B.A. ADULT SOFTBALL · GRINCHMAS 2026 · COACH PACKET

2026 GRINCHMAS 250' LEAGUES — RULES

Challenger Sports Complex · Broken Arrow, OK

The Destination of Champions

UMPIRES	SOFTBALLS	BATS	GAME LENGTH
$22 a game Paid at the plate	NSA approved Must be NSA approved	NSA 2012 Stamp 240 or 220 are all legal in NSA	50 minutes Flip for home team · No ties

GAME BASICS

Rosters: Must be turned in 1st Day. Printed name, signature, player number & DOB.

Time Limit: All games are 50 minutes. Flip for home team. No ties — if the game is tied at the end, the Visitor receives a ½ point and is declared the winner.

Batters: Start with a 1 & 1 count. No courtesy fouls. ALL leagues will use the Strike Mats.

Run Limits: Standard league rules — 10 runs per inning. Refer to your 2026 League Rules.

Run Rule: 15 after 3, 12 after 4 and 10 after 5.

Coed: 5-5 or 6-6. The Grinch can be male or female.

Bat Tester: On site.

Players MUST STAY OFF THE 250' FENCE. If a player crashes into, falls on or over, or jumps over the fence it shall be called a homerun.

All current NSA & Challenger Sports Complex rules apply unless otherwise noted here.

All umpire & director decisions are final.

PITCHING

The pitcher shall take a position with one or both feet on the pitching rubber. The pitcher must come to a full stop with the ball at least one second. No fake pitches or quick pitches. The pivot foot must remain in contact with the pitching rubber until the ball leaves the hand.

a. The pitching arch is 6 ft from the ground and no higher than 10 ft.

b. In all Men's & Ladies leagues the pitcher must either wear a pitching mask or use the league supplied roll out pitching screens. In Coed the ladies may pitch but only behind the screen.

c. The pitching screen MUST be within 6 inches of the pitching rubber or touching the turf mat on either side, and no more than 5 ft. in front of the pitching rubber.

d. The pitcher MUST be completely behind the pitching screen when the ball is batted into fair territory. If the umpire deems he/she is not behind the screen, the batter has the option to take the result of the play or be awarded first base and all runners advance accordingly.

e. When using the screen the pitcher can NOT be the first player to touch the batted ball unless it's an infield fly behind the screen. The pitcher can NOT be anywhere in front of the screen on an infield fly.

f. If the batted ball hits the screen in any way, the umpire will call "dead ball foul." If the foul is on the 3rd strike the batter shall be called out.

g. The pitcher may NOT move the pitching screen during a play and NOT until the umpire has called time.

h. The pitcher may bring the screen in at any time during the inning, but once in place the screen must stay for the duration of that team's defensive inning.

HOMERUN RULES

SUNDAY MEN'S & COED 8 HR's over the 250' fence per inning, all others will be an out. Any softballs hit over the long fence will be an out.

MONDAY MEN'S & FRIDAY COED 8 HR's over the 250' fence per inning, all others will be an out. Any softballs hit over the long fence will be an out.

WEDNESDAY MEN'S 10 HR's over the 250' fence per inning, all others will be an out. (1) HR will be allowed over the long fence per inning; any others after will be an out.

THE GRINCH

The GRINCH will play between the fences. You may play 10 fielders and an 11th player can be the GRINCH. If you only have 10 players, you can play 9 fielders and the 10th player can be the GRINCH. You do NOT have to have a GRINCH if you wish. But if you start the inning with a GRINCH, then he stays between the fences the entire inning.

The GRINCH can rob a team of a homerun by catching any fly ball or line drive over the 250' fence. If the GRINCH manages to catch the ball for an out, the defensive team robs/steals (1) run. The ball is dead and no runners may advance. (The umpire will award a run at the conclusion of the half inning for each catch made to the defensive team and NOT deduct a run from the offense.) Score keepers will record the run(s) as a GRINCH Run at the top of the scorebook.

The GRINCH can NOT reach over the short fence to make a catch.

PARK RULES

NO SUNFLOWER SEEDS OR SHELLS, NO DOGS, NO OUTSIDE FOOD OR DRINKS, NO ALCOHOL INSIDE THE GATES.

Beer purchased from the Concessions is allowed in the dugouts, but not on the dugout front porch or on the field.

If your team is caught with outside alcohol in your dugout the game shall be forfeited.

CONDUCT & CALLS

No profanity in the dugouts or on the fields. Dugout music must be very low and non-distractive. If an umpire or directors hear vulgar music it will be turned off.

City ordinance does not allow anyone to smoke or vape cannabis on any city property. You will be asked to leave if caught smoking or vaping any cannabis in the ballpark or the parking lot.

Only the team coach/manager may approach an umpire to question a call.

There will be NO arguing called balls & strikes — all leagues will use the STRIKE MAT.

SWING HARD.

STAY OFF THE FENCE.

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