

SECTION ONE - LEAGUE ORGANIZATION

RULE 1.1 - FORMAT

- A. All leagues will consist of:
 - SPRING** - One game per week on the assigned night for ten weeks.
 - SUMMER** - One game per week on the assigned night for ten weeks.
 - FALL** - Two games per week on the assigned night for five weeks. Weather permitting; we may play two additional weeks of round robin tournament on the assigned night for all teams.
- B. The Park reserves the right to alter formats based on team registration per league. All teams **MUST** have a credit card on file before the **FIRST** game for any outstanding balance.
- C. Beginning with play on the 3rd week any team with an outstanding balance will be charged the remaining balance on the credit card on file with the office.

RULE 1.2 - SCHEDULES

- A. Managers will attend the managers meeting at least one week prior to the first game to receive a copy of their league schedule.
 - B. All leagues will use a coin toss to determine home team, and home team is official scorekeeper. Please pay close attention to starting times and field assignments.
 - C. Midwest Softball will notify the managers of the make-up games by way of a phone call or in person at next scheduled game. It is the manager's responsibility to obtain make-up game times.
- *See also Rule 1.4 - Make-Up Games.

RULE 1.3 - MANAGER'S RESPONSIBILITY

The manager is the primary link between their team and league management. It is the manager's duty to obtain all information regarding league play at the park.

Responsibilities include:

- A. Attending managers meeting. Managers will be notified of the date, time, and location.
- B. Reading leagues rules and park policies prior to starting league play and informing the players of the rules.
- C. Obtaining league information pertaining to registration deadlines, make-up schedules, league tournaments, league awards, and tournament berths.
- D. Submitting all league paper work on time (registration forms, rosters, etc.)
- E. Informing league office of changes to his/her addresses and/or telephone numbers.
- F. Securing parent/guardian on waiver form for any participating minor. Minimum age for player participation is fourteen (14).
- G. Have all players read and sign the team roster **BEFORE** playing and ascertain the eligibility of each player signing the roster.
- H. Maintaining control over his/her players in all circumstances including disputes on the field. Umpires will discuss disputes on the field with the manager only. Players are not to question an umpire call or ruling.

RULE 1.4 - MAKE UP GAMES

- A. All games canceled during the regular season, by Midwest Sports Complex, will be

rescheduled regardless of team records. The make up dates and times will be determined by the Park Director.

- B. Should a game be called because of rain after four (4) innings have been completed (3 ½ innings if the home team is ahead), the game will be considered official and will not be made up.
- C. The team manager is completely responsible for obtaining make-up schedules on a weekly basis.
- D. Due to the increasing requests we will not be rescheduling games at teams' request. We do not have the diamond space available to accommodate all, so in order to be fair we will not reschedule any games.

RULE 1.5 – FORFEITS

- A. Due to increasing numbers of forfeits, every team is required to pay a \$50.00 forfeit fee up front when registering. This will provide the team that receives the forfeit a \$25.00 immediate reimbursement for their time and inconvenience.

*If your team plays in the double header league, i.e. Fall League, and you are not notified after your first game that you will not be playing your next game, you will not be awarded a \$25.00 forfeit fee.

- B. When calling in forfeit please do the following:

- a. Give the office at least 5 hours notification in order to contact the other team within reasonable amount of time. **DO NOT EMAIL OR LEAVE A MESSAGE OF THE VOICE MAIL. YOU MUST TALK TO A LIVE PERSON BY CALLING 875-8833 ext. 0.**

OR

- b. Have at least 7 players show up for the game. However, the seven players that did show up must play a scrimmage game with the opposing team. If your team refuses to play a practice game, you will lose your forfeit fee deposit.
- C. If your team receives the forfeit; the money that your team is entitled to **MUST BE PICKED UP ON THE SAME NIGHT THE FORFEIT OCCURED.**
- D. Midwest Sports Complex understands if your team needs to forfeit a game, but forfeiting two games **WILL NOT BE TOLERATED FOR ANY REASON.** If your team must forfeit a second game, then the forfeit fee is relinquished and your team will be removed from the league.
- E. Any team forfeiting two games during the year without notifying Midwest Sports Complex could be dropped from the league, forfeiting all awards and berths won. No refunds of entry will be given. All remaining games will be recorded as losses. (Management reserves the right to make a team by team decision.)
- F. If your team plays all ten games and does not forfeit any games, the forfeit fee will either be carried forward to next league played or refunded to the person or company who paid the forfeit fee deposit.
- G. When keeping your forfeit fee deposit on file, you have until the end of the calendar year to notify Midwest Sports Complex whether you want a refund or want to sign up for softball. If you miss the deadline, you will relinquish your forfeit fee deposit to Midwest Sports Complex.
- H. When signing a team up and holding a spot with your forfeit fee deposit, you must have paid the balance by the due date or the team loses the spot and the deposit is lost.

- I. Additionally, you will lose the forfeit fee deposit if it is used to hold a spot in league or tournament, and then the team withdraws from the league or tournament after the draw. **INCLUDING** but not limited to the City Tournament and any league spot.

RULE 1.6 – ROSTERS

- A. All rosters must be completed and must include the player's name, signature, complete address, driver's license number or social security number, and telephone number. Incomplete rosters will **not** be accepted. Teams will not be permitted to play without submitting a valid roster. The roster is not to exceed twenty-five (25) players. NOTE: Up to 15 individual awards will be given to the championship team **SIGNED ROSTER PLAYERS**. Teams with a full twenty-five (25) contributing players may make arrangements through the park office to purchase additional awards.
- B. Submission date - the original copy of the roster must be submitted to the umpire when taking the field for the first league game. **FAILURE TO SUBMIT A ROSTER WILL RESULT IN AN AUTOMATIC FORFEIT OF ALL GAMES PLAYED WITHOUT A ROSTER ON FILE- NO EXCEPTIONS!** Each team manager is responsible for the accuracy of all information on the roster.
- C. Roster Changes- Teams may make unlimited changes to the roster of the Spring, Summer & Fall Seasons. The Park Director must approve all changes before the player is eligible to compete with the team. Players may not switch teams playing in the same league, during the same season. If a player signs two or more rosters with teams playing in the same league, the player is eligible only for the team he/she first participates with as a player.
- D. In spring, summer and fall leagues, you may bat everyone listed on your roster. In coed play, you can bat more women than men but **never** more men than women. Your batting order, however, cannot change.

RULE 1.7 - GRACE PERIOD

- A. Teams are required to be ready to play at least 15 minutes before game time. If, at game time, one team is short the required minimum number of eight (8) players, the manager of the team with the required number of players **MUST** give the opposing team a **MANDATORY** grace period of ten (10) minutes to reach the minimum number of required players. Grace period time will be deducted from the game time. In the event both teams cannot field the minimum required number of players, there will be an automatic ten (10) minute grace period for both teams. Once both teams have reached the minimum number of required players, the game shall begin immediately. **GAMES WILL NOT BE DELAYED IF TEAMS HAVE THE MINIMUM EIGHT PLAYERS! – NO EXCEPTIONS**
- B. Games **WILL NOT** be delayed due to team members playing on another team in another league on a different field. If your team has players playing in different leagues, the manager must notify the league office prior to the leagues being scheduled. If the league office is aware of possible conflicts, every effort will be made to keep problems to a minimum. Once the team has the minimum eight players the game will begin. **THERE ARE NO EXCEPTIONS!**

RULE 1.8 - LEAGUE STANDINGS

- A. League standings will be posted daily on the league information board in the game room. **PLEASE REPORT ANY MISTAKES FOUND ON THE STANDINGS TO LEAGUE**

OFFICE IMMEDIATELY.

- B. The team with the best record at the end of the league will be declared the champion.
- C. If two (2) teams end in a tie for first place at the end of the season; a play-off game will be played to determine a champion. If more than two (2) teams end in a tie at the end of the season, a play off series will determine the champion. A flip of a coin will determine who plays whom. All play-off games will be played the last night of the season. If this is not possible, management will reschedule the game, as it deems necessary. Fall League ties will be played in the tournament portion.
- D. Tie breaking rule for SECOND PLACE only:
 - 1. Head-to-head competition.
 - 2. Run differential between tying teams only (runs scored vs. runs given up).
 - 3. Total runs scored by teams tied.
 - 4. Flip of the coin.
- E. The top teams in each league will be moved, whenever possible, to the next stronger league the same night for the upcoming season. Likewise, the bottom teams will be dropped to a weaker league during the upcoming season.

RULES 1.9 - SAFETY BAG

- A. These rule apply to any play in the infield. The batter runner must run to and touch the orange safety base. Any player not touching the safety base will be called out. (The exception to this rule is when a ball is hit into the outfield and no play is being made on the batter runner at 1st base, the batter runner can touch the white base.)

SECTION TWO - AWARDS AND BERTHS

RULE 2.1 - AWARDS

- A. Awards for four (4) team leagues:
 - 1. Individual awards - First place awards
 - 2. Sponsor awards - First and second place awards
- B. Awards for six (6) team leagues:
 - 1. Individual awards - First place awards
 - 2. Sponsor awards - First and second place awards
- C. Awards for eight (8) team leagues:
 - 1. Individual awards - First place awards
 - 2. Sponsor awards - First and second place awards
- D. The maximum number of individual awards given is fifteen (15), FOR SIGNED ROSTER PLAYERS ONLY. If additional awards are needed, they may be purchased through the league office.
- E. All first place teams in the spring league will receive a paid city tournament berth. All second place teams will receive a partially paid city tournament berth with the balance of \$50.00 to be paid by the team.
- F. All first and second place teams in summer and fall leagues will receive paid berths for the St. Vincent Medicine tournament.

RULE 2.2 - BERTHS

- A. NSA State berths will be awarded to each team that plays in league play.

B. NSA national regional berths will be awarded to each team that wins the league they participate in.

NOTE: The above mentioned berths are UNPAID BERTHS.

SECTION THREE - PLAYING RULES

RULE 3.1 - GOVERNING RULES

A. All league games will be played under NSA rules except those amended in the League Rules and Park Policies book or by an official league memo.

RULE 3.2 - REQUIRED NUMBER OF PLAYERS

A. Men's leagues: The required number of players per team is ten (10). However, all roster players may bat if desired. If a team plays with only 8 players, there will be an out automatic assessed in the 9th position. As soon as the 9th and/or 10th player arrives, he may begin playing immediately. However, if the team only has 8 or 9 players, and the last batter is walked, intentionally or unintentionally, the automatic out will be eliminated and the next scheduled batter will bat.

B. Coed leagues:

1. a team must have at least 8 players to start and continue an official game. (4 men and 4 women) The maximum number of players for defense is 10.
2. If there are only 8 players, an automatic out will be assessed in the 9th and 10th positions. If only 9 players, out assessed in the 10th position.
3. Teams are allowed to bat as many roster players as desired. Teams must alternate the batting order: male, female, male, female, etc.
4. Only one male and one female will be permitted in the pitcher/catcher combination.
5. Only one male and one female will be permitted on the right side of the infield and outfield, and only one male and one female on the left side of the infield and outfield.
6. If a male player is walked (intentionally or unintentionally) the female player batting behind him has the option of batting or taking an intentional walk.
7. When a male walks, intentionally or unintentionally, and the female player exercises her choice to bat, the male does not automatically advance to second base.
8. A team may play with more women than men with no penalty.

RULE 3.3 - REGULATION/OFFICIAL GAMES

- A. A regulation game is seven (7) innings or sixty-five (60) minutes, whichever occurs first.
- B. Electric game time clocks will be used and will be stopped for serious injury only, at the discretion of the umpire. After the time limit has expired, the current inning shall be completed and the game ended unless tied, in which case play will continue until game is decided. If the game ends in a tie, the international tie-breaking rule will be in effect: the last batter of the previous inning will start the new inning at second base. The game will continue until one team out scores the other. All extra inning games will start with a full count on batters.
- C. Should a game be called because of rain after four (4) innings have been completed (3 1/2 innings if home team is ahead), the game is official and WILL NOT be made up.
- D. Each player will have a one and one count for each turn at bat.
- E. The game will be played under a foul ball on strike three rules (see Rule 3.10).

- F. All decisions regarding rain delays will be made within forty-five (45) minutes from the time the teams have been pulled from the field. The park director will make an announcement at that time.

RULE 3.4 - RUN RULE

- A. If at the end of five (5) full innings of play, one team is ten (10) or more runs ahead, the game will be considered complete.
- B. If at the end of four (4) full innings of play, one team is twenty (20) or more runs ahead, the game will be considered complete.
- C. No team will be allowed to score more than twenty (20) runs in one inning. After the twentieth (20th) run has been scored, the inning will end and the opposing team will bat.

RULE 3.5 - PLAYER/MANAGER EJECTION RULE

- A. The Park Director and/or umpires reserve the right to eject a player from a game or the complex, if necessary.
- B. A player or manager ejected from a game for misconduct will be subject to the following:
 - 1. First ejection - One (1) game suspension from the next game with that team, either league or tournament play, at the park.
 - 2. Second ejection - Fourteen (14) days' suspension from all league and tournament play with any team at the park.
 - 3. Third ejection - Thirty (30) days' suspension from all league and tournament play with any team at the park.

Notice of the above suspensions will be given to the player and/or manager.

NOTE: A player or manager may appeal the fourteen (14) and thirty (30) day suspension to a board consisting of the Indiana State NSA Director, Park Director, the Indiana State Umpire In Chief, Assistant Park Director, the Office Manager, the Sports Manager, the Park Umpire In Chief, the Umpire, and the team manager. The board will meet within 48 hours of appeal. The player suspension will begin at time of ejection, regardless of appeal. If a suspended player participates in a game during suspension, the player will be suspended for one year and the team will forfeit that game. In addition, the team may be subject to a one-year suspension from league and tournament play at the park without a refund.

- C. Any person making physical contact with the intent to bring harm to an umpire, league director, or park employee, will be asked to leave the park and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person.
- D. **FIGHTING WILL NOT BE TOLERATED!** Any fighting in a game will result in a one-year suspension.

RULE 3.6 - WARM-UP PITCHES

- A. When the pitcher takes the pitching rubber for the first inning, he/she will be allowed three (3) warm up pitches.
- B. After first inning, the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning.
- C. Throwing the ball around by infield or outfield players while the pitcher warms up IS NOT ALLOWED, after the first inning. This means warm-up only. The ball may still be thrown around after outs have been made.

RULE 3.7 - EXTRA PLAYER (EP)

- A. As rules state, an extra player is permitted at the manager's option at the start of the game. The batting order must remain constant. However, a men's line up of eleven players or a coed team of twelve can take the ten defensive positions throughout the game. A team using the EP must finish the game with ten players. If a player leaves the game and no substitutes are available, an out will be recorded each time that player's position in the batting order comes up. Remember, this is an appeal play by the defensive team. The defense must inform the umpire each time the batting position comes up.
- B. An extra player may be used by a team provided it is made known to the umpire prior to the start of the game and his name and uniform number is indicated on the lineup sheet.
- C. The EP must remain in the same position in the batting order for the entire game.
- D. The EP may play defense at any time without his status being affected. He may go in and out of the defensive lineup as often as needed as long as his position in the official batting order is not altered.
- E. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player who has not been in the game.
- F. The EP may be added to the end of the batting line up at any time during the game. Batting line up **MUST** remain the same. IE 11th, 12th etc player may be added to the batting line up any time during the game.

RULE 3.8 – SUBSTITUTIONS

- A. All substitutions must be reported to the umpire. Failure to report substitution to the umpire will result in the ejection of the illegal player, when brought to the attention of the umpire by the opposing manager.
- B. Courtesy runner may be awarded provided that the umpire is notified prior to the game of which player will use a courtesy runner. The batter may only reach first base if they are to use the courtesy runner. The courtesy runner will be the last same sex batter not in the field of play.

RULE 3.9 - RE-ENTRY RULE

- A. Any of the starting players may withdraw and re-enter once, providing he/she occupies the same place in the batting order. A substitute who is withdrawn may not re-enter. All substitutions must be reported to the umpire.

RULE 3.10 - FOUL BALL ON STRIKE THREE RULE

- A. The batter is out if after two strikes he/she hits a foul ball. Ball is dead and no advancement of base runners is permitted.

RULE 3.11 – UNIFORMS

- A. League teams are encouraged to wear like uniforms. However, there is no mandatory uniform rule for leagues. Shirts with numbers are required for any NSA tournament event, such as State, Regional, or World Series. Shirts and athletic shoes/cleats must be worn at all times. Turf shoes are encouraged for play on diamond #2.

RULE 3.12 - SHOES

- A. No metal spikes are to be worn in LEAGUE or TOURNAMENT play. A player wearing metal spikes will be ejected by the umpire and given a one game suspension. NO WARNING!

SECTION FOUR - PROTEST POLICY

RULE 4.1 - VALID PROTEST

- A. No “judgment” call can be protested. Protests are considered valid with regard to player eligibility and rule interpretations only.

RULE 4.2 - PLAYER ELEGIBILITY PROTEST

- A. Protests concerning player eligibility must be made to the umpire before the game has been completed. You must submit the name the player(s) in question with a \$25.00 protest fee per player protested. The Park Director will rule on the protest. For protests involving ineligible player(s), the team in question must have a valid roster on file in the park office. Managers should also make sure team members have proof of positive identification with them at all times. IF A PLAYER IS UNABLE TO PROVIDE POSITIVE IDENTIFICATION, ANY PROTEST AGAINST HIM/HER WILL BE AUTOMATICALLY UPHELD.

RULE 4.3 - RULE INTERPRETATION PROTEST

- A. For a valid rule interpretation protest, the following steps must be taken:
 - a. Any protest must be announced verbally to the umpire when the contested action occurs and BEFORE the next pitch.
 - b. If a protest occurs, the umpire must inform the park director, and he will rule on the protest immediately.
 - c. A \$25.00 fee must accompany the protest.

SECTION FIVE - PARK POLICY

RULE 5.1 - GAME TIMES

- A. Schedules are posted on the league schedule board in the game room. Please do not call the park for game times. The park will not be responsible for incorrect game times given over the phone. Please call your manager or teammates for game times.

RULE 5.2 - HOURS OF OPERATION

- A. During the season, Midwest Sports Complex will be open from 4:30 PM to Midnight.
- B. During the winter, the office will be open from 9:00 AM to 4:00 PM, Monday through Friday.

RULE 5.3 - FIELD CONDITIONS

- A. When weather conditions warrant, the status of games will be available after 4:00 PM by calling 875-8833 ext. 0, option #1 (current game status) or at www.metrosoftballcomplex.com In addition, WFBQ - 94.7 and will announce the status of the games at or after 4:15 PM. Players and managers are encouraged to listen to WFBQ

Q95 for field conditions and game status. **PLEASE DO NOT CALL THE OFFICE BEFORE 4:00 PM - NO DECISION REGARDING PLAY WILL BE MADE UNTIL 4:00**

RULE 5.4 - GAME BALLS

- A. Each game will start with 1 new ball and 1 used reserved ball. After that, the team batting is responsible for supplying their own balls. Any 44/525 ball will do, but it must be inspected by the umpire.

RULE 5.5 - WARM UP BATS

- A. Only official warm up bats may be used in loosening up; including weighted bats that are specially made for this purpose. Nothing may be attached to the bat such as a donut, fan, etc. when loosening up anywhere within the complex. Umpires have been instructed to eject any player violating this rule without exception.

RULE 5.6 - WARM UP AREA

- A. All players are requested to warm up in designated warm up areas only.

RULE 5.7 - VULGAR AND OBSCENE LANGUAGE

- A. Obscene language will not be tolerated. Umpires have been instructed to eject violators. Park management may eject any individual using obscene and vulgar language from the complex.
- B. No warning for using GD or the F bomb.

RULE 5.8 – PETS

- A. No pets will be allowed in the park. NO EXCEPTIONS!

RULE 5.9 - DESTRUCTION OF PROPERTY

- A. Any person guilty of willfully destroying property will be required to pay for the damages and suspended indefinitely from the park. In addition, if conditions warrant, the violator will be prosecuted.

RULE 5.10 – SMOKING

- A. No smoking is permitted on the field by participants. Smoking is permitted on the benches only. PLEASE DO NOT THROW CIGARETTE BUTTS ON THE FIELD.

RULE 5.11 - ALCOHOLIC BEVERAGES AND FOOD

- A. Alcoholic beverages and food purchased outside of the park will not be allowed in the complex, including the parking lot area.
- B. Alcoholic beverages are not permitted on the field.
- C. Anyone purchasing beer from the park must be 21 years of age. Anyone, under the age of 21 attempting to purchase or consume beer anywhere within the complex, including the parking lot, will be suspended from the park indefinitely. In addition, the team is subject to being dropped from the league with no refund of entry fee.
- D. Anyone considered to be intoxicated will not be served. Please co-operate with our personnel if they refuse to serve you alcoholic beverages. Please notify management if our personnel are serving someone intoxicated.

- E. Due to Indiana State Liquor Statutes, all alcoholic beverages must be consumed within the fenced in area of the complex. Park Employees have been instructed to inform any individual leaving the park to consume the beverage before leaving the fenced in area. Failure to do so will result in an indefinite suspension.

RULE 5.12 - COMPLEX RULES AND POLICY COMMITTEE

- A. Any situation not covered in these rules will be determined by the complex Park Director. In addition, Midwest Sports Complex reserves the right to interpret any and all rules and situations. Further, Metro Softball reserves the right to insert, delete, or change rules at any time and make decisions retroactive should it be deemed necessary for the benefit of the league.

RULE 5.13 – JEWELRY

- A. Exposed jewelry such as wrist watches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the umpire may not be worn during the game. Medical alert bracelets or necklaces can be worn but must be taped to the body. Players may be asked to remove jewelry. Failure to do so will be reason for ejection from the game.

SECTION SIX - TOKEN POLICY

RULE 6.1- TOKEN COST AND REDEMPTION

- A. Admission into the park will be \$3.00. Upon payment, patrons will receive a coupon card. The coupons may be redeemed with the various sponsors listed on the back or under the instant win game.

RULE 6.2 - EXCEPTIONS REGARDING THE TOKEN POLICY

- A. Children under twelve (12), senior citizens sixty-five (65) and older, and park employees will be admitted free.

RULE 6.3 - REFUNDS

- A. Refunds will not be given due to rainouts, park ejection, forfeits, power failures, or any other circumstances.

SECTION SEVEN - CONDITIONS OF PARTICIPATION

RULE 7.1 - RULES AND POLICY AGREEMENT

- A. Managers and players must agree to abide by the rules and policies of Midwest Softball Complex, as a condition of participation. Repeated violators will be indefinitely suspended from all participation at Midwest Softball.

RULE 7.2 - INSURANCE

- A. Players, managers and spectators are NOT protected by medical or liability insurance while on Midwest Softball Complex property. Players, managers and spectators are encouraged to purchase insurance either independently or through the NSA team insurance plan. Contact league office for NSA insurance details.
- B. Midwest Sports Complex and Employees are not responsible for any damage to personal

property (including vehicles) or for lost or stolen items while at the complex.

RULE 7.3 - INJURY WAIVER

- A. To participate in league play at Metro Softball, all players, managers and coaches must agree to the following injury waiver which also appears on the official roster. In addition, any injured player remaining in a game, despite being injured assumes all liability for any additional injury or damage that may result. The following injury waiver appears on the roster and agreement of such is a condition of signing the roster or participation at the park.

**I DO HEREBY FOR MYSELF, EXECUTORS, ADMINISTRATORS, AND HEIRS
RELEASE MIDWEST SPORTS COMPLEX, INC. /R.N. THOMPSON SPORTS, INC.,
THEIR OFFICERS, OFFICIALS, AND REPRESENTATIVES FROM ALL CLAIMS OR
DEMANDS RESULTING FROM ANY AND ALL INJURIES SUSTAINED WHILE
PARTICIPATING IN OR ATTENDING GAMES, PRACTICES, OR EVENTS AT
MIDWEST SPORTS COMPLEX AND FURTHER THAT I ASSUME ALL LIABILITY
FOR ANY AND ALL OF THE ABOVE INJURY OR DAMAGE THAT MAY RESULT
FROM THE USE OF MIDWEST SPORTS COMPLEX.**