

NSA Mid-South Intramural Softball League Rules & Regulations

ASA rules apply to all games (www.softball.org), except where differences are noted herein. Lead-offs, stealing, bunting, or chopping down on the ball, are not permitted.

Game/Forfeit Time: Games will be played on Tuesday and Thursday evenings at 1630 and 1730 at the softball complex. There will be a 10-minute grace period from the scheduled start time for each team to be able to field at least 8 players. If both teams have at least 8 players at the posted start time, the game shall begin as scheduled. If not, the clock shall start and the 10-minute grace period is in effect. Additional players will be allowed to check into the game as they arrive. All players **MUST** be listed in the official scorebook prior the start of the game, to avoid any delays (this includes all players who might participate in the game). If a player checks into the game without being listed in the scorebook, his or her team will be charged with an out. If a team cannot field at least 8 players after the 10-minute grace period, that team shall be charged with a forfeit.

Schedules: Schedules will be available by Facebook (www.facebook.com/NSAMidSouthSports) and posted on the sports bulletin board in the Joe Dugger Fitness Center. If there are any **WORK-RELATED** changes to your team's playing availability, notify the Sports Office by 1200 on the Thursday prior to the week of the next game, so that schedules can be adjusted accordingly and posted on time. This can be done in person at the Sports Office in Joe Dugger Fitness Center, or through e-mail to the Sports Coordinator, to which a return e-mail will be sent to verify that the notification was received. In the event of a game day availability issue, teams should notify the Sports Coordinator by **NO LATER THAN 0830** on the day of the scheduled game. Games will be forfeited if proper prior notification is not given. Schedules will be posted by approximately 1500 on the Friday prior to the week of games. Playoffs will be a double-elimination tournament (unless otherwise decided by the Sports Coordinator). **During playoffs, we may not be able to make availability accommodations, due to the constraints of the bracket schedule.**

Team Size: There is no limit on team roster size. **ALL PLAYERS MUST BE LISTED ON THE ROSTER PRIOR TO PLAYING THEIR FIRST GAME.** Every player listed on the roster **MUST** adhere to the sport's rules and regulations regarding participation **AND** sign the liability waiver.

Rosters: Team rosters should be submitted **NO LATER THAN** the team's first game. Rosters must be completed in-full and include head coach and assistant coach contact information, players' names, command, and affiliation. In addition, a command signature is required for participation approval, sportsmanship issues and any other concerns. Any days or dates that your team is **NOT** available for play should be noted on the back of the roster form.

Players on a team must be from the same unit, department, organization, or company within their attached command. A **MAXIMUM OF 5** non-code players will be allowed on team rosters. Teams found in violation of any participation/eligibility policies will not be eligible to receive Captain's Cup points. Roster changes must be submitted to the Sports Office in writing by 1000 on the day of play. Rosters will freeze **2 WEEKS** prior to the beginning of the playoffs. **NO** new members may be added after the roster freezes. Rosters will not be accepted without complete player/team information. It is the responsibility of the team captain/coach to comply with this rule and to periodically check his/her team roster in the Intramural Office to ensure all players are registered. At no time will a team captain/coach have access to a roster other than that of his/her own team.

Additions to Rosters: New players may be added to rosters at any time prior to the date of the last two scheduled regular season games. Teams may not pick up new players during the Championship Tournament. All players **MUST** have played in at least **2 regular season games** to be eligible to participate in the tournament.

Eligibility: Eligibility for participation in NSA Mid-South Intramural Sports programs is restricted to:

- Active Duty Military members, Active Duty Military dependents, Active Duty Military retirees, Reservists, and DoD employees with valid access to NSA Mid-South facilities
- DoD dependents, Veterans and civilians without a valid ID are NOT allowed to participate
- All participants **MUST** be 18 years of age or older
- **Participants MUST play for the command code/department to which they are attached/detailed. If a player's command does not have a team participating in the league, he or she may play for another team as approved by the Sports Coordinator.**
- **ALL participants MUST have a VALID NSA Mid-South Military/NSA Mid-South CAC/Dependent/Retiree ID card to be eligible to participate. Failure to present a valid ID will result in removal from the league. Any team found using ineligible players will be charged with a forfeit for ALL games in which the ineligible player(s) participated.**
- **ALL PLAYERS MUST BE ABLE TO PRESENT THEIR VALID ID AT EVERY GAME. NO EXCEPTIONS. Eligible players who cannot provide a valid ID card will not be allowed to participate. ID checks will be done at random, or upon request throughout the regular season and before every game throughout the playoffs.**
- **An individual may only play for ONE team. Participants found playing for multiple teams will be subject to removal from the league.**

Team Uniforms: The Home team and Visitor team shall be assigned on the weekly schedule. Teams should dress in like-colored shirts as much as possible to distinguish between teams. **PURCHASED UNIFORMS CANNOT DISPLAY VULGAR CONTENT OR DISTRACTING COLORS.** Players shall not wear jewelry (except FLAT wedding bands). Head sweatbands must not exceed 2 inches in width. Religious or medical alert medals may be worn, but must be taped to the body and should not be visible. Players shall not wear any garments deemed to be vulgar or distracting to the opposing team (i.e. fluorescent colors, offensive images/language, etc.). **NO METAL CLEATS ALLOWED.**

Forfeits: **Any team forfeiting twice during the season will be automatically dropped from the league.** As mentioned above, a forfeit is charged when a team cannot field at least 8 players after the 5-minute grace period. A no-call/no-show is equal to a forfeit. Individuals who have played on a team dropped from league play are not eligible to play for another team for the remainder of the season, unless approved by the Intramural Sports Coordinator.

Protests: Any protested rulings or decisions will be settled on the field at the time of the occurrence. The Umpire's decisions will be final, with the exception of misapplication of the rules or the use of an eligible player. In the case of an ineligible player, please notify Jacob Miller – Sports Coordinator immediately for a decision. In these cases, the umpire will note that the game is played under protest from the point of dispute. **PROTESTS MUST BE SUBMITTED TO THE INTRAMURAL OFFICE, IN WRITING, PRIOR TO 1600 THE DAY FOLLOWING THE OCCURRENCE.**

Coaches' Responsibilities: Head/Assistant coaches are responsible for their team and spectators' behaviors at all times. He or she shall ensure that all team members are knowledgeable of all league rules and regulations prior to participation. He or she shall ensure that all team members conduct themselves in a sportsmanlike manner at all times. He or she shall keep all team members informed of all league-related information and schedules.

All teams completing league play (without excessive sportsmanship/ejection/forfeit violations) will be eligible to compete in the Championship Tournament. The Sports Office will seed all teams in the Championship bracket based on their league winning percentage. The Sports Coordinator reserves the right to remove any team from the league/Championship Tournament as he sees fit. Any team/player exhibiting poor sportsmanship, multiple player/coach ejections, forfeits, or other detrimental qualities established by the Sport Coordinator, shall be subject to removal from all league activities and possible banishment from further Intramural Sports programs and activities.

Alcohol shall not be consumed prior to or during a game. The umpires can eject a player/coach from a game that, in their judgment, has consumed alcohol prior to or during a game.

Sportsmanship: Unsportsmanlike behavior will not be tolerated. Any team member who is ejected from a game for ANY reason (arguing with an umpire, fighting, improper conduct, foul language, etc.) will be suspended from the team's next TWO scheduled games, including playoffs. A mandatory meeting with the Sports Coordinator shall be held and the punishment may be reduced to ONE game, if approved by the Coordinator. If the offending team member fails to meet with the Sports Coordinator, the mandatory TWO-game suspension shall be assessed. In the event of a physical altercation of any kind, security/police will be notified and all involved individuals shall be reported to their command to face further consequences. Any team member ejected from a game for ANY reason must leave the softball complex IMMEDIATELY. Failure to vacate the premises (including the parking lot) immediately shall result in possible removal from the league and banishment from all future Intramural Sports leagues and activities, as well as possible authority notification.

Cancellations: Games may be cancelled if a team notifies the Intramural Office by no later than 0830 on the day of the scheduled game. The game will not be rescheduled. Only 4 cancellations per team per season are allowed. Cancellations may ONLY be made for command/military requirements.

Inclement Weather: During inclement weather, NSA Mid-South Sports will cancel games by **1400**. After this time, the umpires will cancel the games on the field. We will notify participants using the Sports Facebook page and player e-mails (if possible).

Awards: The first and second place teams shall receive a team trophy.

Safety: Safety is the responsibility of all coaches, players and referees. Coaches should conduct a safety briefing to their team prior to the first game. (We recommend at least 5 minutes of stretching and warming up)

The Sports Coordinator reserves the right to amend all league rules at any time, without consultation. In the event of a rule change, all officials and coaches shall be notified immediately.

For more information, please contact:

Jacob Miller – Sports Coordinator; Jacob.I.miller2@navy.mil; (901) 232-2109 – Work cell
www.facebook.com/NSAMidSouthSports

Local Rules Summary

1. The strike count will begin at 1-1.
2. Each batter will be given one courtesy foul with two strikes. An additional foul will result in an out.
3. Each game will be played with a 55 minute clock. As long as there is time on the clock, a new inning can begin.
4. Mercy run rule will apply with a 10 run lead after five innings, 15 runs after four innings or 20 after three innings.
5. No new inning will begin after 55 minutes. Scorekeepers will keep time and notify the umpires when the time limit has been reached.
6. Teams may start the game with eight or nine players; however, with eight players, the ninth batter will be an out. No out will be charged if a team has 9 players.
7. There will be no homerun limit to start the season. IF LOSING BALLS TO HOMERUNS BECOMES AN ISSUE, I WILL IMPLEMENT A HOMERUN LIMIT DURING THE SEASON. ALL TEAMS WILL BE NOTIFIED OF ANY RULE CHANGES IMMEDIATELY.
8. The Sports Department will provide 4 new softballs per day per field.

PITCHING SCREEN RULES

Pitching screens are a mandatory safety measure and will be used for all NSA Mid-South softball games. Any ball hit off the screen will be declared dead and will act as a foul ball. Therefore, if a player has already used his/her courtesy foul and hits the ball off of the screen, it will be declared an out. Pitchers should make every effort to use the screen as a safety precaution.

Teams have the option to purchase a pitching mask in lieu of using the screen. It is the team's responsibility to purchase and maintain their mask. If one team has a mask and their opponent does not, the screen will be used for the team without the mask. If all teams in the league elect to purchase masks, the screens will not be used.

BATS: ONLY ASA APPROVED BATS WILL BE USED. There will be no USSSA or illegal bats used. Due to the increased risk of injury to players, we have outlawed the use of USSSA bats. We will have the ASA Illegal Bat List at every game and we will enforce it. Any players using USSSA or illegally shaved bats will be subject to removal from the league and further command action as necessary. Using illegal bats or illegally modifying approved bats will not be tolerated. Any injuries resulting from the use of illegal equipment shall be investigated and the player(s) found using the equipment shall face the appropriate consequences.

Notes:

1. Teams are to police their area and place any trash/cigarette butts in the receptacles provided.
2. No glass bottles of any kind are allowed.
3. There will be no smoking or consumption of alcohol in the dugouts.
4. There are NO PETS ALLOWED in the softball complex.