

Spring/Fall Adult Womens Softball League By-Laws and Rules

- I. Objectives of the Program:**
 - A. To provide an opportunity for interested individuals to play softball in an organized manner.**
 - B. To provide wholesome recreation play and not merely to declare a league champion.**

- II. Management and Authority:**
 - A. The overall management of the softball program and all teams involved in each league shall be the responsibility of the Northampton Co. Parks and Rec. Department and final authority on any matter pertaining to the program resides with the NCPR Acting Director/Director.**
 - B. Upon entering the league, each team and all players agree to abide by the rules and regulations stated in these by-laws.**
 - C. Teams must designate a team member to act as the official representative to be in attendance at all meetings.**

- III. Fees and Refunds:**
 - A. Each team shall submit the entrance fee no later than the first game of the season, (6:00pm).**
 - B. No team fees will be refunded after registration has taken place unless a replacement team is found.**
 - C. Fees will not be refunded to any player or team expelled from the league; NO EXCEPTIONS.**

- IV. Participation and Rosters:**
 - A. Age requirements: players must be 16 years old to be eligible to play. Anyone under the age of 18 must have parental consent.**
 - B. Team rosters, team waivers and coach's agreements (coach's packet) must be completed and turned into the NCPR before the first game of the season (6:00pm).**
 - C. League rosters are limited to 20 people.**
 - D. Players may be listed on the roster of one team only. In the event that more than one team has submitted the same player, the team that the player first plays for in a game shall be considered the legal owner of the player.**
 - E. Players may be added and dropped from a team roster through the first two (2) weeks of the season.**

- F. A team that uses an illegal player will forfeit all games the player participated in.**
- G. Play-off/tournament eligibility – must be on official roster and must play in at least four (4) regular season games. If an ineligible player is found playing an automatic forfeit will be awarded.**

V. Special Rules of Conduct:

- A. Any player ejected from a game will be suspended for a minimum of one game.**
- B. Any player who is ejected from two (2) games during the season is suspended for the remainder of the season unless approved by the NCPR Acting Director/Director.**
- C. Smoking is not permitted on the playing field.**
- D. The use of alcoholic beverages or illegal drugs is not allowed, person found to be in violation will be subject to suspension of all privileges in NCPR activities for a period of not less than one (1) year, and will also be subject to ARREST and PROSECUTION under state and local statutes.**
- E. No profanity is to be used on or around the field. After the first warning, the offender will be ejected from the game.**
- F. Coaches are responsible for the actions of their players on the or off the field during the course of the games.**
- G. Throwing the bat, intentional collision between either the runner or the fielder could result in an automatic out and suspension from play for one (1) game.**
- H. Due to damages to NCPR property all children under the age of 16 MUST be accompanied by a parent or legal guardian. Failure to do so is grounds for dismissal from Indiantown Park until further notice; parents/guardians will be responsible for any property damages that may occur.**

VI. Practice Time:

- A. All practices time will be scheduled and confirmed through NCPR.**
- B. Teams will only be allowed one practice per week.**

VII. Uniform, Equipment, and Scorekeeper:

- A. Teams are to supply their own equipment. Catchers gear is optional. Practice helmets and face guards are allowed.**
- B. NO ALTERED BATS (i.e., rolling, shaving, added or removed weight ect.) any bat altered from the manufactured standards is an illegal bat.**
 - 1. If a player is injured off of a pitch the bat will be confiscated by NCPR umpire and will be sent to the manufacturer to be tested for altercations, if results come back as an illegal bat**

the player will be ejected from NCPR softball for one year. If the bat results come back as legal then it is the responsibility of NCPR to replace the bat.

2. If a players bat is protested a protest fee of \$75.00 must be brought to the NCPR umpire. The bat will be sent to the manufacturer to be test; if results come back illegal the player will be ejected from NCPR softball for one year. If the results come back legal then it is the responsibility of the team to replace the players bat.

- C. Shoes: Shoes must be worn by all players. Metal cleats are not permitted. Rubber cleats and turf shoes are recommended for all league players.
- D. All players must wear a shirt, pants or shorts at all times. Uniforms are optional.
- E. Game balls: One (1) new game ball will be provided at the start of every game. The official softball will be Baden Lexum .44 core 400 compression.
- F. All game balls must be returned to NCPR staff at the end of each game. If players are caught stealing NCPR equipment (i.e. balls, field paint, hose, score cards etc.) at any time, the team of that player will receive an automatic forfeit every inning per item stolen. NO EXECEPTIONS.
- G. All equipment, trash, and clothing must be removed from the dug-out following each game.
- H. An official scorekeeper will be provided by NCPR.

VIII. Time Limits:

- A. All games will be seven (7) innings or until designated time limit is up. Time will be kept by the umpire.
- B. The time limit will be one (1) hour and fifteen (15) minutes. NO EXECEPTIONS.

IX. Forfeits:

- A. It is the responsibility of each team to be on time. A forfeit shall be called if a team does not have eight (8) players to start the game, a team may end the game with eight (8) players. Forfeits will be recorded as a 7-0 score; unless otherwise agreed upon by both coaches and umpire.
- B. Two (2) accumulated forfeits will result in the immediate suspension of that team.
- C. A ten (10) minute grace period will be in effect for the first game of the evening only. The second and third games will start immediately after the previous one is completed.

X. League Game Rules:

- A. Official Softball Nation Slow Pitch rules will be effect for all games, unless otherwise provided for within NCPR by-laws.**
- B. Substitutions: any starter may re-enter a game once, but must remain in the same batting order.**
- C. There will be a fifteen (15) run slaughter rule anytime after four complete innings. There will be a ten (10) run slaughter rule after five complete innings. Both leagues will receive equal amount of bats. See time limits for five (5) run slaughter rule.**
- D. 1-1 Rule: Each batter will have one (1) ball and one (1) strike when they enter the batter's box. The USSSA rule will be in effect, giving the batter an extra foul. The batter is out when a second foul occurs after two (2) strikes, the ball is dead.**
- E. Slide Rule: Any player obviously out must slide or give her or himself up by running out of the base line.**
- F. Courtesy Runner Rule: Players over 40 years of age or any player that has an injury may request a courtesy runner before the game starts. Extra players will be used as courtesy runner, however if there are no extra players, the player who made the preceding out must be used immediately; otherwise the substitution rule comes into effect.**
- G. Extra Players: The E.P. must be declared prior to the start of the game, must remain in the same batting position the entire game, and may enter of defense. If the E.P. or another player is ejected and there is no eligible substitute an "out" will be called every time the player bats. However, you can not get the third out by walking the batter in the line p in front of this player.**
- H. If an ejection reduces a team to eight (8) players, the batting lineup remains the same; an out is called for the missing batter or batters.**
- I. If both teams fail to have eight (8) players at the start or eight (8) at the completion of the game, a double forfeit will be called.**
- J. If a team drops below eight (8) players they may add up to thirteen (13) new players to their roster with the discretion of NCPR.**
- K. Teams may add a tenth player, but not an eleventh, once the game has started provided the player is on the roster.**

XI. Protest Game:

- A. All protest must be called before the start of the game.**
- B. Protest must be made by team coaches and must be clearly stated to the NCPR umpire.**
- C. A protest fee of \$75.00 in cash must accompany all protests – NO EXCEPTIONS.**
- D. If the team protesting wins the protest the protest fee will be returned.**
- E. If the team protesting loses the protest the protest fee will be surrendered to NCPR.**

XII. Rescheduling Games:

A. Games will only be rescheduled at the discretion of NCPR.

- 1. Advanced notice is required; a minimum of one week notice to the NCPR. Teams requesting the change must contact the teams involved. No change will be made unless all teams involved come to an agreement.**

B. If the above procedure is not followed, the result will be forfeiture of the game.

XIII. Rain Outs:

A. Decisions as to rain cancellation shall be made at 3:00pm the day of the game.

B. If the game is complete (5 innings) and the game is called because of rain, fog, lightning, stormy weather, etc. then the game is final.

C. Any game that is not complete/regulation will be replayed from the start, except for play off tournament games which will be a suspended game and will resume at the point the game was stopped.

XIV. Umpires:

A. Umpires have final decision during the games. The umpire has full authority to take any action or remove any player or spectator from the playing area when, in his/her judgment, such is necessary to maintain proper playing conditions.