

## **The Assembly Sports Ministry Competitive Softball League Rules**

**OUR PURPOSE** - The Assembly Sports Ministry exists to provide quality adult recreational sports focused on fellowship, outreach, exercise and reasonable competition. We want people to be active both physically & spiritually. Competition should never overshadow good sportsmanship and our desire to show Christ to those around us.

**SPORTSMANSHIP** - The participants of our league represent The Assembly at Broken Arrow, and more importantly, Jesus Christ to our guests who have been invited from outside of the Church. It is important that we all do our best to conduct ourselves with class and a high level of sportsmanship. We understand that competition can generate strong emotions; however your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants! Fighting, foul language, or taunting will NOT be tolerated in any sports ministry league.

**COACHES** - Your job is to organize your team for play and serve as a touch-point for discipleship. Make yourself available to your team members on a personal level and capitalize on God-moments as they present themselves.

### **SOFTBALL RULES**

*The following rules apply to men's competitive and recreational co-ed leagues.*

1. **PRAYER** - Captains will gather players from both teams to pray together at the CONCLUSION of each game. This is not required but is highly encouraged for those in The Assembly church community.
2. Games will be limited to 7 innings or 50 minutes. If the time limit expires, the home team is given final at-bats unless the home team is leading at that point.
3. Rosters consist of 12-14 players. Only 10 are allowed on the field, but everyone on the roster may bat.
4. All players on field must be on the leagues PAID roster and have accepted the league waiver.
5. Roster additions may be added until the regular season is 50% complete.
6. In-season roster additions must pay the pro-rated league fees and accept the league waiver.
7. NO PLAYERS may be added to a team's roster for tournament play without prior approval of the League Director.
8. Women are welcome to play, however, this is not a co-ed league and men's rules apply.
9. A minimum of 8 players must be on the field. A forfeit will be awarded if a team cannot field 8 players.
10. Substitute Players: Substitute players must come from the current season's league roster, or he/she must completed the league's application to play - including payment and acceptance of league waiver one week prior to play. (This is an insurance requirement.) Players may not be added to a roster after the league has played 50% of the regular season. In other words, you may not bring in outside players for a single game, unless approved by the League Director.
11. If your team is short players, you may pick up additional players from the park with approval from the opposing team's manager at the Umpire meeting before the game starts. A team adding players will give up home field advantage, if applicable.
  - The opposing Team Manager will have (3) options:
    - 1) Agree to play - game results will count.
    - 2) Agree to play - but team picking up players takes the loss, regardless of outcome.
    - 3) Decline to play - Team short players takes a forfeit and everyone heads to the concession stand.
12. Grace period: A 10-minute grace period shall be in effect for the first game of each set to be played if a team does not have the required 8 players to start. This 10-minute grace period will be deducted from the 50 game minutes.
13. No bunting.
14. No stealing. Runners must remain on the base until the batter makes contact with the ball.
15. Pitching - No winding up is allowed. The pitching arm must come straight back and forward. A violation of this rule will result in a 'ball'. Pitchers may pitch from the rubber or up to 3 ft behind the rubber.
16. Pitchers may not fake or cause any distractions on the mound.
17. **Pitchers are required to pitch behind the provided pitching screen.**
18. A batted ball hitting the pitching fence is considered a foul ball/strike. Hitting the screen with a full count is an out.
19. Passed balls count as a 'ball'. It is not considered as a ball in play.
20. **Batting Rules - Batters start with a 1-1 count.**
21. **There is no foul to give. A foul ball on the 3<sup>rd</sup> strike is an out.**
22. Homerun rule. 3+1. Teams can hit a maximum of **3 homeruns per game**, which clear the outfield fence. An automatic out is given to teams who hit 4 or more homeruns clearing the outfield fence during a given game, UNLESS the opposing team also hits 3 homeruns, then both teams are allowed to hit an additional dinger.
23. Runners are given 1 extra base maximum for errant throws off the playing field while throwing to first or third base or to home plate. An errant throw to second base is a ball in play.
24. All players are responsible for their own gloves and warm-up softballs. Teams are responsible to bring bats (must be WSL, NSA or USSAA approved), though The Assembly Sports Ministry may supply a couple bats for each team as well. The Assembly Sports Ministry will supply softballs for game play.
25. If a game is called for rain prior to ending, the score will stand from the last completed inning. Umpires and league officials will decide when to call a game due to rain.

26. **Metal spikes are not allowed.**
27. Infield Fly Rule. The batter is automatically called out if he/she hits the ball in the air in the infield when the bases are loaded with less than two outs or when runners are on first and second with less than two outs.
28. Overtime/Extra Innings - If at the end of regulation play the game is tied then we will play one additional inning. An overtime inning will consist of a player (the last player who got out) of the team up to bat automatically standing on 2nd base. If at the end of this inning the game is a tie, then the game results in a then the process will be repeated until a winner is declared.
29. Mercy Rule - The game will be called if a team is winning by 15 or more runs after 3 full innings; 12 runs after 4 innings; or 10 runs after 5 innings.
30. **Courtesy runners: May be used (1) time per inning.** The Courtesy runner must be any player on the Team Roster. If the Courtesy runner comes to bat while still on base, the batting position is declared an out. Courtesy runner may not be substituted for once on the base. Defensive team "MAY" walk to get to the vacated spot in the line-up for an out. (Even if it's the 3rd out).
31. Official Score Keeper: The home team shall be the official scorekeeper. However, both teams should try to keep a scorebook during the game. Should the home team not have a person to maintain the scorebook, the umpire may appoint an official score keeper or will be the official score keeper themselves.
32. Bats: All bats used in The Assembly's softball league play must be NSA approved. Approved bats must have one or both of the following insignias imprinted:



33. Altered, damaged or illegal bat use shall not be allowed. All Wooden Bats are Legal. Umpire has the authority to confiscate any suspected altered bats for investigation by league director and the bat manufacturer. Refusal to surrender bat is automatic suspension from the league. If a batted ball seriously hurts a player, the Umpire will confiscate the bat & softball for inspection and testing by the League Director. For a complete list of NSA approved & Banned Bats, visit PlayNSA.com. If a Bat is NOT listed on the approved bat list, IT IS NOT LEGAL FOR PLAY. Bats that are tested on-site and do NOT pass the 1.20 BPF compression test will be removed from play. It will be the Directors decision to send a bat in for further testing.
34. Softballs: All softballs used in the Assembly Softball league shall be provided by and approved by the League Director. The Assembly League will use the 12" core .044 - 275lb compression "Optic yellow" softballs.
35. Regular season games will be umpired a single paid official on each field. Two paid officials on each field will umpire playoff games.
36. Umpire Duties and Authority:
  - 1) Following the start of the game, the umpire shall have sole authority to stop, end or call a game due to rain, weather, panic or other logical reasons.
  - 2) Umpires have FULL authority to eject managers, coaches, players, and spectators from the game and playing field complex for taunting or rule infractions.
  - 3) Umpires are protected by law. Any attempt to harm an umpire in any fashion is a felony offense and shall result in the arrest of the offender. Additional penalties shall include ejection from The Assembly's softball league.
37. Player Ejected
  - 1) A player ejected from a game must immediately leave the playing field complex premises and go to the parking lot for the remainder of the game. Refusal to leave the playing field complex immediately shall cause the forfeiture of the game by the player's team.
  - 2) A player ejected from a game may cause their team's number of players to drop below the minimum number of players needed to play or complete a game. If so, their team shall forfeit the game.
  - 3) A player may be ejected from a game WITHOUT WARNING for Fighting or for threatening bodily harm or attempting to intimidate any player, official, or director.
  - 4) A player ejected from a game and sent to the parking lot may return to the playing field complex only.
38. The umpires will warn any over-aggressive player, but any player may be ejected at any time according to the umpire's discretion.
39. **ONLY captains have the right to discuss (not argue) calls with umpires.**
40. All other rules are covered by official WSL softball rules. Download the WSL rule book here.
41. ALL UMPIRE DECISIONS ARE FINAL.

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