

NORTHEAST METRO SOFTBALL LEAGUE 2011 SEASON RULES

Associations Represented

Catoosa

Chelsea

Claremore

Collinsville

Owasso

Skiatook-Sperry

Inola

Games will be played by USSSA rules with the following exceptions

Amended 01-14-2011

1. Transfers to other Districts:

At this time, there will be no restrictions placed on players signing up in another district.

2. Time Limit:

All games will consist of 1 hour and 20 minutes (1 hour for 6 & under). Once an inning has started, it will be completed: including 6 & under. No new inning will start after the time limit has expired.

3. Innings:

5 innings - 6 & under and 8 & under

6 innings - 10 & under

7 innings - all other age groups

4. Run Rules:

6 runs per time at bat

15 runs ahead after 3 innings, or 10 runs ahead after 4 innings and 8 after 5 innings will be ruled a complete game.

5. Tie Ball Games:

8 & under - one (1) regular extra inning of coach pitch with "international tie-breaker"

10 & under and above - one (1) "international tie-breaker" until winner is determined

6. Coaches & Umpires:

Any adult during the game entering the field area must have a back ground check done prior to league starting.

Any coach entering the field must be Certified. NYSCA Certification must be filed with home Association.

Home Association will furnish two playable balls (USSSA approved)
Line- ups will be submitted to the umpire and the official score keeper (home team) at least 5 minutes before game time.

The host association will furnish USSSA sanctioned umpire(s). If there is not an USSSA sanctioned umpire used for a game the following will apply:

1st Offense - Game will be played under protest.

2nd Offense - game will be forfeited

3rd Offense - All future games at that association's field will be forfeited.

If the USSSA sanctioned umpire is not available the game will reschedule that evening, if possible.

Each team is required to report their scores to their home association.

There will be no pre - game warm-up inside the base paths.

Bats have to be USSSA approved softball bats in all age groups.

NO Baseball Bats of any kind.

(EXCEPTION: T-ball bat is useable only in 6 & under)

7. Players:

All age groups will bat their entire line-up with free substitution on defense. The batting order cannot be changed.

You will need seven (7) players from each team to start and finish an official game, with the missing player(s) in the batting order as an out when it is their time at bat. If the missing player(s) arrive after the game has started, they will be inserted into the next available spot in the line-up.

Unsportsman-like conduct WILL NOT be tolerated. Any offender (coach, player, and/or spectator) who is ejected from a game will be suspended from the next game that his/her team is playing.

Head Coach Ejection(s) - A coach who is ejected a second time will be suspended from the rest of the season. An appeal may be filed after the second ejection. Appeal must be filed with home association. Head Coach ejection notifications must be sent to league UIC.

8. Rainouts, Cancellations, and Forfeits:

If a game has three (3) complete innings it will be ruled a complete game if it cannot be finished due to weather or darkness. The score will revert to the last completed inning. If the score is a tie, then the tie will stand as final.

If a game is stopped before three (3) completed innings it will be made up from the point it was stopped.

A twenty-four (24) hour advance notice is required to cancel any game or it will count as a forfeit. It must be a Coach-to-Coach call AND a Coach-to-Association call. NO messages or emails.

Canceled or rained out games are required to be made up. Commissioners will reschedule games.

There will be a ten (10) minute grace period from the earliest scheduled game before a forfeit is declared. There is no grace period after the first scheduled game.

All leagues will update their rain out numbers by 4:00 pm. It is the coaches responsibility to check this.

9. Protests:

Protests will require a \$25.00 deposit to the Home Association and the Home Association will notify the head UIC of the protest. The Coach must notify the head umpire at the point of the incident to be protested. The deposit will be forfeited if lost or not taken through the proper channels within 24 hours. Protest must be submitted in writing along with the deposit to:

Open Position
Umpire in Chief

Make Checks payable to: Head UIC - Open Position

Player eligibility protests will be handled by the Association at the location the game is being played. The Association will have the ultimate decision on player eligibility.

10. Division Champs:

The top five teams in each division will advance to the play-offs. The number of teams going to finals will be determined at scheduling. If there is a team or teams that qualify that do not wish to participate the next best team(s) will be taken.

11. Play - offs:

Play-offs will consist of a double elimination tournament. Teams will be seeded according to their winning percentage during the regular season. The Dates and Hosts for playoffs will be announced at time of league scheduling. All gate fees will be determined by the home association and posted at scheduling.

Championship Game for 10U and up will require two USSSA approved umpires as well as an official scorebook. The host association will provide two certified USSSA umpires with the option of a certified umpire from each association. A coin flip will determine who will be head umpire.

12. NEMSL Field Requirements:

Minimum field requirements for game play:

1. Lights
2. Dirt Infield (grass free infield)
3. Adequate restroom facilities with clean potable running water.

13. 10 & under Special Rules:

1. Pitching distance will be 35 feet; bases will be 60 feet.
2. 10 and under Div II and Div III ONLY: Teams will have the option of having ten players on defense; the extra defensive player must be positioned behind the base paths at the start of each pitch.
3. 10 and under Div II and Div III ONLY: Teams - The dropped third strike rule and the infield fly rule is not in effect.
4. 10 AND UNDER Div III ONLY:
 1. There will be no walks, if the batter receives four non-strike pitches, the coach will pitch the remaining strikes on the count.
 2. If the last pitch is fouled, she will receive another until missed.
 3. During coach pitch, the player in the circle shall stand even with or behind the pitcher/coach until the ball is released.
 4. Coaching shall be from the dugouts or coaches' boxes. The pitcher/coach has to stop coaching once the pitch has been delivered, then he/she must vacate the playing field as quickly as possible. If a batted ball unintentionally strikes the pitcher/coach, it shall be ruled a no pitch.
 5. Pitcher/coach can take up to 4 warm-up pitches between innings.

Please read the USSSA rules concerning base stealing and runner's liability to be put out.

14. 8 & under Special Rules:

6. Pitching distance will be 30 feet; bases will be 50 feet.
7. Every player will bat; teams can have up to ten defensive players on the field. The tenth defensive player must be positioned behind the base paths at the start of each pitch.
8. The dropped third strike rule and infield fly rule is not in effect.
9. The first, second and fifth innings will be pitched by the coach. Each batter will get five pitched. If the last pitch is fouled, she will receive another until missed.
10. The third and fourth innings will be player pitched. There will be no walks, if the batter receives four non-strike pitches, the coach will pitch the remaining strikes on the count.
11. During coach pitch, the player in the circle shall stand even with or behind the pitcher/coach until the ball is released.
12. No stealing, runners can leave the bases at the time of the pitch. The ball will become dead if the pitch is not hit.
13. Pitcher/coach can take up to 4 warm-up pitches between innings.
14. Coaching shall be from the dugouts or coaches' boxes. The pitcher/coach has to stop coaching once the pitch has been delivered, then he/she must vacate the playing field as quickly as possible. If a batted ball unintentionally strikes the pitcher/coach, it shall be ruled a no pitch.
15. Once an infielder has control of the ball and lead runner has stopped, time shall be called by the umpire.
16. Bunting is allowed during player pitched.
17. Batter must make attempt to avoid pitched ball during girl pitch. If hit batter can advance to 1st by USSSA book rule.

15. 6 & under Special Rules for:

Catoosa, Chelsea, Collinsville, Inola, Skiatook-Sperry

1. Pitching distance will be 26 feet; bases will be 50 feet
2. Every player will bat; teams can have up to ten defensive players on the field. The tenth defensive player must be positioned behind the base paths at the start of each pitch.
3. The dropped third strike rule and infield fly rule is not in effect.
4. The game will consist of 5 innings or 1 hour.
5. Once an inning has started, it will be completed.
6. No official score will be kept.
7. Each team is limited to 6 unofficial runs per half inning.
8. No outs will be taken when a team is playing with less than 9 players.
9. No stealing, runners can leave the base at the time of the pitch. The ball will become dead if the pitch is not hit.
10. Pitcher/coach can take up to 4 warm-up pitches between innings.
11. Coaching shall be from the dugouts or coaches boxes. The pitcher/coach has to stop coaching once the pitch has been delivered, then he/she must vacate the playing field as quickly as possible. If the pitcher/coach unintentionally is struck by a batted ball, it shall be ruled a no-pitched.
12. Once an infielder had control of the ball and all base runners have stopped, time shall be called.
13. One base on over throw, lead runner advances once base.
14. No League play with a Tee (Only modified tournaments for 6 and under.)

16. Gate Fees

All associations will charge the following gate fees:

League Games: \$2.00 adults / \$1.00 Students & Seniors
Children 5 & Under Free

Playoff Games: \$4.00 adults / \$3.00 Students & Seniors
Children 5 & Under Free

17. Association Insurance

Associations must provide proof of insurance at scheduling.

