CITY-COUNTY ATHLETIC COMPLEX

ADULT SLOW-PITCH SOFTBALL LEAGUE RULES

(Revised April 2021)

The City-County Athletic Complex (referred to as the CCAC) shall determine the policies of the adult softball program, along with input from the respective leagues. Administration of the leagues shall be the responsibility of the CCAC. The CCAC reserves the right to accept or reject any and all teams from League play as well as the right to deny refund of all softball fees after the refund deadline. The National Softball Association (NSA) shall govern any rule or interpretation not covered in these rules.

**Rule 1 ROSTERS**

Article 1: An adult softball team roster shall have a minimum of 10 players and are limited to 20 players. All roster changes, such as additions or deletions, will not be final until authorized by the League Director. Once the season has started, all additions must be done with the use of an add-on sheet, available at the CCAC Office.

Article 2: If a team wishes to add a player to their existing 20 player roster, one player must be dropped before adding a player. At no time is a roster to have over 20 players.

Article 3: Once a player is on the roster, he/she becomes the property of that team. In order to be removed from a team, and added to another league team, during the season, the player must be released and accepted by the appropriate coaches. If the matter cannot be resolved, the Program Director will have final authority.

Article 4: All players must complete the appropriate league rosters, and sign to be eligible. Players and coaches are responsible for updating the roster information with correct addresses, phone numbers and email addresses. All rosters must be complete and turned in with entry fees or late charges will be added.

Article 5: Players that are eligible to be added to a team’s roster, must be done prior to 5pm at the CCAC Office, (CALL THE OFFICE AT 574-269-6663 TO TAKE CARE OF THIS), to be eligible to participate that night. Players will not be added the night of league play to participate that night. No Add-ons will be allowed 2 weeks prior to League Tournament.

Article 6: A team will be considered “registered for league” only when the full league fee, completed roster and Coaches information sheet is turned into the Park Office. Players must be on roster by 5pm the day of week number 5 to be eligible for the tournament. They MUST play at least TWO WEEKS regular season to play in tournament.

Article 7: A player may play on as many teams as they desire, as long as they are not in the same league and meets the proper classification. Games will not be held up to wait for players.

Article 8: Player classification will be as followed, and it is the team manager’s responsibility to verify with us here in the office before adding players to their roster.

Men’s Gold Division- Open to all players

Men’s Silver Division -No more than 2 Gold Players

Men’s Bronze Division- No Gold Players

Coed Upper Division- Open to all players

Coed Lower Division -No more than 2 upper players (male or female)

A player’s classification will be based on the quality of the player and the teams they are participating on.

Article 9: Leagues and divisions are as outline below.

Monday Men’s Gold Division -

Monday Men’s Silver Division-

Men’s Bronze Division-

Wednesday Coed Gold Division-

Wednesday Coed Silver Division-

 Wednesday \*if not enough teams, divisions may be combined

**Rule 2 RIGHTS AND DUTIES OF MANAGERS, PLAYERS, and SPECTATORS**

Article 1: The team Manager is responsible for keeping the team information accurate and up to date.

Article 2: The team manager is responsible for the team and individual player’s behavior during and after the game.

Article 3: Teams that cannot control their player’s and spectator’s behavior may be excluded from the league and suspensions may be issued.

Article 4: In order to maintain control of the game, managers are the only representative of the team that may address the umpire on rule interpretations.

Article 5: Any player ejected or suspended from a game, for any reason, may also be excluded from the team’s next scheduled game. Ejected players may also be removed from the dugout and the facility, if warranted. The League Supervisor will make this decision, based on the infraction. A second infraction could result in further suspensions and dismissal from the league.

Article 6: A player that has been removed from a game may be placed on probation for up to one year, depending on the circumstances. This will be effective from the date of the infraction. This decision will be by authority of the Park Director.

Article 7: Unsportsmanlike conduct reports filed by league officials will be handled accordingly, and could result in player/team suspension, depending on the severity of the offense. (Refer to Article 5)

Article 8: Intentional contact of an official will result in immediate suspension of the offending person. Suspension may also carry over into all NSA functions. Criminal charges may also be filed by the official or the CCAC.

Article 9: Team managers will be notified immediately when an infraction occurs. A meeting will be set up with the CCAC Director, the player(s) involved and the manager.

Article 10: Umpire evaluation cards will be available through the Park Supervisor. These are to be completed and turned into the Park Supervisor, immediately. These cards will be viewed by the Park Director. These evaluations are not to be used as retaliation toward the umpire, but to enhance umpire training and improve the leagues. All cards turned in must be legibly singed with contact information. These evaluation cards are for both good and bad.

**Rule 3 FACILITIES AND EQUIPMENT**

Article 1: Equipment:

1. Ball: Teams will be responsible for providing a ball for their team to hit during the course of the game. When a ball is hit out of play, a replacement ball must be supplied immediately by the offensive team. That ball must be entered through the umpire. The Umpire will ensure the ball meets all new NSA standards (optic yellow, black stitched, 52 core, 275 compression or 44 core, 400 compression, both 11 & 12 inch ball). Balls will be on sale in the CCAC Pro Shop. The program director will not bring balls out to the fields for teams. Please purchase these before your games. Teams may opt to hit any NSA approved balls.
2. Shoes: No metal spikes are allowed (including football cleats). Violation = Ejection
3. Jewelry: Jewelry is not suggested for play, but may be worn at the player’s liability. Umpires may ask you to remove any piece of jewelry that appears to be a danger to yourself or others.
4. Bats: Must be labeled “NSA approved 2012” and must not exceed the 1.20BPF. An approved bat list will be with the League Supervisor each evening. Players may visit the www.playnsa.com to view the list of approved bats. In 2015 ALL BATS MUST HAVE THE NEW NSA THUMPRINT INSIGNIA (THE OUTLINE SHAPE OF THE STATES) IN ORDER TO BE LEGAL FOR LEAGUE PLAY.
5. Umpires will determine legality of all equipment.

**Rule 4 ELIGIBILITY**

Article 1: Adult league players must be minimum age of 16. All players under 18 years of age must have a parent or guardian signature on the roster and waiver of liability.

Article 2: Any person that has pending charges or current charges of assault on a sports official or representatives of the organization, are not eligible to participate, unless cleared by the CCAC and the National Softball Association.

Article 3: The CCAC reserves the right to deny any person the privilege of participation and entry into the facility.

**Rule 5 PROTESTS**

Article 1: Only rule interpretations and player eligibility may be protested. Judgment calls by the umpire are NOT grounds for protest.

Article 2: All protests must be made at the time the play in question is committed, otherwise the protest will not be considered. The manager must notify the umpire immediately and note the incident, accompanied with your $25 cash protest fee. The umpire must notify the opposing team of the protest. The umpire will then contact the Park Supervisor to determine a ruling. If for some reason the Park Supervisor is unable to rule on the protest, an attempt will be made to contact the Park Director. If an immediate ruling cannot be issued, the game will be finished with a winner determined. Exception: During tournament play the protest will be resolved immediately before play can be resumed.

Article 3: A written statement from the protesting team must be submitted to the CCAC Director within 24 hours of the incident. A $25 protest fee must accompany the official protest statement. If the protest is ruled in your favor, the fee will be returned. If the protest is ruled against you, the fee will be placed in the softball league account.

Article 4: The burden of proof is on the protesting team. The CCAC Director will make the decision on the protest. All decisions are final.

Article 5: Failure to comply with any of the above procedures shall void any protests.

Article 6: All bat protests are $200 cash fee.

**Rule 6 RULES OF PLAY**

Article 1: Games will consist of 7 innings, or a 60 minute time limit, with time displayed on the scoreboard. No new inning will start after time runs out. A new inning is considered started, once the third out is reached in the inning before. Teams intentionally slowing play to run out the clock will be warned, and the game may result in a forfeit.

Article 2: The game is official after 3 and ½ innings are complete.

Article 3: Both teams are to keep score, and report to the umpire at each half inning.

Article 4: No infield practice or batting practice will be allowed on the playing fields before or between games.

Article 5: Home run limits will be:

In all the Men’s division (Upper and Lower) the homerun rule is 3 and one up, inning ending out if there is no homerun available.

In all Coed divisions (Upper and Lower) the homerun rule is 3 per gender, and one up. inning ending out if there is no homerun available.

\*NOTE: If Coed or Men’s Bronze games are moved to the 250ft (West 2 & 3) fields due to any reason then the home run limit will be determined prior to the games.

Article 6: Teams may start a game with a minimum of 8 players, with an out in the 9th position only. When the 9th and/or10th player arrives, they may be entered into the lineup in the bottom of the order, and inserted into the line up immediately. There will be no penalty for playing with 9 players. If a team loses a player to injury or ejection, and there is no substitute, then an out will be awarded in the vacated position. You cannot walk to get to the third out of the inning in this case.

Article 7: All adult softball leagues will use a 1 and 1 count with no grace foul ball. This means when the batter enters the box they will receive 2 swings or called strikes.

Article 8: COURTESY RUNNER: THE PLAYER IN NEED OF A COURTESY RUNNER, BE USED FOR ANY NUMBER OF TIMES PER INNING, THE COURTESY RUNNER DOES NOT HAVE TO BE THE SAME PERSON. (EXAMPLE: Player needing courtesy may bat more than once per inning, and will now be eligible for a runner each time that inning) If that player comes up while on base while that runner is on base his/her batting position will become an out and the next batter will assume the batter position. In coed a courtesy runner must be the same gender. COED is the same rule, 1 courtesy runner per gender, and that person using the runner may use it anytime they get on base that inning .

Article 9: All games will start at the scheduled time. There will be no grace period. Teams must be present, and ready to play 15 minutes before their scheduled time, for the 2nd, 3rd and 4th time slots. Failure to comply may result in a forfeit.

Article 10: Mercy rules are 15-12-10 in the 3rd, 4th and 5th innings, for all leagues.

Article 11: When a play can be made at 1st base, the runner must use the orange base. Failure to do so will result in a direct call out by the umpire. Exception: In order to avoid a collision the runner may use the white base. This will be in the umpire’s judgment. Once reaching 1st base, the base runner may start on Orange base.

Article 12: Both Men’s and Coed regular season games are at 60-minute time limits. Every tournament game is to have a 75-minute time limit, with the Championship game having no time limit.

Article 13: Teams may start a game with 8 players, and bat 8, 9, 10, 11 or 12 players, but may only play up to 10 in the field. Those players are eligible to rotate into the defensive positions at any time. In coed divisions, if a female player is lost for any reason, and no female substitute is available, the team will record an out in that position and the next male batter is skipped in the batting order. The walk rule will be in effect for this scenario.

Article 14: In coed play, the defensive team may have no more than 2 male and 2 female in the infield positions and the outfield positions. The pitcher and catcher must be of opposite gender. A team may play with more female players. At no time is a coed outfielder allowed to start on the infield, or an infielder allowed to start in the outfield. Penalty will be re-hit, with assumed count or take the result of the play. There will be no line, calling for umpire judgment.

Article 15: The batting order may start with a male or female batter. The male batters may never bat back to back.

Article 16: In all divisions, it is the pitcher’s responsibility to ensure the correct ball is in play. If it is determined that the wrong ball was used the play stands.

Article 17: In the case of a vacated position, the batter may not be intentionally or unintentionally walked to get to the third out. The automatic out is skipped for that at bat.

Article 18: League tournaments will be scheduled on league nights. If weather is a factor, every effort will be made to reschedule when available or refunds may be issued. Call the rain line after 4pm, (574) 372-8722.

Article 19: All players are required to prove their identity, immediately upon question of eligibility.

Article 20: Coed – You can only use the extra players (EP) if your lineup consists of 6 male and 6 female players.

Article 21: Coed - During offense, if a man walks, (intentional or unintentional) the batter is awarded second base, but he does NOT need to touch first base prior to advancing to second base. The following female MUST bat. Exception is with TWO OUTS the following female batter has the option of batting or walking.

Article 22: The ball will be rotated by the third base coach. It is the pitcher’s responsibility to ensure a legal ball is in play. If it is discovered that the wrong ball was entered, the ball will be replaced with no penalty. The CCAC does not issue balls for leagues. It is the team’s responsibility to provide the balls.

All balls must meet the NSA specs, ie; optic yellow, black stitch, 52/275 or .44/400 with ICON stamp

**Rule 7 FORFEIT FEES**

Article 1: Teams forfeiting for any reason during the regular season will be subject to a $25 fine for each night. The game will not be played and non-rostered players may not be used. Since leagues are scheduled double headers, this fee will only be enforced one time per night. This rule is to serve as a deterrent, ensuring teams that have paid their league fees and have collected the umpire fees, that they have someone to compete against.

Article 2: Teams must pay the forfeit fee prior to their next scheduled game, or another forfeit will be declared and additional fees imposed.

**Rule 8 ADDITIONAL INFORMATION**

Article 1: All league schedules will be posted on www.ccacwarsaw.com. It is the Managers responsibility to ensure all contact information is current and accurate. This is our means of contact for you regarding league updates and information.

Article 2: The CCAC is not responsible for lost or stolen items. We do have a lost and found box located at the facility. If you lose an item please let us know immediately, and be able to describe the item with any identifiable features. We will gladly return the items. (See website for lost & found policy)

Article 3: Good conduct, sportsmanship and discipline are a must and will be strictly enforced.

Article 4: The CCAC is a family oriented facility and foul language will not be tolerated.

Article 5: League Champions will be determined by the win/loss record. In the event of a tie, head to head competition will determine the winner. If the teams split, the team that gave up the least amount of runs in the head to head will determine the winner. If still tied it we will total the runs scored amount. If still tied we will do coin flip.

Article 6: Teams are asked to help support the facility, and respect other teams. We ask that you clean up your dugout and surrounding area, after each game.

 **Rule 9 RAIN OUT PROCEDURES**

Article 1: Rain outs will be rescheduled for the following Thursday, and will be added on to your schedule. If too many rain dates exist, some make-ups may be cancelled and refunded. FOR THE FALL LEAGUE IF A RAIN OUT OCCURS WE WILL MAKE GAMES UP THE SAME THURSDAY OF THAT WEEK (I.E. IF IT RAINS OUT ON MONDAY NIGHT FOR MENS LEAGURE WE WILL BE PLAYING ON THURSDAY OF THE SAME WEEK, NOT THE FOLLOWING THURSDAY LIKE THE SPRING AND SUMMER LEAGUES)

Article 2: On days when it is questionable; please call our weather hotline at 574-372-8722.

Article 3: Games will be called by 4pm, if weather dictates. After 4 pm it will be the Park Supervisor/umpire’s decision, based on field conditions and safety factors. Before a game is called on the field, the Park Director will be notified.

Article 4: Teams will play double headers, preferably back to back when possible.

Article 5: All other rules will be enforced according to the NSA rulebook

Article 6: The fees for the leagues are as followed:

Spring (12 regular season games + double elimination tournament) Men, Women, Coed $375 entry; pay as you play plus

Summer (12 regular season games + double elimination tournament) Men, Women, Coed $375 entry; pay as you play \*IF TEAM PLAYED SPRING SESSION\* $350 entry: pay as you play

Fall (10 regular season games + double elimination tournament) Men’s & Coed $350 entry; pay as you play

ALL LEAGUES WILL HAVE AN ADDITIONAL $50 REFUNDABLE FORFEIT FEE DEPOSIT!