

# *Ohio Sports Park*

## Softball Rules and Regulations

### I. General Park Rules

#### A. Parking Lot

Please drive slowly in our parking lot. WATCH FOR CHILDREN! Only vehicles with handicap stickers may park in the designated handicap spots.

#### B. Admission Policy

OSP requires that all patrons, players, managers, spectators, etc. over the age of twelve (12) pay an admission fee of \$3.00 and receive a token good for a 12 ounce draft beer or 20 ounce fountain beverage of your choice at the concession stand or bar. Please be sure to let your players and fans know about our admission policy.

#### C. Food & Beverages

OSP does not allow food or beverages to be brought into the park. We reserve the right to stop and inspect all bags that are brought into the park. Anyone caught consuming alcohol that was not purchased from the park will be ejected from their game and asked to leave. We will not tolerate outside food and beverages to be brought into our park. Additionally, consumption of alcohol in our parking lot is strictly prohibited.

#### D. Bicycles, Skates and Pets

Absolutely no bicycles, skates, or pets are permitted in the complex or on the grounds. We must protect our patrons. There are no exceptions to this rule.

### **E. Dugouts**

Only managers, players, and coaches are permitted in the dugout. Smoking is not permitted in the dugout area. Additionally alcohol abuse will not be tolerated in the dugout or on the field.

### **F. Warm-up Areas**

OSP has specified warm-up areas. These are the only warm-up areas in the entire park. Warm-ups on the field are permitted only when time allows. Warm-ups during the game between innings are not permitted in order to ensure that all seven innings are played.

### **G. Injuries/ First Aid**

OSP has a limited first aid supply, which is kept in the main office. Paramedics, Fire Department, and Police Department services are within minutes of the facility. A completed injury report must be filed with the main office for any injury sustained while on the grounds.

## **II. Playing Rules**

### **A. Sanction**

National Softball Association (NSA) rules will govern all play unless otherwise stated in these rules. All leagues, teams, and umpires will be sanctioned with the NSA.

### **B. Authority of Rules Committee**

The OSP Committee reserves the right to interpret rules and all situations. Furthermore, the committee reserves the right to insert, delete, or change rules at anytime. Additionally, the committee is empowered to make decisions retroactive, should it deem necessary for the benefit of the league. The committee will be the

final authority on all plays, rules, and situations.

### **C. Umpires**

Umpires will be in charge of the game at all times. The umpires will review the ground rules before the game with both managers. It is the responsibility of each manager to advise their players of the ground rules.

### **D. Metal Cleats**

Metal Cleats are strictly prohibited. Any player entering the playing field with metal cleats will be ejected from the game in accordance with NSA rules (Rule 3/ Section 4).

### **E. Softball Bats**

All Softball bats used at OSP **MUST** conform to the guidelines set forth by the NSA Rules (Rule 2/ Section 21). All bats must be approved by the NSA.

For a complete list of approved bats you may check the NSA website at [www.playnsa.com](http://www.playnsa.com), check with the office, or ask the official scorekeeper where applicable. If you have any doubt concerning any equipment please ask before you use it.

### **F. Softballs**

All games played at OSP must be played with an Official OSP softball. These balls are .44 core with a .400 compression. Each team must supply one brand new ball per game. Softballs can only be purchased at the concession stand. If the ball goes out of play on your side of the field it is your responsibility to retrieve it. The team that hits a home run must retrieve the ball and provide a backup ball. All back up balls do not have to be new but must be an official OSP softball.

### **G. Base Running**

OSP requires that runners get out of the way while going into a base or home plate instead of attempting to jar a ball loose or colliding with the defensive player. If the defensive player clearly has the ball, is waiting for the runner, and the runner intentionally runs into or crashes into the defensive player, the runner is declared out. The offender is ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision. This rule is subject to the interpretation of the umpire.

### **H. Batters**

All batters in men=s, women=s, or coed leagues will come to the plate with a one (1) ball and one (1) strike count on them. This rule is adapted to these programs by OSP and batters will not receive an extra foul after two strikes.

### **I. Run Rules**

A fifteen (15) run rule will be in effect for all games including the end of the year tournament and all championships. If a team is ahead after 3 2 or 4 innings by fifteen (15) runs the game is official. The losing team has to bat four (4) times under this rule. A ten run rule will be in effect for all games as well. If a team is ahead after 4 2 or 5 innings by ten (10) runs the game is official. The losing team must bat five (5) times under this rule.

### **J. Time Limit/ Length of Game**

The scheduled length of any game played at OSP is seven (7) innings or seventy (70) minute time limit. Warm ups between innings are discouraged to ensure that a full seven innings may be played. No new inning may start after the time limit

has expired. An inning is considered to be over and a new inning has started when the last out is recorded. If the time limit has expired in the middle of an inning the inning must be completed. If the time limit expires during the home teams at bat and they are winning the game then the game is over. In case of rain or any act of god, the game becomes official when the losing team has batted four (4) times. If the visiting team scores to go ahead in the top of the inning, the home team must get a chance to complete the inning. If the home team is losing and the game is called before they have a chance to complete the inning in which the visiting team went ahead then the score reverts back to the end of the previous inning.

#### **K. Courtesy Runners**

The courtesy runner is the last recorded out for the team. A courtesy runner may be used once per inning. If it is the first inning and no outs have been recorded then the courtesy runner is the last person in the batting order. In the event that the courtesy runner is on base when it is their turn to bat, they are removed from the base to bat and replaced by the last recorded out.

### **3.**

#### **L. Home Run Limits**

Ohio Sports Park home run limits for league play only are as follows:

Men=s, Coed and Women=s Class D or E is two (2) home runs \*

Men=s, Coed, and Women=s Class B or C is four (4) home runs \*

\* The NSA one up rule (rule 5/ section 12) applies for all leagues. Once both teams have reached their respective home runs either team may hit one additional home run, however no team may ever go more than one up on the other team.

The home team can not go one up in the bottom of the seventh inning or any

inning after the time limit has expired. Any additional home runs hit over the limit are declared outs. There is no progressive home run penalty in effect. All homeruns are to follow the "hit and sit" rule.

#### **M. Special Coed Rules**

- 1) Teams must stagger the batting order male, female, etc.
  
- 2) In division I all players will hit the 12 inch softball. In division II the male players will hit the 12 inch softball and the females will hit the 11 inch softballs.
  
- 3) The courtesy runner may be used; however, a male must run for a male and a female for a female.
  
- 4) A coed team may be composed of all of the following combinations. No other combinations are acceptable.
  - A) eight (8) players - 4 males and 4 females
  - B) nine (9) players - 5 males and 4 females with penalty \*  
5 females and 4 males no penalty
  - C) ten (10) players - 5 males and 5 females
  - D) eleven (11) players- 6 males and 5 females with a penalty \*  
6 females and 5 males no penalty
  - E) twelve (12) players - 6 males and 6 females

\* Penalty - an out would take place where the missing female is.
  
- 5) If a male walks he is awarded first and second base. The female batter following him has the option to hit or walk.
  
- 6) When using (10) or more players, a team must field 5 males and 5 females (2

of each in the outfield, 2 of each in the infield, one pitcher/catcher).

7) Home Plate - All plays at home plate will be force plays. Once a player's foot touches the ground past the commitment line they are committed to advance home. If the runner retreats across the commitment line the runner is declared out and the ball remains alive. **THERE IS ABSOLUTELY NO SLIDING AT HOME PLATE.** If a player slides then they are out.

#### **N. Coed with Twist Special Rules**

1) Team composition - an official lineup will consist of no more than twelve (12) players and no less than eight (8) players. Twelve (12) players may be used with the twelfth player used as the extra hitter. A team may play with eight (8) players with at least two (2) females. Every manager is responsible for filling out an official OSP lineup card prior to the game. The card must contain first name, last name, position, and note an (f) for all female players.

2) A team must play with at least three females at all times, both in the field and at bat. Teams may use as many females as they want and bat the females anywhere in the order. If a team can not field three females they may play with two females with the following penalties.

a) The team can only use 10 players in the field

b) The team can only bat eleven players, including the extra hitter.

c) Each time the third female is supposed to bat, the team will be charged with an out.

d) Teams with only two females will give the opposing team a four run

advantage.

3) If a team starts with only two females and the third arrives during the game, that person may enter the game in the position she was to have batted and penalties a, b, and c above are rescinded. The four run penalty remains.

4) If a team starts a game with three females and one is injured and the team has no substitute, they may play with two females and penalties a, b, and c now apply. There would be no run penalty.

5) Any team that can not field at least two (2) females at all times will have to forfeit the game.

### **III. Team Rules**

#### **A. Website**

Our league website is [www.ohiosportspark.com](http://www.ohiosportspark.com). Check out up to the minute league standings and schedules on the World Wide Web.

#### **B. Schedules/Standings**

Managers are responsible for attaining the schedule from our website three days prior to the start of the season. Furthermore, managers are responsible to check their schedule for changes following any rain out or cancellation. For Schedules and updated standings are listed on our website and posted at the main gate.

#### **C. Uniforms**

Matching team shirts are highly recommended in all leagues. The NSA uniform rule is in effect in all B, C, and D leagues.

#### **D. Game Times**

Managers are responsible for having their team ready to play at the scheduled game time. A ten (10) minute grace period will be given for the first game on each diamond for that day. The ten (10) minute grace period will be deducted accordingly from the seventy (70) minute time limit. The game will officially begin when the umpire calls the managers out for the ground rules and the coin flip. At this time the official OSP game clock will begin.

#### **E. Lineups**

Lineups must be filled out completely with first name, last name, and position on the official OSP lineup card. Lineup cards can be obtained from the score keepers, concession stand, or in the main office.

#### **F. Adding Players**

Each team must have eight (8) eligible players to start the game. A team may add the ninth (9), tenth (10<sup>th</sup>), eleventh (11<sup>th</sup>), twelfth (12<sup>th</sup>) player at any time during the game. When adding the ninth, tenth, eleventh, and twelfth player they must be entered at the bottom of the batting order.

If a team begins with 9, 10, 11, or 12 players and one is injured, ejected etc. they may be replaced. If a team does not have replacement, an out will occur in the batting order spot of the player who left the game.

#### **G. Coin Flip**

A coin flip will determine home and visiting team. If a team starts short handed (8 or 9 players), then they are automatically the visiting team.

#### **H. Rain Out Information**

Games will be called at the fields or earlier if possible. Call the weather hotline for rain out information.

Often the hotline will have information pertaining to the makeup date for the rain out. Decisions, if possible, will be made at 4:30 pm on the weekdays and 7:30 am on the weekends and not before then. Please **do not** call the office for any rain out information.

### **I. Make-Up Games**

We will try to play all make up games on the same day your league is played. However, it is sometimes not possible to do so. Makeup games could be played on Saturdays from 8am - 11pm. Manager=s will receive at least one week notice on all makeup games. Under no circumstance will any makeup game be rescheduled. A missed makeup game is a forfeit.

### **J. Rosters**

All rosters **MUST** be turned in prior to the team's first game of the season. Changes can be made on that roster up until the forth game of the season. After the forth game of the season the roster is frozen. Any team that does not have a roster turned in by the stated deadline will not be permitted to play in their next scheduled game. All team rosters must be filled out completely. All players must have a driver's license or government issued ID on them at all times in case of a player eligibility protest.

### **K. Protesting Rules**

Protests must be filed with the umpire, scorer, and opposing manager, before the next thrown pitch. The specific protest must be noted on the scoresheet at the time the rule in question is raised. The team protesting must then give the Umpire \$75.00 to lodge the protest. The umpire will then bring both managers to the main office. The protest will then be ruled on immediately, if possible.

If the protest can not be ruled on at that time, the game will be completed. The protest will then go before the OSP Rules Committee. If the protest is upheld the \$75.00 will be returned to the protesting team and the game will be resumed from the point of the infraction. If the protest is denied, the \$75.00 will be forfeited by the protesting team and the game will stand as played.

#### **L. Protesting Player Eligibility**

Starting players may not be protested after the start of the third (3<sup>rd</sup>) inning. Substitutes may be checked anytime as they enter the game, but before they complete their turn at bat. The following is the proper way to handle a player protest.

- 1) Indicate to the umpire the player or players who are being questioned. Give the umpire \$25.00 per player questioned in order to lodge the protest. Limit of two (2) players per game.
- 2) The umpire will then bring both managers and the players in question to the office where the roster will be checked. Players must have their driver=s license or government issued ID with them.
- 3) The protest will then be decided by the OSP Management. If a roster position has been completed for that player, the game will continue. (OSP Management must be able to identify the player as the person on the ID).
- 4) If the protest is upheld the \$25.00 will be returned to the protesting team. The illegal player and the acting team manager will be ejected for the remainder of the day. The game will continue from the exact point when the protest was lodged.

#### **M. Ejections**

If any player is ejected from a game, they are not eligible to play for the remainder of the game and the remainder of the day. This is automatic regardless of the circumstances. OSP Rules Committee will review every ejection immediately after it takes place. Our review may result in further suspensions. Managers will be advised of the Rules Committee decisions.

Any fight that takes place anywhere in the complex will result in the automatic suspension for the individual(s) involved from OSP for the remainder of the season.

#### **N. Forfeit Fee**

Due to the increasing number of forfeits, every team that forfeits is required to pay a \$50.00 forfeit fee in order to play in their next scheduled game.

In order to avoid being charged this fee the manager must give the office at least five (5) hours notification in order to call the other team within a reasonable amount of time. Do not email or leave a message on our voice mail. You must talk to a live person.

#### **O. Final Standings**

1) Two (2) way ties for first place - Head to head competition (won/loss record).  
If teams split a one game playoff will be held.

2) Three (3) way or more ties for first place - Head to head competition between teams tied. If teams have identical record through head to head competition then a playoff will be held.

3) Ties for position other than first place will be determined by the following:

- a) Record against each other.
- b) Total runs scored against each other.

- c) Least runs allowed by a team for the season.
- d) Coin Flip

**P. End of the Year Tournament**

The top four teams in each league will advance to a single elimination tournament at the end of the season if time permits.

**Q. Awards**

Awards will be presented to the first place team in each individual division and end of the year tournament as follows:

- a) Regular Season Champions will receive one (1) sponsor/backer trophy and fifteen (15) individual awards.
  
- b) End of the Year Tournament Champion will receive one (1) sponsor/backer trophy.

