



USA Women's Slowpitch League Rules

HIGHLIGHTED NELSON SPORTS COMPLEX RULES

1. Alcoholic beverages are strictly prohibited.
2. All tobacco products are prohibited in the dugouts, on the field and in the concourse area.
3. Sunflower seeds and shelled nuts are not allowed in the dugouts, on the field and in the concourse area.
4. Metal cleats are prohibited on the turf.

PLAYER WAIVER

1. The NCPRD Player Waiver must be signed by **ALL** players prior to playing in the league.
2. Players sign the waiver when accepting a team invitation and completing individual registration online.
3. Players must be age 18 and older.

TEAM ROSTERS

1. Team rosters must be **submitted** online at NCPRDsports.com prior to the Managers Meeting.
2. **Rosters have a 12-player minimum and a 25-player maximum.**
3. Players not listed on a team's roster, will NOT be eligible to play in any league playoff games. It is the team manager's responsibility to have all active players listed on the team's roster.
4. **Roster Freeze: Rosters freeze two weeks prior to playoffs.**
5. **Playoff Roster Checks:** Players will check in at the Concourse Office ahead of their first playoff game and provide a photo ID. Check in begins 30 minutes prior to the scheduled game time. If a team fails to have the roster check completed prior to the game a forfeit will be recorded. At NCPRD discretion additional roster checks can be completed.
6. **Playoff Eligibility:** In order to be eligible for playoffs, a player must participate in a minimum of four games. Lineup cards are submitted prior to each game to the umpire and opposing team.
 - a. The league would allow for injured non-participants to be listed in order for players to be qualified to play in the playoffs. Injured no-participants need to be present for the games they were listed on the lineup card.
7. **Rostered Divisions:** Players cannot be rostered on another league team that's more than one division higher. Example: players rostered on an Intermediate Division team may not play for a Social Division team. Players can only be added to one team roster within a division.

TEAM CLASSIFICATION

The intent of NCPRD leagues is to offer distinct levels of play with the goal being to match teams with comparable levels of competitiveness, knowledge and ability, in order to provide an enjoyable playing experience for all participants.

Prior to the season NCPRD will review online rosters and place teams based on the criteria below. When a team is placed in a division below their level, the Equalizer Rule will be implemented in their games. This includes playoff games. When possible, classification games will be held to identify any variance and move teams appropriately.

Advanced (ADV)	Three or more C level players or a combination of 7 or more C/D level players
Intermediate (INT)	Only two C level players or a combination of six C/D level players
Recreation (REC)	No C level players and only two D level players
Social (SOC)	No C/D/E Level players

PLAYER CODE OF CONDUCT

1. All players are required to read and abide by the NCPRD Player Code of Conduct. Teams or players in violation are subject to the penalties as stated in the code of conduct. To review the Code of Conduct: www.ncprdsports.com. Click on the Rules/Forms button, scroll to Adult League Forms.
2. Umpires and staff have the authority to determine misconduct or unsportsmanlike behavior.
3. Managers are responsible for the conduct of their players and fans, and are expected to assist the umpire in controlling players and fans at all times.
4. Concerns regarding the professionalism of umpires and NCPRD staff, or conduct of opposing teams or individual players should be communicated directly to the NCPRD Sports Supervisor, Joe Loomis at joeloo@clackamas.us or (503) 794-3871.
5. NCPRD reserves the right to suspend any player, team manager or spectator from the league and/or premises for violation of the code of conduct, or any other action(s) deemed inappropriate. The time period of suspension is up to the discretion of NCPRD.
6. Refund of registration fees are not given to teams or individuals suspended from the league.

Casual Profanity

NCPRD strives to provide a family friendly environment at all sporting events including Adult Softball. To this end, please refrain from the use of profanity and unsportsmanlike statements.

Any team member in a game using undirected profanity or unsportsmanlike language (expletives not directed at an umpire or opposing player and loud enough to be heard by spectators) will first be issued a verbal warning for both teams. On the second instance, an out will be called against the offending team.

- A. If a team is at bat and profane/unsportsmanlike words are used, an out is issued to the team.
- B. If the act is committed by a player remaining at bat, an out is issued to the team.
- C. If the act is committed by the defense, an out is issued to the team the next inning.
- D. The outs will be treated as a delayed dead ball situation.
- E. If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will apply. If the team has an eligible substitute, the game can continue.
- F. The game may be ended by a casual profanity/unsportsmanlike language out.

INSURANCE COVERAGE

1. NCPRD does not carry insurance covering softball injuries at either games or practices. The responsibility for obtaining such insurance is left to the individuals participating in the league.
2. The USA Softball offers individual insurance coverage. Contact www.teamusa.org for more information or go to www.rpsbollinger.com/products-programs/usa-softball/team-individual-registration-insurance/

PERSONAL LOSS OR DAMAGES

1. NCPRD is not responsible for the loss or damage of personal items while participating in league activities.

RULES GOVERNING PLAY: All league play will be governed by the current year's **USA Women's Slowpitch Softball Rules** with the following additions, exceptions and clarifications:

1. **Game Times:** Games consist of seven innings or 65-minutes, whichever comes first. No new innings shall start after **60-minutes**. If the time limit occurs in the middle of an inning, the teams may complete the inning if the home team is behind.
2. **Players on the Field:** The maximum number of players required to play in the field is ten. Teams can start and continue a game with eight or nine players.

3. **League Pick-up Players:** Teams may pick-up no more than two rostered players from another league team per night to meet the male/female requirements for the game to be played. If more than two rostered pick-up players are needed in order to play, the game can be played, but will be recorded as a forfeit. Pick-up players cannot be rostered on another league team that's more than one division higher. Example: players rostered on an Advanced Division team may not play as pick-up players for a Recreation Division team. Pick-up players are not allowed during the playoffs.
4. **Forfeits:** The umpire's watch is the official time. If, at game time, a team does not have the minimum required number of players to start the game, a five-minute grace period will be given. The five-minute grace period is deducted from the game time and the game time is still start time. Teams that do not have the minimum requirement of eight players at the end of the five-minute grace period must forfeit the game. If both teams are not able to field the required minimum number of players, both teams will record forfeits. Forfeited games will not be rescheduled. If the game forfeited is the first of a doubleheader, the second game is not forfeited until the regularly scheduled start time of the second game, unless either team declares a forfeit before the start time of the second game.
 - a. Teams must give at least 24-hour notification via e-mail to sports@ncprd.com if they must cancel or forfeit a game so opponents and game officials can be notified. No refunds will be given to teams that forfeit or cancel games.
 - b. A team that forfeits or cancels games may not be eligible for league playoffs and may be suspended from the current or future leagues. Prior notice of a forfeit or cancellation does not exempt teams from this rule.
5. **Batting the Roster:** Teams may elect to bat their entire roster and make free substitutions in the field. In the event a player must leave the game due to an injury, there is no penalty. If a player is ejected from the game, an out will be penalized to the team each time the ejected player's place arrives in the batting order.
6. **Warm-Ups:** There will be no warm-ups for pitchers or infield after the first inning of play.
7. **Pitch Count:** Batters will start with a 1-1 count. If a batter's 3rd strike is a foul ball, the batter is out on their next strike or foul ball.
8. **Halo Rule:** If a batter hits a line-drive that passes through the 24" pitching plate area the batter is automatically out and the ball is ruled dead. Play resumes as it was before the ball was hit and runners return to their bases. A line drive is defined as a ball hit directly back at the pitcher in the air within the 24" width of the pitching plate and within 2' above the pitcher's head to the ground.
9. **Courtesy Runners:** You may have one courtesy runner per inning. The courtesy runner shall be the most previous batter not on base. You must notify the umpire each time you are ready to put the courtesy runner on base.
10. **Home Runs:** OPEN, ADVANCED AND INTERMEDIATE division teams can have two more over-the-fence home runs than their opponent at any time during the game. Any additional over-the-fence home runs will be ruled an out. RECREATION and CHURCH division teams can have two over-the-fence home runs per team, per game. Additional over-the-fence home runs will be ruled an out. The home book keeps track of the home runs.
11. **Run Rule:** The game is considered complete and a winner is declared if one team is ahead by **15 or more runs after 5 innings**. If the run rule comes into effect before the 65-minute time limit has elapsed, the game is officially over and the score is final. Play may continue through the 65-minute time limit if both teams agree to continue, but the score will not change. Whenever the Run Rule applies, the game will end promptly at the 65-minute time limit.

12. **Tie Games:** In regular league play, extra innings occur if 1) the game is tied and 2) the game clock has not reached the 60-minute time limit. If the time limit occurs in the middle of an inning, the teams may complete the inning. If the game is still tied, the game ends in a tie. In playoff brackets that require a winner, play will continue until a winner is determined.

13. **Equalizer Rule:** Any team that is playing below the league level can be asked, at NCPDR's discretion, to use the Equalizer Rule. This rule can be rejected by the lower-level team. If used, the upper-level team will be the home team and will be limited to scoring only 5 runs per inning.

The Equalizer Rule will be implemented when teams have a .500 difference, or it can be added at NCPDR's discretion.

14. **Inclement Weather:** Schedule changes or cancellations due to inclement weather such as, heavy fog, snow, or lightening, are made by NCPDR. If possible, advanced notice of schedule changes or cancellations due to inclement weather conditions will be posted online at NCPDRsports.com.

15. **Outstanding Debt:** No player or team shall participate in any NCPDR league with a financial debt outstanding to NCPDR Sports. Refund of registration fees are not given to any team who chooses to drop out of the league once play has begun.

PROTESTS & RULE INTERPRETATIONS

1. Protests involving judgment calls on the part of the umpire during or after the game will not be considered.
2. Misinterpretation of a playing rule may be protested during the game in accordance with **USA** rules and process. Protests regarding misinterpretation of a playing rule following games will not be considered.
3. Rule interpretations and clarifications are made by NCPDR with input from the contracted officials association.

SCORE REPORTING

1. The home team is considered the official scorekeeper. The umpire is to confirm the final score with the official scorekeeper and record the final score on a league scorecard. Umpires are responsible to turn in the completed league scorecard to NCPDR following the games.
2. League scores and standings are posted online at NCPDRsports.com.
3. Errors in posted scores should be reported via e-mail to sports@ncprd.com

LOST & FOUND ITEMS

Found items should be turned in to the NCPDR staff member on duty. To inquire about a lost item, please contact NCPDR Sports at (503) 794-3877.

EQUIPMENT & UNIFORMS

1. All softball equipment, except game balls, must be supplied by the teams.
2. **Bat Testing:** All bats used in NCPDR league play must be tested prior to use and meet current USA bat certifications. Use of USSSA bats is permitted but bats must meet current USA bat certifications. All approved bats will be marked with the appropriate NCPDR sticker. Bats are tested and stickers are issued beginning with the Spring Fever League.
3. NCPDR will furnish teams with one new ball for each league game scheduled at the start of the season. **Each team must provide one new ball to the umpire at the beginning of each single or first double header game.** Teams are required to shag game balls or furnish any additional balls needed to play.
4. All game balls must be optic yellow, have the USA Certification Stamp on them and shall be the same COR and compression as those issued by the league. No other softballs may be substituted.
5. Players may only use **USA** approved bats. Use of altered bats is strictly prohibited and may result in suspension. Visit USAsoftball.com for more information on **USA** equipment.

6. Metal cleats are prohibited on the turf fields.
7. Uniform shirts that are alike in color with visible printed numbers are highly recommended, but not required. Uniforms with indecent or inappropriate text and/or images are prohibited.
8. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
9. Boom boxes/radios are allowed in the dugouts and may only be played when your team is batting. When your team is on the field on defense it must be turned off. All music must be family friendly and the volume kept at a level that does not infringe on the hearing of those in other areas of the park. NCPRD reserves the right to prohibit the use of amplified sound (boom boxes, radios, etc.)