

HENDERSO^N

Adult Softball



**Rules & Regulations
2022**

CITY OF HENDERSON
ADULT SOFTBALL RULES AND REGULATIONS

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CITY OF HENDERSON ADULT SOFTBALL RULES AND REGULATIONS

The City of Henderson reserves the right to modify any rule that it deems fit to better enhance the quality of the program.

ROSTER & ELIGIBILITY

1. Players participating in the City of Henderson softball program must reach their sixteenth birthday prior to the start of league play.

Participants 16 or 17 years old must have a parent/guardian's signature on the official player roster.
2. Rosters are limited to 15 players and must be on file at the Sports office prior to the first game. Failure to have a roster on file by this deadline will result in a forfeit.
3. The Sports office must approve all roster changes. An added player can be disallowed if the player is deemed to possess a significantly higher skill level than the league in question.
4. Players may be added during the regular the season only. Only coaches are allowed to make changes to team rosters. All changes must be made at the field, no exceptions.
5. Players *must* have a legal picture identification (driver's license/military ID) in their possession at each game. This ID must be produced upon demand by the umpire. Managers may request that the umpire make an ID check before the end of the first inning or before a substitute completes their first at bat.
6. A player who plays under an assumed name or misrepresents their eligibility status is barred for the remainder of the season. Any player who does not personally sign the roster is declared an illegal player. Any games this player has participated in are forfeited.
7. **The City of Henderson reserves the right to classify individual teams and players as to which league they may enter.**
8. A player cannot play on more than one team in the same division.
9. All eligibility questions not specifically mentioned in these rules are decided by the Recreation Program coordinator or supervisor.

PLAYING RULES

League play is governed by National Softball Association (NSA) rules and the City of Henderson's supplements thereto.

HENDERSON SUPPLEMENTAL RULES

1. Game time is listed on the official schedule. There is a 5-minute grace period before a forfeited game for 6:30 p.m. and 8:30 p.m. games. (See page 5: Forfeits, Rule 1.) Provided time permits, teams are allowed a 5-minute water break between the first and second games of a doubleheader. This break is not allowed if the first game has gone past the time limit and/or the start time for the second game is at risk. This decision falls under the jurisdiction of the umpire.
2. The home team is responsible for keeping the official score book. However, both teams should keep a score book for their own team at bat and, if possible, for the opposing team. Players' last names must be used. Managers should compare scores after each inning. If there is any disagreement concerning the score, the home score book is official, unless the league coordinator determines otherwise.
3. No new inning will start after one hour of playing time unless the game is tied. In the event that the game is tied after one hour, one additional inning will be played to resolve the tie. If the score remains tied after the extra inning, the game will be officially declared a tie. The umpire is in charge of the game and will announce the starting time.
4. Seven innings constitute a game; however, if called on account of darkness or weather conditions, five or more innings constitute the official game.
5. A 15-run mercy rule takes effect after four innings and a 10-run mercy rule after five innings. All other games go to completion (exception: see Rule 4, this section).
6. Warmup time will be granted under the following conditions:
When sufficient time exists between the previous game and the starting time as noted on the official schedule. Sufficient time includes the exchange between teams of the official score card, completed in full, and given to the umpire. All warmups should be done beyond first and third base. Warming up and/or batting practice on the infield is not allowed.

A minimum of 10 minutes must exist, otherwise warmups will be confined to the sidelines, off the playing field. Warmups should not interfere with the game in progress.
7. Players are not allowed to hit balls against the fence for batting practice. Doing so could result in a forfeit. No soft toss.
8. Players are responsible for retrieval of all foul balls; field monitors are on site to retrieve home run balls only.

9.
 - a. If a game is called due to inclement weather or equipment failure and the fifth inning has not been completed (or $4\frac{1}{2}$ innings with the home team ahead) the makeup game will be rescheduled with a 0-0 score in the top of the first inning.
 - b. If the fifth inning has been completed (or $4\frac{1}{2}$ innings with the home team ahead) the game will be recorded as a regulation game.
10. Teams can start with eight players. The ninth and tenth player must participate upon arrival. However, after the tenth player participates, if an injury occurs and there are no substitutes, the team can revert to playing with nine players, but when the tenth position is up to bat it is declared an out.
11. Only one batter is allowed on deck.
12. All leagues play with a three-ball, two-strike count. Three balls constitute a walk and two strikes constitute a strikeout.
13. One courtesy runner per inning per gender is allowed. The courtesy runner can be any player on the roster.
14. Pitches must be delivered with an arc and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
15. The pitcher's pivot must remain in contact with the pitcher's plate until the ball leaves the hand.
 - a. It is not necessary to step, but if a step is taken, the step may be forward, backward, sideways as long as the ball remains within six inches of the hip.
16. All legally pitched balls that conform to the height limits and strike the mat or home plate will be called a strike.
17. All starting players may re-enter once in any defensive position.

CO-REC RULES

5 Male & 5 Female Rules:

1. The playing force on a co-rec team consists of five men and five women, If teams are not evenly distributed male and female, the majority of players must be female.

A team may start with eight rostered players (at least four players on the roster must be women).
2. Players must bat in alternating order by gender: woman, man, woman, man, etc. When there are only nine players, two women must bat in consecutive order; men may not bat in consecutive order.

- 3. If a male batter has a strike and is walked, he is automatically advanced to second base and the following female must bat. If the male batter is walked and does not have a strike, he is advanced to second and the following female has the option to bat or take first base.**

6 Male & 4 Female Rules:

1. The playing force on a co-rec team consists of six men and four women. If teams are not evenly distributed male and female, the majority of players must be female. A team may start with eight rostered players (at least four players on the roster must be women). No more and no fewer than five women must be in the game when playing with nine.
- 2. Players must bat in alternating order by gender: woman, man, woman, man, etc. When the women have finished batting, the men will then be able to hit consecutively.**
- 3. If a male batter has a strike and is walked, he is advanced to second base if he is followed by a female and the following female must bat. If the male batter is walked and does not have a strike and is followed by a female, he is advanced to second and the following female has the option to bat or take first base. If a male is walked and he is followed by another male, he will only advance to first base.**

7 Male & 3 Female Rules:

1. The playing force on a co-rec team consists of seven men and three women. If teams are not evenly distributed male and female, the majority of players must be female. A team may start with eight rostered players (at least three players on the roster must be women). No more and no fewer than three women must be in the game when playing with nine.
- 2. Players must bat in alternating order by gender: woman, man, woman, man, etc. When the women have finished batting, the men will then be able to hit consecutively.**
- 3. If a male batter has a strike and is walked, he is advanced to second base if he is followed by a female and the following female must bat. If the male batter is walked and does not have a strike and is followed by a female, he is advanced to second and the following female has the option to bat or take first base. If a male is walked and he is followed by another male, he will only advance to first base.**

Commitment Line Rules:

1. There will be a line drawn from home plate to the backstop on the third base line. The runner has the option of crossing anywhere on the line before the force play is made. All plays at home are automatic outs. There is no sliding across the line; the penalty is the player is out. If a player touches home plate, they are out.

2. A perpendicular line will be drawn halfway from home plate and the third base foul line. If a base runner advances on or past the line, they must go home. This rule also applies on a fly ball/tag-up situation.
3. The catcher must make all plays at home. Any infield player may take the play only on a passed ball.
4. Women are to be pitched with an 11" softball and men are to be pitched with a 12" softball. It is the responsibility of the defensive team to pitch the correct ball. Women have the option to hit the 12" ball if they would like. If the player at bat is pitched the wrong ball, they have the option to take the result of the play, or retry their at-bat.

HOME RUN RULES

1. Men's and Co-Rec D: One home run hitter per team per game is allowed. Any other player hitting a home run after the first allowed home run is declared out. If the home run hitter is walked, any player in the batting lineup is eligible to hit a home run until the home run hitter's next at bat.
2. **Men's E and Co-Rec E: No home runs are allowed. Any batter who hits an untouched fair ball over the fence is declared out.**

EQUIPMENT

1. No steel cleats are allowed.
2. Uniforms are not required in league play.
3. All softballs provided by the umpire for game use are the property of the City of Henderson. Any person or team found taking these balls without permission is subject to suspension or forfeit of games.

FORFEITS

1. Games are forfeited if a team fails to appear on the field ready to play 5 minutes after the time indicated by the official league schedule. All times are kept by the umpire. Should neither team be able to field a team, the game is declared no contest and both teams are credited with a loss by forfeit.
2. Any team forfeiting two doubleheaders or any combination equaling two doubleheaders in the same season may be removed from league play without refund. The manager is responsible for fees owed and cannot participate in any other leagues until all fees are paid. The Recreation Program coordinator will rule on extenuating circumstances.
3. Teams can avoid the forfeiture fee by notifying the Sports office 24 hours in advance of the game in question, thus allowing notification of the opposing team and scheduled umpires of the no contest.
4. Any team forfeiting a league game without notifying the Sports office within 24

hours will be responsible for their umpire's payment as well as the opposing team's umpire costs.

5. Umpire costs not paid on the night of a forfeit must be paid at the Sports office before the next scheduled game. If this is not done, the team forfeits the next set of games.

MANAGER'S RESPONSIBILITIES

1. Managers are responsible for informing all team players of the rules and regulations and must keep a copy of these rules in their possession at all league games throughout the season.

Alcoholic beverages are prohibited by City Ordinance #5, Section 1, HMC, and will not be permitted on the grounds of any City recreation facility or park.

Any coach, player, team or spectator in violation of this ordinance will be removed and subject to suspension and/or legal action.

2. Managers are responsible for keeping player rosters current through the entire season. All addresses and phone numbers must be current.
3. Any manager (registered or acting) who plays an illegal or non-rostered player will be suspended for a minimum of two games. The game in which the illegal player participated will be forfeited. The coach could be suspended for one year from the date of the incident if warranted.
4. The manager is responsible for filling out the lineup card with each player's last name, first initial and position before game time. The lineup card must be presented when called for by the umpire or the game could be forfeited.
5. Only the team's registered players and registered coaches are permitted in the dugout. Bat boys/girls are not allowed for safety reasons.
6. Smoking is prohibited on the playing field and bench. Managers must enforce this rule.
7. Managers will ensure that dugout areas are inspected following each game. Trash should be deposited in containers provided. Teams leaving the area in an unsightly condition are subject to suspension.
8. The manager is responsible for the team's players and fans, and is expected to curtail any excessive or unwarranted actions between them and the game in progress.
9. Managers must obtain information on canceled games due to bad weather and notify players. Information on field conditions and schedule on Monday through Friday games may be obtained by calling 702-267-5717 after 4:30 p.m.
10. Managers need to ensure they provide proper contact information including emails and phone numbers.

PLAYER'S CODE OF CONDUCT

The following rules and regulations are strictly enforced:

1. Unsportsmanlike conduct is not tolerated. The penalty for unsportsmanlike conduct is automatic suspension from all City of Henderson leagues for one week. If so directed by the umpire, the ejected player must leave from sight and sound of the playing field within a time period not to exceed one minute. Failure to comply is cause for forfeit and could prolong suspension. The official must provide an ejection report to the Sports office.

Players suspended from a game are placed on probation for one year from the date of the incident. Any player suspended from a game while on probation may be suspended for one year from the date of the incident.

Unsportsmanlike acts defined:

- ◆ Unnecessary rough tactics against an opposing player
 - ◆ Damage to facilities
 - ◆ Abusive language or gestures, either directly or indirectly, to an official or opposing team
 - ◆ Throwing equipment in anger or disgust
 - ◆ Intentional delay-of-game tactics
 - ◆ Disruption of any league game by verbal or physical abuse from a sideline or bleacher
2. A player is automatically suspended for a minimum of one year from the date of incident for fighting or physical violence against another player or spectator.
 3. Any player or coach who strikes, pushes, shoves, or otherwise molests an official is automatically suspended for one year from the date of the incident. If an official files assault and battery charges and the player is found guilty in a court of law, they are suspended for life.
 4. Any player who attempts to intercede with the orderly disposition of a dispute during the course of a game will be removed from the league. Coaches must instruct their players to remain in the bench area during any dispute involving rule interpretation or unnecessary rough tactics between members of opposing teams. The officials will eject offending players from the game and provide an ejection report to the Sports office.
 5. Any player or coach who violates the established rules and regulations that result in their suspension cannot participate in any official league game until they have been reinstated by the City of Henderson.

DISQUALIFICATION/SUSPENSION PROCEDURES

The Sports monitor will review and transmit such reports along with their recommendations to the Recreation Program coordinator, who has the authority to discipline offending individuals or groups in accordance with decency and the severity of the charges.

PROTESTS

1. Protests based on a decision which involved accuracy of judgment on the part of the official will not be received or considered.
2. Protests based on the misinterpretation or misapplication of a playing rule may be received and considered. Failure of any official to apply the proper penalty for a certain violation of the rules will be protestable.
3. Whenever the matter of protest arises during a game, the coach of the protesting team must immediately notify the official and the opponent, prior to the next live play, that the game is being delayed under protest. This enables all interested parties to take notice of the conditions surrounding the making of the decision and aids in the proper determination of the issue. This must be followed by submitting a protest form to the Sports office within 24 hours from the time of the occurrence of the protest.
4. The protest committee consists of the Recreation supervisor, the Recreation Program coordinator and Sports staff. The decision of the committee is final.

UMPIRES

1. The City of Henderson Sports office and NSA exercise authority over assigned leagues relative to game situations.
2. The assigned umpire is in charge of the ball game from 10 minutes before the game begins until the game ends, and exercises authority as granted in the official rules. All league games are under the control and direction of the umpire and City of Henderson Sports monitor. Only the coach may talk to the umpires on the field during the game. Team coaches are responsible for the conduct of their players prior to the games, and under all other circumstances wherein an incident occurs as a result of league activities, both on the playing field and in the general area. Players are instructed, in the best interest of the league as a whole, to report any violation of the spirit of these provisions.
3. The umpires are representatives of the City of Henderson and as such are authorized and required to enforce each section of these rules. They have the power to order a player or coach to do any act that in their judgment is necessary to give force and effect to one or all of these rules and to enforce penalties as herein prescribed.
4. Game umpires are ordered to fill out a form with the Recreation Program coordinator reporting any incident involving a player, team or team supporter. The Recreation Program coordinator and Recreation supervisor have the authority to discipline offending individuals or groups in accordance with decency and the severity of the charges.
5. Umpire costs are not included in the league registration price. Each team pays the umpire working the game, the rate of which is set by the umpires organization. This must be paid in cash to the umpire before game time.

6. Complaints regarding the performance of umpires must be submitted by email or written letter to the Sports office. No phone calls accepted.
7. Any matter not specifically mentioned in these rules and regulations concerning league policies or procedures come under the jurisdiction of the Recreation Program coordinator and/or Recreation supervisor. Their decision in such matters is final.

LEAGUE TIES

1. Should two or more teams tie for second, the team that won the two scheduled games between the tied teams is awarded the higher position. If the teams split, lowest runs allowed in the season determines the finish. Offensive runs allowed for the season are the second tiebreaker, followed by head-to-head difference.
2. Games ending in a tie are ruled a tie. Each win is worth two points; a tie is worth one point. Example: Two teams, A and B, finish a season with the same number of wins, 11. If team A finishes with 11 wins, 2 losses and 1 tie and team B finishes with 11 wins and 3 losses, then team A wins the position in the standings with a total of 23 points in the win column. Team B would have 22 points in the win column.
3. Should two teams be tied for first place, and each won one of the regular season games (a split), there will be a one-game playoff. If the regular season doubleheader resulted in a sweep for either of the tied teams, there will be no playoff.
4. Any other situations will be coordinated with the Sports office.

AWARDS

Regular season awards will be provided to first place teams and playoff winners. Playoff awards may vary.

PLAYOFFS

City of Henderson offers complimentary playoffs for regular season participants. Playoffs follow traditional scheduling. Adjustments may be made in rare circumstances.

FINAL NOTE

To make this a quality league, we count on your input as well as your comprehension of league rules, regulations and player Code of Conduct.

NOTES

NOTES

HENDERSON

Sports Office

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