

CHURCH SOFTBALL RULES (Revised 12/13/22)

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 softballs legal for the Rogers league are: 44 cor, 400 compression or 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*

NOTE: *The word "ICON" indicate 44 cor/400 compression*

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. 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.
4. ELIGIBILITY:
 - (a) **ALL PLAYERS MUST ATTEND TWO SERVICES A MONTH AT THE CHURCH FOR WHICH THEY ARE PLAYING. NO EXCEPTIONS!!**
 - (b) All players must have reached the age of 16 before participating.
 - (c) **A PLAYER CAN PLAY FOR ONLY ONE TEAM WITHIN THE CHURCH LEAGUE. A PLAYER CANNOT PLAY FOR TWO CHURCH 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".**
5. RUN RULE: "10 run rule" after 5 innings, 15 after 4 innings, and 20 after 3 innings
6. TIME LIMIT: Each game will be 7 innings or 60 minutes, whichever comes first. **If game is tied after 7 innings or 60 minutes, the person who batted when the last out was made the previous inning will be a base runner on 2nd base when the next inning begins.**
7. 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.

8. Teams may bat as many players as the scorebook will allow. 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.**
9. **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.
10. 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.
11. **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.
12. No steel or steel-tipped cleats.
13. There is a five (5) home-run limit per game. Excess home-runs will be a foul ball.
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 total runs allowed for the entire season, fourth tie breaker is runs scored in head to head competition, and the fifth tie breaker is total runs scored for the entire season.
15. **The batter will start with a 1 and 1 count (1 ball and 1 strike). If the batter has two (2) strikes and hits a "foul" ball, the batter will be called "Out" (no extra foul ball is given to the batter).**
16. **Courtesy Runner:** A courtesy runner may be used for one (1) player per inning. The courtesy runner **DOES NOT** have to be the same player each time the player in need of the courtesy runner becomes a runner. If the courtesy runner comes to bat while on base, the courtesy runners spot in the batting order becomes an out and the next batter listed in the batting order comes to bat. A player needing a courtesy runner is not restricted to any certain number of times per inning that he/she may have a courtesy runner.
17. **Games Rained Out:** A game is considered complete if home team is winning after 4 1/2 innings have been played or after 5 innings have been played if home team is losing after 4 1/2 innings. If a game is rained out in the middle of the 6 or 7 inning, then the final score will be taken from the last full inning that was played. If a game is not considered a complete game, then that game will be rescheduled and start completely over at the top of the 1 inning with the score tied 0 – 0.
18. **Pitching Screens:** The pitcher will be required to use the pitching screen. No exceptions. Placement of the screens must meet the following criteria:
 - a. One (1) to four (4) feet in front of the pitching rubber
 - b. No more than six (6) inches to the left or right of the pitching rubber
 - c. Pitchers are free to adjust the screen between each half inning

Pitching screens are considered part of the field. If a batted ball strikes the pitching screen, it will be ruled as a **FOUL ball** (if batter has 2 strikes and then hits the screen, batter is out). If a thrown ball strikes the pitching screen, it is still considered a **LIVE ball**. If a defensive player intentionally moves the pitching screen while the ball is LIVE, the batter and each runner on base will score one (1) run.

