

WARM UPS

Teams should warm up for their games in the alleyways between fields. Players warming up should throw parallel with the sidewalks and not across or over the walkways. In addition, soft toss batting practice should not be conducted against any of the fences. Teams should be warmed up and ready to take the field at their scheduled time.

ALCOHOL

The Hastings Parks & Recreation Department and the Nebraska Amateur Softball Association specifically prohibit the consumption of alcohol by players and managers while their team is playing. During Hastings Softball League play, anyone found to be consuming alcohol while playing will be ejected from the game. Any subsequent offense will result in the removal from all league play for the remainder of the season (including fall ball). All players and managers are encouraged to refrain from drinking until after they have finished playing.

Any individuals under the age of 21 who are consuming alcohol at the Complex will be disqualified from all league play for the remainder of the season. In addition, any adult found to be providing alcohol to any minor will also be subject to the same penalty.

SMOKING TOBACCO

Effective March 1, 2009, the Nebraska Amateur Softball Association has adopted a non-smoking policy on the grounds of the Smith Softball Complex. This policy would include all areas within the fence of the facility. Your compliance in this policy is greatly appreciated.

AWARDS

Leagues with 8 or more teams:

For the regular season and the league tournament, awards are given to the first, second, and third place finishers.

Leagues with 7 or less teams:

For the regular season and the league tournament, awards are given to the first and second place finishers.

SOFTBALLS

During the regular season and tournament play, each team will provide the umpire with the ball they will be hitting during the game. Any ASA approved optic yellow .44 core softball is acceptable for use in league and tournament games.

Note: Any team found to be using and illegal or altered ball risks forfeiture of the game.

INCLEMENT WEATHER

In case of inclement weather and/or questionable playing conditions, players should call the Activities Hotline at (402) 462-7109. Do not call the Parks & Recreation office. Decisions on rainouts will be made by 5:00pm on weekdays. Furthermore, in no case will the Parks & Recreation office or the Smith Complex staff give rainout information over the phone.

If inclement weather approaches during the course of play in the evening, the Complex Supervisors and the umpires on the field have the authority to suspend play at any time. Suspended games which are not yet official games will be resumed from the point at which they were stopped. An official game will be called if the home team is ahead after 4 ½ innings or if the visiting team is ahead after 5 innings of play.

RESCHEDULED GAMES

The Parks & Recreation Department will reschedule rained-out or canceled games until played or forfeited. Teams are required to play make-up games as scheduled or accept a forfeit. Note: Teams may play more than one game per night in order to accommodate make-up games.

Rained-out or canceled games will be rescheduled as soon as possible. **All rescheduled games will be listed on the Parks & Recreation website www.cityofhastings.org/parks It is the duty of the team manager to check when their team's make-up game is being played. If the team manager is unable to check the website then he/she must designate a teammate that is able to. Note: Rain-out letters will no longer be mailed to the captains.**

ROSTER/PLAYER ELIGIBILITY

The deadline for roster changes is before the first pitch of the team's first game in the league tournament. There is no limit to the number of players a team can have on its roster. A player's name can ONLY appear on one team's roster. A player MUST be on a team's roster in order to be eligible to play for that team. Any team using an ineligible player (one not on their respective roster), risks forfeiting all games in which the ineligible player was used. Players may participate on only one team in both the coed and men's divisions.

PROTESTS

The team manager may protest a game but it must be done before the last pitch of the game they are protesting. Please inform the umpire if you choose to protest. Protests will not be heard during the game or immediately after the game. Any protest based solely on a decision involving the accuracy of judgment on the part of an umpire will not be received or considered.

Rule #9 (pages 112-113) of the ASA rulebook addresses the protest procedure.

INTERNATIONAL TIE-BREAKER

All games tied after 7 innings (or in Coed, if 70 minutes have elapsed), the international tie-breaker rule will apply. The player batting in the last position at the start of each additional half inning will begin at second base. (Ex: If the number 5 batter is to lead off the number 4 batter will be sent to second base)

RUN AHEAD RULE

Twenty (20) runs after three (3) innings Fifteen (15) runs after four (4) innings Ten (10) runs after five (5) innings

ONE AND ONE COUNT

Each batter in all leagues will come to the plate with a one ball and one strike count.

COURTESY FOUL BALL

If a batter receives a second strike via a foul ball or receiving a called strike, they will be allowed to hit one foul ball without penalty. Any subsequent foul ball in the same at-bat would result in an out as per ASA rules.

HOME RUN LIMITS

Home run limits will be used in all divisions. All home runs hit over the fence in excess of the following limits will be an out. Runners are not required to run around the bases once a fair batted ball is hit over the fence for a homerun.

Men's 1 = 6 Men's 2 = 1 Men's 3 = 1 Coed 1 = 1 Coed 2 = 1 Coed 3 = 1

SOFTBALLS

Male players will hit a 12" ball when batting, and females will hit an 11" ball. Should a play take place with the wrong ball, the offense, prior to the next pitch, shall choose from one of the following options: a) accept the result of the play or b) elect to replay the play resuming the situation as it stood prior to the batted ball.

WALK RULE

With less than two out, any walk to a male batter will result in a two base award, with the next batter (a female) being required to bat. With two outs, the same rule applies, but the female can choose to bat or go to first base.

COED LINE

All outfielders must remain behind a 200' marked line in the outfield until the ball is contacted. Violation of this rule will result in the offended team given the option of: a) the batter being awarded first base, or b) the result of the play.

TIME LIMIT

All coed games have a seventy (70) minute time limit. No new inning may start if seventy minutes have elapsed since the first pitch of the game. Games tied at the end of seventy minutes will continue to be played implementing the international tie-breaker rule until a winner is determined.

BATTING ORDER

Coed teams must maintain an alternating male/female batting order. If a team fields only eight or nine players, the ratio of males and females does not have to be even but no more than five of either gender can play at one time. In the case of 9 players, the vacant positions in the batting order will be an automatic out. If a team is playing with 8 players there is no automatic outs recorded

If a coed team has begun using the continuous batting order, and equal number of males and females must be used. If a player of either gender must leave the game for any reason, the player of the opposite gender next in the batting order must also discontinue, maintaining the male/female batting rotation. If the person leaving is the last person in the batting order, and a position player follows him/her, the person of opposite gender who batted before him/her must discontinue batting instead of the position player.

DEFENSIVE POSITIONS

The coed defensive positions shall consist of two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions. If a team is playing shorthanded, no more than two players of one gender may play in the outfield or infield. **All infielders must stay on the dirt until the ball is hit.**