

2021 SOFTBALL Bylaws

PLAYER ELIGIBILITY RULES

1. It is the responsibility of each player to have their own health and accident insurance coverage prior to playing in any Town of Grand Island Recreation Department program. Injuries incurred during play are the responsibility of that individual.
2. Team members must be 18 years of age to participate in Grand Island Recreation Leagues. HIGH SCHOOL STUDENTS participating in any Varsity or JV sport may not participate in recreation programs until their high school season is over.
3. Rosters - Limited to 20 players
 - a. Rosters must be completed prior to the teams' first game via online registration. Proper number of players on Roster.
 - b. Roster changes can be made up to the 5th game. After the 5th game of the season your team roster is frozen.
 - c. Each player is required to create an online account, complete registration, and acknowledge the disclosure forms. If a player needs assistance, they may call the Recreation Office.
 - d. All players who play in a game must be on the team roster, otherwise games will be forfeited.
 - e. Coaches have access on website <General Info> page to view their team roster throughout the season
4. Once a player(s) competes in a league game, they are considered a member of that team. If a player for some reason wishes to change teams, they must notify the Recreation Department via email to be transferred to the new team roster. Players cannot change teams after the 5th game of the season.
5. Eligibility for playoffs: players must play in at least one game during the regular season. It is the team's
 - a. responsibility to provide proof. The scorebook provided by the Recreation Department with the players name and
 - b. game information is sufficient proof.
 - c. -Special concerns prior to playoffs will be reviewed by the Recreation Department.

RULES OF PLAY

1. The NSA Softball Rules, and Town of Grand Island Recreation Department Bylaws will be used. Go to www.playnsa.com for current rule book. Town of Grand Island and the Recreation Department Bylaws take precedence over all other rules. Please note: As of 3.10.21 the current 2020 Rule Book is unavailable, and we will revert to the 2019 rule book unless otherwise noted.
2. 3 strike, 4 ball count Mat Ball League using a 12" .52 Core 275 Comp ASA Ball. Home team must provide new ball, Visitors to provide used ball.
3. Officials provided by Niagara Frontier Officials Association
4. **Game balls and scorebooks must be picked up by a Team member at the Recreation Office – by appointment M-F 8am to 4pm.**
5. Mat ball strike zone is as follows: A mat is used as an extension of the home plate. If a legal pitch (perceptible arc and within 6'-12') hits the mat or plate it is a strike. No use of back shoulder, front knee in determining a strike.
6. **Bats:** All bats must have 2021 GI sticker as well as, ASA 2000, 2004, or 2013 markings and must be on the current ASA approved bat list. Bat Lists change periodically, please go to the www.usasoftball.com for a current listing. All Bats are subject to random testing by the Recreation Department. If a player is using an illegal or "tampered" bat and an injury occurs, that bat will be documented by the umpire and secured by the Recreation Department or by authorities until all legal concerns have been addressed. Any team with an illegal bat will forfeit playing until you prove the bat is legal and official, or the bat is turned over to the Recreation Department.

7. All bats must be presented 5 minutes prior to game start for Umpire inspection. In the event a player arrives late with a bat, they must notify Umpire of the newly entered bat into play. All bats are subject to inspection at any time throughout the Program
8. **Bat Testing:** All bats must have a 2021 GI sticker for use in the league. Bat Testing will be by appointment only M-F 8am-4pm at the Recreation Office.
PLEASE NOTE DUE TO STAFF CHANGES, THERE WILL BE NO BAT TESTING AT THE FIELDS AND ON THE FIRST WEEK OF THE SEASON. THERE WILL BE RANDOM BAT SAFETY CHECKS.
9. **Score Reporting:** Winning team must report the score within 24 hours of game completion. Must also include date, winning team name and losing team name via text preferred, or voice mail to Adult Coordinator 716-255-1524.
10. **Shorthanded rule:** Please see NSA Softball Rule Book for complete rule except noted below
 - 9 players are required to start a game. A game may begin and finish with 9 players
 - An automatic out will NOT be called in the 10th batting position
 - Under no circumstances shall a team be permitted to bat less than 9 players.
11. Jewelry: **NO JEWELRY** is to be worn while playing any sport scheduled by the Recreation Department.
12. Game Time - Time indicated on schedule is the official start time. No Grace Period The umpire's time is official.
13. Home Team is indicated last on the official schedule listed. Home will be determined by the higher seed for playoffs.
14. Runners – teams are allowed one courtesy runner per inning.
 - **Exception – Coed** is permitted one male and one female per inning.
15. All games shall be 7 innings unless the game is called by the umpire, in which case after 4 ½ innings this constitutes an Official game. Only games called by the umpire due to weather, darkness or field conditions will remain as a tie game.
16. Tie Games are permitted throughout regular season play, but emphasis should be on completing the game in the time allowed.
17. Rainouts / Rescheduling. The Recreation Department will reschedule all possible games. This may result in the addition of double headers, time, and location changes. The Coaches of the involved teams will be notified of the new date, time, and field. No umpire or coach has the authority to change or relocate a game scheduled to another diamond for gameplay.
18. Team Forfeit: If a team forfeits with less than 24 hours notice to the Recreation Department it will result in the forfeit fee being collected. In order to play the next game, an additional \$42 forfeit fee deposit must be paid directly to the Recreation Department within **3 business days**. Payments can be made via credit card online by the coach or by calling during regular office hours **8 – 4 pm**. Teams may also pay by cash or check in person at the Recreation Office. Any forfeit fee that is collected and not used will be refunded at the end of the season. If a team forfeits more than twice throughout the season, they may be removed from the League. Final decisions regarding team removal from league will be made by the Recreation Supervisor.
19. Warm-up Pitches: Men, Women and Mixed - The pitcher will be allowed 5 warm-up pitches for the first inning pitched. All innings after that time will be allowed 1 warm-up pitch. Time limit will be 60 seconds for the 5 warm-up pitches. If a new pitcher enters the game, they will be allowed 5 warm up pitches during their first inning pitched and 1 warm up pitch during the following innings.
20. In the case of an umpire not arriving by Game Time, the game will be postponed and rescheduled by the Recreation Department.
21. If the umpire arrives after Game Time, the two coaches of the teams involved can decide whether or not they want to play. If played, the score stands. The 1h 10m time limit will start when the game starts. If there is a double header and the second game is affected by the late start of the first game, the two coaches of the teams involved can decide whether or not they want to play. If played, the score stands.
22. **Coed League:** Minimum of 3 female players are required to start a game. CoEd players may field without restriction of gender placement for infield or outfield positions
 3 females + 6 males batting line up, **must play short handed 3/6 for fielding purposes.**
 If you have 4 females present at the field, you can not field 3 females / 7 males in the outfield
 You can play 4 females + 6 males or 5 females + 7 males.
Alternating Batting Line up: male/ female or female/male. Rotate female batters into unfilled female batting

starting with first original female batter in line up. If a substitute runner is needed, it will not be counted towards courtesy runner.

23. No metal spikes will be allowed on the field of play.

Run A-Head Rule – 15 after 5 innings

24. A game will not be played if Park Regulations are not adhered to. If a game is in progress and an official of the Recreation Department notices a violation of regulations such as parking, alcohol consumption, etc; the game will be stopped until such violations are corrected.
25. First Aid Kits Each team is responsible for providing their own first aid kit. Neither the umpire nor league is responsible for providing first aid kits.
26. Consumption of alcoholic beverages is not permitted on town or school property. Umpires will forfeit any game where alcohol is being consumed by players, coaches, or spectators.
27. Blood Rule: A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medic care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced.

PLAYER CONDUCT PENALTIES

1. Ejection from a game, i.e., disputes over a call, etc. with no physical violence or verbal threats. The following are in addition to your ejection:
 - 1st offense - 2 game suspension
 - 2nd offense - 5 game suspension, will continue into following sports season, includes volleyball and basketball
2. Verbally threatening or continued inappropriate language directed at an official, spectator, another player or recreation staff. The following are in addition to your ejection:
 - 1st offense - 3 game suspension
 - 2nd offense - Indefinite suspension, will continue into the following sports season, including volleyball and basketball
3. Physically touching an official, spectator, another player or recreation staff. The following are in addition to your ejection:
 - 1st offense - Indefinite suspension (minimum 4 games) will continue into following sports season, including volleyball and basketball
4. Fighting with an official, spectator, another player or recreation staff is an automatic and immediate ejection from the game. In addition to the ejection, an indefinite suspension will follow.
5. Any player or coach who approaches an umpire prior to, during, or after a game in a confrontational manner will be suspended from the league(s).

In the event any of the above occurs:

- A. Player(s) may have a hearing with the Recreation Department. Statements will be taken from officials, players and recreation staff involved. Player(s) involved must address the department with-in 24 hrs.
- B. Players suspended from play may not play for another team or league during their suspension time
- C. Suspensions may carry over from one sport season to another sport.
- D. All decisions regarding suspensions will be rendered by the GI Recreation Department.

PLAY-OFFS AND TIE BREAKING PROCEDURE

Playoffs will be single elimination. Playoff seeding will be based on overall season record.

Ties will be decided in the following order:

1. Head to head record between the two teams
2. Points against/for between the two teams
3. Points against/for in league play
4. Single game playoff (time permitting)
5. Coin flip if there is not time for a single game playoff

GROUND RULES

Nike Base

1. Right Field
 - i. Any ball hit in the air over the outfield fence is a home run
 - a. If the ball goes over and bounces back into play, it is a home run
 - ii. Any ball that hits the ground and rolls thru outfield fence, is a ground rule triple
2. Left Field
 - i. Any ball that goes into the bushes in left field (thru fence, in the air or rolls in) is a home run
3. Foul Line
 - i. Left Field – foul line extends just in front of the tree, then to the inside corner (closest to the field) of building 3
 - ii. Right Field – foul line extends to the corner of the parking lot, then directly to the light pole. Anything in the pavement is out of play.

Kaegebein 1

1. Ice Rink (aka the pond)
 - i. Any ball that goes into the ice rink (in the air or rolls in) is a home runA ball caught in fair territory and carried into the ice rink is an out. Catch and Carry rules apply.

Kaegebein 2

1. Ice Rink
 - i. Any ball that goes into the ice rink (in the air or rolls in) is a home run
 - ii. A ball caught in fair territory and carried into the ice rink is an out. Catch and Carry rules apply.
2. Interference between players on K1 and K2
 - i. If the umpire rules that there is interference between players on the two diamonds, the ball is dead and the umpire awards the base they determine the runner would have attained prior to the interference

Kaegebein 3

1. Any ball that directly: lands on the pavement, hits the church or any light pole in right field, or center field is a home run
2. Any ball that lands in the outfield grass and then rolls onto and stops or hits the church or rolls past the church on the righthand side (East Park Side) is a ground rule double
3. Any ball that rolls onto the pavement and stops or hits the church or rolls past the church on the left-hand side (parking lot) is a home run
4. Any ball that lands fair in left field and then rolls into foul territory on the pavement will be a ground rule double
5. Left Field – Transformer - Any ball that rolls into area – Triple. Any ball that flies over this area – Home Run

COMMENTS, SUGGESTIONS OR COMPLAINTS

Team players and coaches are welcome to make any suggestions/complaints by contacting the Recreation Department at 773-9680 or email: recreation@grand-island.ny.us