegal or altered bat will be an automatic ejection from the game.

- 4) No leading off or stealing
- 5) Metal spikes are not allowed
- 6) Jewelry may be asked to be removed at the discretion of the umpire.
- 7) Over-the-fence home run rule: C Comp – 2 HR allowed, C Rec – 1 HR allowed. Home runs are not allowed in the D division. Any after that will be an out and runner(s) will return to previous base(s). Inter-division games – lower division team’s HR rule applies.
- 8) One courtesy runner per inning is allowed and shall be the last recorded out. In the event there are no outs in the first inning when this occurs, the last batter in the lineup will be the courtesy runner. This courtesy runner must be in place before the next pitch. If one comes off the bench to pinch run (as opposed to a courtesy runner), one is considered a substitute and subject to the rules regarding substitution.
- 9) If a batter has two strikes and then a foul ball occurs, it will be considered the third strike and the batter will be out.
- 10) Regularly scheduled games are played at 10, 11:15, 12:30, 1:45, 3:00, & 4:15. If the fields are wet, but may be playable by noon, a “rain delay schedule” will be invoked. Games will then be played at 12:00, 1:05, 2:10, 3:15, 4:20, & 5:35 and each batter will begin with a 1-1 count and a “courtesy foul” will be allowed (i.e. 2 strikes, then a foul is not an out). No new inning shall begin after 65 minutes (55 minutes in a rain-delayed schedule) unless the game is tied. If tied, the ASA tiebreaker will be used: Standard 0-0 count. (1-1 in a rain delay schedule) Two strikes and subsequent foul ball is an out. The last batter from the previous inning will start at 2nd base.
- 11) In the event of a cancellation, games may be rescheduled at the discretion of the board.
- 12) If a game is called due to weather conditions, it is considered to be complete if both teams have finished the 5th inning (or if the home team is leading in the middle of the fifth). Any incomplete game will be replayed from the first inning and a score of 0-0.
- 13) In the event one team leads another by 20 runs after four (4) innings or 15 runs after five (5) innings, the game will end unless the losing team requests a continuation.
- 14) A team may field eleven (11) defensive players and may put up to thirteen (13) players in a batting lineup. During inter-division play, the lower division team may field twelve (12) players.
- 15) During inter-division games, the lower division team will be given a runner on second base at the start of each inning. This runner will be the last out or, in the first inning, the last batter in the lineup. If a courtesy runner is needed, and the last out is already on base, the out prior will be used. In extra innings, both teams will have a runner on 2nd to start the inning.
- 16) Any team that has batted twice through its lineup in an inning will automatically have three outs. During the same game, in any subsequent inning, the same team shall have three outs once they have batted around the lineup once.
- 17) Both teams shall verify the score each inning with the umpire behind the plate.
- 18) There shall be a five (5) minute grace period for all games after the scheduled start time, provided there are no delays due to weather or completion of the previous game. Teams not ready after that shall forfeit. Forfeit fee is \$30 per infraction and must be paid by first game of the following week in order to play that week.
- 19) The rainout/delay status will be posted on the website and an officer will text managers with the status as well. It is the responsibility of managers to check the website and/or confirm with a board member and inform their players of the rainout or delay status.
- 20) A player must play in 30% of the team’s games during the regular season to be eligible to play during the league tournament. It is the manager’s responsibility to make sure any subs that played are marked on the umpire’s scorecard so that player gets credit for that game.
- 21) Any player, coach, or manager ejected in a game is required to leave the fields immediately and cannot return that day. They will also be suspended from playing the next two scheduled games after that date. An appeal is permitted, but league officers must be informed of the appeal within 24 hours of the ejection.
- 22) Eligibility protests must be made before the first pitch is thrown and must be accompanied by a \$25 fee. Other protests must be made by the manager/coach to the umpire prior to the next pitch and a league officer must be informed of the details immediately following the game. (or within 24 hours if no officer is present) If the protest is won, the fee will be refunded. A simple majority vote by league officers shall be final in the consideration of any protest. Any league officer that plays for either team involved in the protest will not be allowed to vote. In this case, there may be an even number of voters, resulting in a tie vote. In the event of a tie vote, an umpire not involved with the situation will be the deciding vote.

- 23) Only the team manager shall conduct any discussions with the umpires concerning rulings. If the manager is ejected, a new team representative must be appointed for this rule.
- 24) Fighting, rowdiness, or misconduct at league functions shall be grounds for suspension or expulsion of the offending parties after due notice. A hearing may be requested with a league officer within 24 hours.
- 25) When running to a base, the runner must give up the base or slide if the ball is en route to or possessed by the defensive player. Runners breaking this rule will be considered out.
- 26) Defensive players shall not interfere with the base or baseline if the ball is not en route to or possessed by the defensive player. Runners will be safe if the defensive player interferes in this manner.