



# ***NASSAU CONFERENCE SOFTBALL***

***Revised 1/2015***

**These rules as set forth will govern play in all divisions, and teams will be entered in divisions to promote as even as possible competition.**

**RULES:**All rules as set forth in the current ASA rulebook will apply, with the following exception:

**Registration Process:**Team Manager must read these rules and then fill out the online preregistration form. A deposit must be turned in within approximately one week at one of the registration dates for your registration to be finalized. The following must be completed by April 7th, 2014: Fill out online roster/waiver. (Each player must fill out online roster/waiver and include an email address); Purchase team insurance. (see insurance requirements) Pay any balance before April 7th. No team may begin the season without:Insurance, online roster (with minimum of 12 player's names, addresses and email address)All payment must be in full.

**Awards:**All league awards will be presented at the end of the regular season. The followingshall be the awards:

Division team champion award

1<sup>st</sup> place in playoffs award

Individuals for 1<sup>st</sup> place playoff winners.

**Banned Bats:** This league will use the National ASA banned bat list. It is the managers and players responsibility to check any and all bats used to make sure they are legal. If a banned bat is used, the batter and the manager will be ejected for the remainder of that day and the next doubleheader. If an altered bat is used, that batter will be ejected from the League. If an umpire or Bob Petersen is not sure if a bat is legal or altered it may be removed from play. In addition, Bob Petersen may remove any bat that appears to be legal, but is reacting out of character and determined to be dangerous from play and be banned from use in this league. A bat must be free of audible rattles when shaken. If it sounds like there is something loose or any sound of something coming from the inside of the bat, the bat will be removed from play.

**Bases:** Base distance will be 70' feet whenever possible: as per ASA rules. Bases on all County fields are permanently down on fields. Some County fields will stay at 65' feet.

**Blackout Dates:** There are no games scheduled on: Mother's Day, Memorial Day, or Labor Day weekend. We will not schedule games on July 4<sup>th</sup> or any weekend when the 4<sup>th</sup> falls on Friday, Saturday or Sunday of that weekend. In addition Eisenhower Park and Mitchel Athletic Complex will be closed the first weekend in May and the first weekend in October. Teams may request blackout dates in writing before the schedules are complete. The League may or may not make up games lost by blackout dates.

**Count:** One and one count will be used in all slo-pitch games. This includes the playoffs.

**Courtesy Runners:** Will be limited to 3 players per game, each time those 3 players come up to bat. The runner must be the last batted out. A courtesy runner may only be granted if the request is before the next pitch. This rule does not include an injury that occurs during the game. Courtesy runners will not be granted in the last inning unless the player has used a runner each time he or she has reached base.

**Conduct of Players:** All players are to adhere to Nassau County Parks Safety regulations. No player may consume alcoholic beverages at all. Any player seen drinking any alcoholic beverage will be ejected for the remainder of the day. Profane language on or near the field will result in ejection from that game. Any assault on an umpire or player will be automatic ejection from the League. Communication with the league: Please call the League only between the hours of 10 am and 6 pm. Only call the League cell after 6pm if you have a problem at a field. For ex: (No umpire, No lights).

**DH:** Designated Hitter is allowed in all divisions except Modified.

**Ejections and Suspensions:** Any player thrown out of a game by an umpire is NOT eligible to play for the remainder of that day. This includes doubleheaders, tournaments, and playoffs. Any player assaulting or attempting to assault an umpire is banned from the League. The League will also determine if the Manager or Team will receive a suspension. Any player that is ejected 3 times in a season is suspended from the League for the remainder of that season. Any ejection from a game will result in an OUT each time that person is scheduled to bat if no substitution is available. If you are playing a game with 9 players and someone is ejected, that game is forfeited. If you are in the first game, the second game will also be forfeited. The League reserves the right to reduce or increase a suspension on a case-by-case basis.

**Extra Hitters:** You may bat as many players as you like. The number of fielders will remain at 10. After the first batter of the game comes up the second time you may

not add any additional batters. You may substitute batters for fielders or players not in the game for other batters and fielders, but the batting order must remain the same. If you take a batter out of the game, and do not have a replacement for that batter, the penalty will be an out the first time up for that batter. If a batter or player is ejected from the game, the team will receive an out every time that batter is due up at bat.

**Field Rules:** The following are field rules to keep play uniform throughout the League. The home run fence on **Eisenhower D** shall be the metal fence. On **Cantiague C**, on the right field side, from the foul line to the first light pole will be a double over the fence. Runners on base will move up two bases. Runners on base will move up one base for a single and two for a double. The Umpire will determine all other ground rules. For the fields at **Mitchel Park**, the fenced area by field 1 (right field) and field 2 (left field) will be a home run over the fence. All other outfield's areas will be all you can get. Also, any ball that bounces over the fence on the right side of field 2, and anywhere on field 3 and 4 will be a home run. That is a shot!

**Forfeited Games:** If your team forfeits a game, you must replace the forfeit fee within 48 hours. (\$100.) If forfeit fee is not received your team will forfeit the next game and be ejected from League. Any team that has forfeited two doubleheaders will be ejected from the League with no refund of any fees.

Forfeited games will be listed as 7 - 0 on web standings.

**Forfeit Times:** Forfeit time is 10 minutes after scheduled game time. If the first game is forfeited and the forfeiting team would like to play the second game, the game fees must be paid at this point for the umpires to stay for an additional 10 minutes to see if enough players show up for the second game.

**Games:** Number of games in each division will vary. The league has no guarantee as to how many games your team will play.

**Game Times:** Game time is start time; any warm up must happen before start times. After the start of the game, the umpires will determine if any warm up between innings will be allowed. This is to insure teams can get both games in within allotted time. The second game will start 5 minutes after the completion of the first game.

**Game Results:** It will be the responsibility of the manager to enter game results on the League Web site, the manager will be given a password to enter scores (the manager may assign someone else from the team to enter your scores) within 7 days, or a 1 - 0 score will be entered (With no possibility of change). Forfeits will be entered as 7 - 0.

**Home Run Limit:** Home run rule is 3 over the fence, then 1 up. When each team has 3 home runs over the fence, then either team can hit another homer. Either team cannot be up more than 1 home run after the first 3. If either team is over the limit,

and a player hits 1 over, they will be automatically out. Any player that hits a home run does not have to run the bases. This includes anybody on the bases. For the bottom of the 7<sup>th</sup>inning, or extra innings, the home team will be able to hit their 3 home runs and match any home run by the visiting team. The home team will not be permitted to go 1-up in the last inning. I.e. cannot advance to 4, only 3 in the 7<sup>th</sup> or extra innings.

**Home Team:** The umpire will flip a coin to determine home team for each regular schedule, and make up game. The winner of the flip will choose home team for the first or second game.

**Injuries:** All teams must have team insurance. Teams must purchase this insurance through "David Bruce Brokerage" The web link can be found on our web site. You must purchase team insurance each year you wish to play softball in this league. Your team insurance is good for 1 calendar year.

**League Ball:**The League will supply the softballs. This ball will be used in all games. Each team will be given enough balls for the season. Each manager will bring a new and a good used ball to each double header. A new and good used ball shall be used for each game. The umpire has the right to remove a ball if it is determined that said ball is no longer playable.

**League Contacts:** League cell number; 516-241-1587

League rain number: 572-0229

League Email is:

League web site is: [www.nassaucountysoftball.net](http://www.nassaucountysoftball.net)

Park Security: 572-0300 (this number can be used to turn lights on at Eisenhower)

Cantiague Park: rain number 571-7053

Mitchel Athletic Complex: 572-0400 ASA Umpires: 826-1155

**Modified Division:**All other rules in these pages are to be used unless they differ from this section. We will have 2 Mandatory league meetings. First meeting will be about a month before the season starts. This will be conducted by Bob Petersen and include all topics. Second meeting will be about 3 weeks into season, also conducted by Bob Petersen and will include any topics. This second meeting will be deadline for list of approved and non-approved pitchers. New or unknown pitchers will be placed on list.

Count will be standard balls and strikes.

Courtesy runner will be limited to 4 (excluding pitchers) per game. Those players needing runners should be identified prior to the game. The runner must be last batted out. A courtesy runner may only be granted if the request is before the next pitch. This rule does not include an injury that occurs during the game. Catchers on base with two outs will be allowed a runner to put on their gear if necessary.

DH for pitcher is allowed.

Ejections and Suspensions for Modified Division: Much of this section is repeated elsewhere in these rules. Any player thrown out of a game by an umpire is Not

eligible to play for the remainder of that day. This includes doubleheaders and playoffs. A Player Ejected For Fighting Will Also Serve A Minimum Four Game Suspension. Any player assaulting or attempting to assault an umpire is banned from the league. The league will also determine if the manager or team will receive a suspension. Any player that is ejected 3 times in a season will be suspended from the league for the remainder of that season.

Pitching distance shall be as per ASA modified rules.

Pitching shall be strict modified rules.

Pitching restrictions are as follows. Any pitcher, whose talent level is considered to be that of an "A" pitcher relative to the competition of our division, will be banned from pitching.

(See list for approved pitchers and pitchers that are banned)

Pitch Penalty will be; if a pitcher has 3 violations and is removed from 2 different games by 2 different umpires, then that pitcher may not pitch for the remainder of that season.

Player age for this modified division shall be 45 for the 2014 season. Players on teams from 2013 that are under this age requirement are grandfathered in as long as they stay in the league and the same team.

**Official Game:** Will be 4 innings. If a game is shortened because of rain or time limit, 4 full innings will be an official game. If game is less than 4 innings, the suspended game will continue from the point of the last pitch. Any changes that must be made in the line-up or field must be legal substitutions. We will try to continue any suspended games next time teams play as scheduled doubleheader. Suspended games may not be made up if not needed.

**Playoff Format:** The league will determine Play Off format if time allows at the end of your schedule games. For 2 out of 3, the higher seed will have choice of home team for the 1<sup>st</sup> or 2<sup>nd</sup> game. If the third game is needed, the higher seed will again have choice of home or visiting team.

**Player Rosters:** Each Player must sign into the On-line Roster to be considered a Legal Player for your TEAM. (Managers must not enter or add players to their Team's On-line Rosters. The players must do this themselves for Legal Reasons.) Players may be added up until the third playing date. On-line rosters must have 12 players listed by April 3<sup>rd</sup>. No additional Players may be added to your Roster after the 3<sup>rd</sup> week of play. Any team with an incomplete roster will not be allowed to make playoffs. Any team can view your roster.

Rosters must have a minimum of 12 and maximum of 20 players. Any team that allows an ineligible player will result in a forfeit. Players are eligible to play on one team in the same division. If a player is found playing on a second team in the same division, that player will be ejected and the team will forfeit the games.

**Pitching Distance:** Shall be 50 to 56 feet for slo-pitch (within the 24" pitching rubber). The pitcher may move forward or back within this 50 to 56 ft. range.

**Pitching Height:** Pitching height will be 6 to 12 feet above ground.

**Protest:** All protests must be based on rules of play or League rules. None will be accepted in reference to an umpire's judgment call. All protests must be reported to the umpire at the time of the protest along with the umpire's signature in your scorebook. Then it must be submitted in writing to the league within 48 hours. A \$50 fee must be submitted with any protest.

**Rain Outs:** The League will, whenever possible, text the manager if a field is closed or rained out. If you do not receive any notice of a rainout you must go or send someone to the field to determine if that field is playable. You may also call the League rain phone or park your game is scheduled for. Rainouts must be reported to the League as you do game results.

**Roster protest:** If a team wants to protest a player on an opposing team: the manager must show this rule to the umpire and ask the umpire to check the ID of the player in question. All players must have a photo ID with them at all games. If the player is challenged and cannot or will not produce a photo ID, that player may not continue to play. Since the league does not require ID cards, any photo ID will do. The umpire must ask the player in question to produce an ID. If a game is in progress, the player can do this between innings. The umpire will then confirm that the photo on the ID is that of the player and the umpire will write the player's name in your scorebook and sign his or her name to your scorebook. The game or games will be completed. The manager will call League Coordinators the next day and the roster will be checked to determine if the player in question is legal or not. If not, the game or games will be forfeited. No ruling will be made on the field.

**Run rule:** If a team is leading by 16 or more runs after 3 or 4 complete innings the game will be considered over. At the end of the 5<sup>th</sup>, if a team is leading by 12 runs; the game will be over. After 5 full innings; the game will end when either team goes up by 12 runs.

**Schedules:** Your official schedule is on the League web site. Please do not print out schedules. Teams must check their schedule frequently for any changes or make-ups.

**Time Limits:** There will be a 70-minute time limit for the first game of a doubleheader after 4 complete innings. No inning may start 10 minutes prior to the next time session. However, the second game of a doubleheader may have no time limit if the field does not have a closing time or if no game is scheduled after yours. There will be no time limit for playoff games.

Example; If your game is scheduled to start at 7:00, and you start at 7:10. You may

not start a full inning after 8:00, as long as 4 innings have been played. But, if it is 8:00 and you have not finished 4 complete innings, you keep playing until the 4<sup>th</sup> inning is done. Then the game is over and you start next game.

The time limit for late games at **Mitchel Park** will be, no inning can start after 11:30 pm. Then at 11:40 pm the game is over. This is sudden death at 11:40 pm. The lights will go out at 11:45. This is to give you as much playing time as possible and still be safe.