

INDUSTRIAL SOFTBALL RULES (Revised 3/20/18)

1. The league will play under the rules of the National Softball Association, except where amended by the following local rules.

SOFTBALLS: All teams will provide and hit a Yellow NSA Stamped Softball: the only softball legal for NSA slow-pitch play is a 52 cor, 275 compression. All NSA softballs manufactured after January 1, 2018 will not have the COR or Compression stamped on the softball.

NOTE: *The words "Official Softball" indicate 52 cor/275 compression*



OFFICIAL SOFTBALL



2. **BATS:** All softball bats used in the Rogers league must carry the NSA 2012 logo



When a batter appears in the batter's box with, or is discovered using an illegal bat, altered bat, or a non-approved bat, prior to hitting a fair ball, the umpire will simply require the batter to use a legal bat. When a batter hits a fair ball with an illegal bat, altered bat, or a non-approved bat, the batter is out, provided the non-conforming bat is discovered before the next pitch (legal or illegal). The batter will not be ejected for using an illegal bat.

3. There is a five (5) home-run limit per game. Excess home-runs will be a foul ball.
4. ROSTERS:
 - (a) Roster changes may be made in person or by telephone (631-0336). Players must be on the roster before playing. THERE IS NO LIMIT ON THE NUMBER OF PLAYERS ALLOWED ON A ROSTER.
 - (b) Players may change teams within the league once; they are not eligible to play for either team for eight days after the League Director is notified of the change.
5. ELIGIBILITY:
 - (a) **TEAMS MUST CONSIST PRIMARILY OF EMPLOYEES OF THE COMPANY FOR WHICH THEY ARE PLAYING WHO WORK AT LEAST 20 HOURS PER WEEK. A TEAM MAY HAVE ONLY TWO (2) NON-EMPLOYEES ON ITS ROSTER.**
 - (b) All players must have reached the age of 16 before participating.
 - (c) **A PLAYER CAN PLAY FOR ONLY ONE TEAM WITHIN THE INDUSTRIAL LEAGUE. A PLAYER CANNOT PLAY FOR TWO INDUSTRIAL TEAMS EVEN IF THEY ARE IN DIFFERENT DIVISIONS. IF A PLAYER IS CAUGHT PLAYING ILLEGALLY, THE ILLEGAL TEAM HAS TO FORFEIT ALL GAMES THAT PLAYER PLAYED IN AND THE ILLEGAL PLAYER WILL BE SUSPENDED 2 GAMES FOR THEIR "REAL TEAM".**
6. RUN RULE: "10 run rule" after 5 innings, 15 after 4 innings, and 20 after 3 innings
7. TIME LIMIT: 1 hour time limit. No new inning may start after 60 minutes, unless the score is tied.
8. GAME TIME: Teams **MUST** start on time. There will be a "grace period" of ten minutes **ONLY** for the 6:00 game, and **ONLY** for teams with less than 8 players. Teams may start with 8 players (with no "automatic outs" for missing players), and additional players may be added to the **bottom** of the line-up when they arrive.
9. Teams may bat as many players as are present. The number of players in the batting order may not be reduced without an "automatic out", EXCEPT in the case of **INJURY. IF A PLAYER IS EJECTED FROM A GAME, A SUBSTITUTE PLAYER MUST BE AVAILABLE THAT IS NOT ALREADY IN THE BATTING ORDER. IF A TEAM DOES NOT HAVE A SUBSTITUTE, THE VACATED SPOT IN THE BATTING ORDER WILL BE DECLARED AN OUT EACH TIME THE EJECTED PLAYER WAS SUPPOSED TO BAT.**
10. PROTESTS: Protest can be made only on **RULE INTERPRETATIONS, NOT ON JUDGEMENT CALLS.** Protest must be announced to the umpire at the time of the dispute, before the next pitch. Protest is invalid if the protesting team wins. Protests must be made, in writing, to the League Director within 48 hours of the game in question. Exception: Protest concerning player eligibility can be made at any time during the season.

11. Our league rule on "interference" will differ from standard NSA rules. On double play attempts, a runner who has been forced out must either slide or veer out of the way of the throw in order to avoid interference. Furthermore, any runner who, in the judgement of the umpire, collides with a defensive player by failing to slide on ANY close play MAY be called out, even if he would otherwise be safe on the play. Any action which, in the opinion of the umpire, increases the chance of injury, or is unsportsmanlike in nature will not be tolerated. The umpire can do whatever is necessary to stop or prevent such actions.
12. EJECTIONS: If a player is ejected from a game for unsportsmanlike conduct, the player must sit out the following 2 games. If a player is ejected 3 times during the season, the player is suspended for the remainder of the season.
13. No steel or steel-tipped cleats
14. **League Standings Tie Breakers:** first tie breaker is head to head competition, second tie breaker is runs allowed in head to head competition, third tie breaker is runs scored in head to head competition, fourth tie breaker is total runs allowed in all games, and the fifth tie breaker is total runs scored in all games.