



Portage Parks & Recreation Department Adult Softball League Rules

Complex Rules - All Divisions

Skateboards, scooters, bicycles, rollerblades and other transportation devices on wheels are prohibited within the complex.

Dogs are prohibited within the complex. **(No DOGS-unless they are services Dogs clearly identified as such)**

No Glass Bottles/Containers allowed inside the complex or parking lot areas. The Portage Police will be notified if necessary and the offender(s) will receive a lifetime ban from Portage Parks Softball League. Our park conduct rule applies to players, spectators, friends, family and anyone within the complex fences.

Fighting will not be tolerated by Players or Spectators. Offenders will be ejected from the ball game or area and must leave the playing area and complex within 60 seconds. Further suspensions will be handed by the league after all information has been received and reviewed by the League Director.

Foul Language will NOT be tolerated toward umpires, park officials opposing players or general bouts of profanity. Violators are subject to ejection from the game / suspension from future games. Umpires will be instructed to take necessary measures to ensure that all children, parents, and visitors can enjoy your ball games in a family environment.

General Team/Player Procedures and Conduct

All ballplayers must be at least 18 years of age. Players may be asked to submit Identification; players will not be allowed to play without proof of age.

Children and non-sanctioned players (i.e., batboys) are not allowed in the dugout or on any part of the field during play, due to insurance regulations.

All Pitcher's must wear Protective Head Gear (Helmet) "NO EXCEPTIONS" for all Divisions (Men's & Coed) a mask maybe used for pitchers with the approval from the League.

All teams must provide a **12" NSA approved ICON** to the umpire to be inspected before each game. Additional balls maybe purchased from the league director. This means, that you will supply the ball your team hits that game and the opposing team will supply their own ball to hit as well. Once a ball is hit out of the field of play, it is the hitting team's responsibility to quickly supply another ball and retrieve the out of play ball. You may use used balls, but they **MUST have a visible NSA ICON or 52/275** or logo on them. **It is the pitcher's responsibility to make sure the ball is legal.** If it is not, a legal ball must be provided by the hitting team.

All bats must be NSA approved with the 2012 stamp on it



All team rosters must be filled out and signed by each player and turned in to the League Director prior to leaving the complex after your second game on opening night. Rosters can list up to 20 Men and 20 Men/Females for Coed.

The rosters will be kept in the Director's Office area and any additional players can be added prior to 6:30 PM in order to be eligible to play that specific night, Deadline for adding players to roster will be determined. (No Exceptions will be granted) and must play a 4-game minimum to be eligible to play in tournament.

End of the season tournaments will be ID checked if questioned by opposing team. If a team feels there are less than eight rostered players on an opposing team, they may protest by paying a \$25 fee and the protest must be in writing immediately.

Teams may be moved up or down based on their record at the mid-season point, depending on League Director Approval

The league umpires will enforce the blood rule. Time will be called and stopped on the clock up to 5 minutes to clean up any problems.

We have the right to refuse play to anyone who appears to be intoxicated, per the judgment call of League Director and umpires.

Comments on Middle being open and threats towards opposing team's pitchers will be taken seriously. If the umpires hear such threats, they will call time out (with clock running) and speak to both captains regarding this matter. Please refrain from threatening pitchers or responding back to this kind of trash talk.

Ballplayers and coaches must wear shirts and shoes at all time. **No metal spikes or steel cleats allowed.**

Umpire judgment calls cannot be protested, Illegal substitutes, ineligible players, and misinterpretation of playing rules will be the only protests allowed. **Any physical contact with an umpire will result in a minimum 1-year suspension from the league and/or NSA affiliated programs and tournaments.**

A player ejected from a ball game will be suspended from the next scheduled game at the discretion of the League Director. Outrages and cursing on the way out will result in further games suspended. This is MANDATORY, no exceptions. After being ejected, the umpire will stop the game and give the player 60 seconds to start gathering their equipment and leave. The game will not be continued until the player has started to leave the park. If they refuse, their team will be given a forfeit. All of this is done without stopping the clock. This is to encourage the team to assist the ejected player in a quick exit. A second ejection could result in suspension from the league pending review.

If a player is ejected from a game, the team will be less one roster position for the remainder of the game. No player may fill the ejected players spot on the roster. For example, if you are playing with 10 players and 1 is ejected, you will finish with 9 players whether you have a bench player or not. You will also receive an out in the book for that players turn in the lineup, even if you started with 11 players.

Players are required to pick up after themselves. Treat the complex as if it was your own. Any team's players or spectators caught leaving garbage anywhere but in the blue cans where it belongs will forfeit their previous game, at the discretion of the League Director. Any Team that forfeits a game the umpire fee is still required to be paid prior to the next scheduled game, if a team forfeits more than 3 times they may be removed from the schedule at the Director's discretion. All forfeits should be indicated/reported in a timely manner. Teams are still responsible for payment to the Umpire in the event of a forfeit game, as it is an official win.

Specific Game Rules

A Double Coin Flip with the umpire will determine Home & Visiting Team before each game following a pre-game meeting for Men's/Coed.

The count starts at 1 ball, 1 strike. There is no half strike.

A team must start with at least (8) players, No Delay. A 9th may enter with no penalty and 10th player (also both EP's) can be added anytime during the game. If the team has batted through the lineup these players must bat at the end of the batting order. **Exception to the rule teams may use 2 subs if they only have 8 rostered players and 1 sub if they have 9 rostered players to avoid forfeits during the night during regular season play, it will be determined if subs will be allowed in the tournament.** "Subs must be on a league roster in order to play due to insurance requirements".
Any player that leaves the game for any reason without a substitute being (Unless Injured)

Teams may use 2 'EP' extra players. This means you may bat 12 players while fielding 10 players on defense. Please consult your umpire or league director if you have any questions.

The homerun rule:

8 (Upper Division), then an out will be issued.

4 (Lower Division), then an out will be issued.

**** 6 (Upper vs. Lower), then an out will be issued****

A player does not have to run out a home run. **However, they MUST run out a 4-base error.**

Equalizer Rule: Upper vs Lower, 5 Runs will be awarded to the Lower Team to start the game. (Coed & Men's)

Run Rule will be a 20-run rule after (3) innings, 15 run rule after (4) innings and 10 run rule after (5) innings.

We will allow (1) courtesy per inning for any reason, the umpire must be notified prior. The courtesy runner is now ANYONE on your team regardless of where they are in the batting order or even if they are a sub. However, if that person is up to bat while still on base, an out will be given and that spot will be skipped. "You cannot Sub for the Courtesy Runner".

Time limits are 60 minutes per game. The official time will be determined by the umpire time clock. At the determined start time, both teams will come to the plate for a pre-game talk by the umpire. At this time the umpire will ask if both teams have at least 8 players. Whether or not, after the talk, the umpire will start the game clock counting back from 60 minutes. **We will wait for short teams up to 10 minutes only for the first game of the night.** After 10 minutes it will be a forfeit. If both teams are short, the team with the most **ROSTERED** players will get the victory. The late player must be at least visible to the umpire before the clock reaches 49:59. **(Teams must be at the field area 10 mins prior to their game time)**

For tie games with time expired, we will use the one pitch format or the discretion of the League Director to determine the format. If the clock is under 5-7 minutes at the start of an inning it is the umpire's discretion whether to go to one pitch or not. We will play two innings if needed.

The game is "official" after 45 minutes or 4 ½ innings played.

The pitchers foot must be in contact with the pitching rubber at all times.

Base runner hit by batted ball rule:

Base runner off Base in Fair Territory - Dead ball runner out, batter takes first

Base runner off Base in Foul Territory – foul ball

Base runner on Base – Dead ball batter out

A foul ball on two strikes that is caught cannot be tagged on. The ball is "dead", and players cannot advance.

Coed League Rules

NSA approved bats for everyone with the 2012 stamp on it



Hit your own ball, all teams will use any 12"NSA ICON or 52/275 approved ball (All Divisions of Play).

Coed may bat up to 12, 6 males, 6 females, 10 in the field 5 males and 5 females, Alternating Male/Female. Teams may start with 9 players, 5 males and 4 females without penalty, late arriving players may enter to become the 10th offensive or defensive player. We have a 200' line marker in the outfield. This is the outfield/infield border line. No outfield player shall start play in the infield before the ball is hit. If this is judged by the umpire to have been violated, the batting team decides to accept or redo the at bat.

Special Circumstances: Allow players that are present to participate:

5/5 - can bat a Female or Male 11 batters (Total Players), 6/4 - can bat a Female only 11 batters (11 Total Players)

Field must be played -- 2 men & 2 females in the infield, 2 males & 2 females in the outfield in any combination. **Pitcher and catcher will be both men in a 6 males/4 female's format. A female can catch only if you have more than 4 females.**

6/4 Format Batting Order: M-F-M-F-M-M-F-M-F-M, NO EP's (No Extra Players allowed to bat in this format).

If a male is walked, he goes to 2nd base, the preceding female must bat, the female batter has the option to walk on 2 outs only.

The homerun rule:

8 (Upper Division), then an out will be issued.

4 (Lower Division), then an out will be issued.

**** 6 (Upper vs. Lower), then an out will be issued** Equalizer Rule will be in effect also.**

A player does not have to run out a home run. **However, they MUST run out a 4-base error.**

We will allow 1 male and 1 female courtesy runner per inning.

Any player that leaves the game for any reason without a substitute being available, the vacant spot now becomes an automatic out in the batting order.

*If for any reason there are questions regarding the rules for coed, only the Team Mgr. or Captain may question the umpire respectfully. **This is only for rule interpretation types of questions. This does not include balls/strikes calls and other calls of judgment. These types will not be allowed for discussion.**

Reminders to all League Participants

***For all league play we will use the illegal bat list that NSA uses. If you are caught using an illegal (non-approved) bat, you will simply be warned not to use it again. After the warning, anyone on the team caught stepping to the plate with the illegal bat will be ejected from the game**

If there is rain, teams will simply play the same schedule games the following week and the rest of the schedule will follow accordingly. However, if partial games are played and play is stopped due to rain, the remaining games will be moved to the end of the season at the discretion of the League Director.

Any rules not covered above will be governed by the NSA RULE BOOK 2022 Edition.

If you have a question on any of the following rules, please contact the League Director:

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