

2024 Town of Grand Island Recreation SOFTBALL Bylaws

1/12/24

1. The NSA Softball Rules, and Town of Grand Island Recreation Department Bylaws will be used. Go to <https://playnsa.com/rule-book/> for current rule book. Town of Grand Island and the Recreation Department Bylaws take precedence over all other rules.
2. 3 strike, 4 ball count Mat Ball League using a 12" .52 Core 300 Comp ASA Ball. Home team must provide new ball, Visitors to provide used ball. Game balls and playoff balls are provided by the Rec. Dept. No street balls permitted.
3. 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.
4. Official fees **\$25/team /game** paid at the field. Responsibility of Team Coaches.
5. **Bats:** All bats must have 2024 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.
6. 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
7. **Bat Testing:** All bats must have a 2024 GI sticker for use in the league. Bat Testing will be by appointment or drop off M-F 8am-4pm at the Recreation Office. Bats dropped off after 330pm will be tested the next business day.
PLEASE NOTE DUE TO STAFF CHANGES, THERE WILL BE NO BAT TESTING AT THE FIELDS. THERE WILL BE RANDOM BAT SAFETY CHECKS.
8. **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.
9. Runners – teams are allowed one courtesy runner per inning.
 - **Exception – Coed** is permitted one male and one female per inning.
10. 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. due to weather, darkness, or field conditions. Any game called before 4 ½ innings will be made up where game was stopped. Any game called after 4 ½ inning will be a complete game. If game was called due to lack of players, game is a forfeit. Forfeit Score will be recorded as 7-0.
11. 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.
12. If the umpire arrives after game time, the two coaches of the teams involved can decide whether 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 they want to play. If played, the score stands.
13. In the case of an umpire not arriving by game time, if coaches cannot agree, the game will be postponed and rescheduled by the Recreation Department.
14. Run A-Head Rule – 15 after 5 innings

15. **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 shorthanded 3/6 for fielding purposes.**
If you have 4 females present at the field, you cannot 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. No more than 2 males can bat in a row, including carry over from the bottom of the order to the top of the order. 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.
16. 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.

*All other general adult league rules and procedures are found on the Grand Island Recreation rules and procedures agreement

GROUND RULES

Nike Base Town Facility

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.

School- 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 run

A ball caught in fair territory and carried into the ice rink is an out. Catch and Carry rules apply.

School- 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

School- 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