



National
SPORTS CENTER

**Adult Slow Pitch Softball Dome
League
Rules and Regulations
2020-2021**

National Sports Center Adult Slow Pitch Softball Dome League

The NSC Dome Slow Pitch Softball Dome League will be played by the following rules. Rules not covered here will be governed by ASA Softball rules.

Law I – The Field

1. Outfield – The outfield shall be approximately 210 feet in depth around.
2. Bases – The bases will be approximately 65 in feet apart.
3. Pitching area- The pitching area shall be approximately 50 feet from home plate.

Law II – Number of Players/Eligibility

1. The game shall be played by two teams each consisting of not more than 10 players on the field.
2. Teams must have a minimum of 8 players present to begin a game.
3. No penalty will be imposed for playing with 8 or 9 players.
4. Games will be considered a forfeit at game time if 8 players are not present.
5. It is up to the official's discretion how long to wait for team to have 8 players present to start play.
6. The maximum number of players per roster is 18. Team's wishing to over roster must contact the league director to receive special permission.
7. Women may play on men's teams, but men may not play on women's teams.
8. All players must be 18 years of age or older, listed on their team's roster, and have completed an NSC liability waiver to be eligible to play.
9. Rosters are frozen after the second week of the season which means no players can be added to the roster all waivers must be completed. Any player without a completed NSC liability waiver after the deadline will be crossed off the roster and are ineligible to play. Note that every player that plays in the first week must have their waiver completed by the start of the game.
10. Players may NOT play on more than one team in the same division unless approved by a league official or agreed upon by the opposing team. If a player is found to be in violation of any of these rules, their team(s) will be forced to forfeit.
11. Random eligibility checks may be done at any time during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit. It is incumbent upon all players to be able to produce a driver's license, passport or state ID at each game in the event that a player is challenged for eligibility. If you cannot provide documentation when challenged, your team must forfeit the game.

Lax III – Equipment

1. The league will provide 11" Champro Safe-T-Soft softballs for Women's and 12" Champro Safe-T-Soft softballs for Mens' game play.

2. All bats must be either ASA or (new stamp) USSSA certified as long as they are not cracked or altered.
3. Rubber cleated shoes, turf-style or flat-soled shoes are permitted to be used. Metal cleats are not permitted.
4. Teams shall provide their own score books.
5. Same colored shirts with numbers are recommended, but not required.

Law IV – Duration of the Game

The duration of the game shall be 7 innings in length or 55 minutes within the assigned hour time frame, whichever comes first with the understanding that:

1. Games will be played during a 55 minute time block within the assigned hour time frame.
2. Officials will shorten games to conclude within 55 minutes within the assigned hour time frame.
3. Games may end mid inning if it is going to run over 55 minutes or the hour in which it was assigned.
4. Time should be stopped for an injury at any time in the game.
5. If games remained tied once the time has expired, the game will be declared a tie.
6. It is up to the referee's discretion if there is enough time to start a new inning.

Law V – The Start of Play

1. The first team listed on the schedule is the home team. The home team shall begin in the field at the beginning of the game. The visiting team will be at bat.
2. Teams must notify the league director by noon of game day if they are unable to attend the game. If teams do not notify the league director of a forfeit it could affect their eligibility for future sessions.
3. Forfeits are recorded as 7-0.

Law VI – Game Play

1. A Three Ball Two Strike count will be used. No courtesy foul will be offered.
2. A continuous batting order shall be used. The order must remain the same once established.
3. Home Run Rule – Teams are allowed four home runs per game. After the fourth home run the "one-up" home run rule takes effect. Once both teams reach four home runs, either team may hit an additional home run. No team may ever go more than one home run up on the other team after their team has hit their limit. Any additional home runs above the "one-up" will be scored as an out.
4. Run Rule – games will be called if the run difference exceeds the number of runs listed below:
 - 15 runs after 4 innings
 - 10 runs after 5 innings
5. When a home run is awarded, the batter runner and all other runners do not need to touch any bases. Runners shall proceed directly to their bench area.
6. If the ball hits the dome in fair territory the ball is considered live and may be played.
7. If the ball hits the dome shell in foul territory, the ball is dead.

8. If a ball is caught after striking the Dome in fair territory and goes into foul territory, the result of the play is that the batter is out, and base runners are able to advance, and are liable to be put out.
9. If the ball goes over the fence in the outfield, it is deemed a home run.
10. One base shall be awarded on an overthrow.
11. If the ball is overthrown and/or missed by baseman and hits the net/side of dome, it is a dead ball.
12. Pitching – The pitcher shall pitch from the pitching area, an area the width of the player and up to six feet behind the pitcher’s plate. The pitcher shall take position with their pivot foot firmly on the ground in contact with the pitching plate or area when the pitched ball is released. After assuming the pitching position, the pitcher must present the ball in front of their body (for at least 1 second) before starting delivery.
13. No pitch shall be flatter in arch than 6’ and no higher in arch than 12’.
14. Courtesy Runners – The last person “out” shall be the runner. If that person is unable to run, then the person previously “out” shall be the runner.
15. All umpire calls are final. There are no protests allowed.

Law VII – Umpires

1. A one umpire system will be used in all games.
2. All umpire calls are final. There are no protests allowed.
3. The authority and the exercise of the power granted to the Umpire by the Laws of the Game shall commence as soon as they enter the locality where the field is situated and shall cease when they leave.
4. During the game, the Umpire’s power of penalizing shall extend to offenses committed when play has been temporarily suspended. Their decision on points of fact connected with the game shall be final, as far as the result of the game is concerned.

The Umpire shall:

1. Enforce the laws.
2. Keep a record of all incidents that occur before, during or after the game.
3. Act as a timekeeper and ensure that the time stipulated in the rules is adhered to, subtracting time to keep the game time to 55-minutes.
4. Have discretionary power to stop the game for any infringement of the laws and to suspend or terminate the game, whenever, by reasons of the elements, interference by spectators, or other cause they deem it necessary. In such case, they shall submit a detailed report to the League Director.
5. Allow no person, other than the players, to enter the field without his permission.
6. Stop the game if, in their opinion, a player has been seriously injured, has the player removed as soon as possible from the field, and immediately resumes the game. A player who is able to reach the sideline unaided shall not be treated on the field.
7. If an umpire does not show up for their scheduled game, the following procedure should be followed:

- Notify the Sports Hall Monitor.
- If umpire never arrives, then the teams can agree to play with a volunteer adult umpire or they can use the time for practice and the game will be rescheduled (if possible).
- If the teams agree to play the game with a volunteer adult umpire, the game will be official and the score will stand as final.

Law VIII – Personal Conduct

1. Absolutely no sunflower seeds, alcohol or tobacco are allowed on the turf. If umpire or NSC official sees any time of these items being used players will be asked to leave immediately.
2. Absolutely no spitting on the turf is allowed.
3. Players, coaches, and spectators cannot argue with umpires or league staff.
4. No fighting. Any fighting will result in being disqualified from the game.
5. Fighting may also result in further disciplinary action such as suspension or a league ban.
6. No refund will be given to disqualified players or teams.
7. Continued penalties may result in disqualification from the game.
8. No verbal abuse to umpires, players, spectators, or league staff. Verbal abuse will be cause for disqualification from a game or league.
9. Players, umpires, and spectators must treat each other with respect.
10. Player misconduct may result in game disqualification by the umpire or league staff.

Casual Profanity

1. Casual profanity pertains to expletives not only directed at umpires and other players, but also uttered by a player frustrated with themselves, another player or a fan. This type of profanity is penalized by outs being declared against the defending team.
2. If the offending team is at bat and the profanity is used the player is out unless the result of the play is an out in which case the next batter will be declared out. If the offending team is on the field, the first player to bat their half of the inning will be declared out. It is possible for a team to come to bat with one or more outs already recorded or lose their bat altogether.

Suspensions

1. Any player that is disqualified from a game shall serve a minimum of a one game suspension from the next scheduled games. If the League Director, after consultation with the umpire, determines that a modified (longer or shorter) suspension is warranted, they may rule for a suspension of more or less than one game.
2. Any player ejected from a second game in the same indoor session shall serve a minimum of a two game suspension from the next consecutively scheduled games.
3. The League Director has the final authority on the duration of all suspensions.