

Challenger Sports Complex / Indian Springs Sports Complex
Broken Arrow Adult Softball Club
Men's, Coed, Women's, Church & Senior's Leagues
League Rules 2026

- 1) **Softballs:** All Softballs used in the BAASC Softball Leagues shall be the Challenger League approved NSA Softball
 - a. Men's League will use the Worth or Dudley 12" optic yellow .44-.400 softball.
 - b. Coed leagues will use the Worth or Dudley Men's 12" optic yellow .44-.400 Softball & the Ladies will use the 11" optic yellow softballs
 - c. Please use the softballs that have been provided with your teams paid entry. Additional softballs are available at the concessions window. Worth Gold Dot Extremes \$8 per ball or \$85 per dozen. Dudley ZN (Hardcore) \$10 per ball or \$105 per dozen.

- 2) **Official Bats:** All Bats used in BAASC Softball league play shall have the current 2012 NSA stamp, 220 & 240 bats and must be on the NSA Approved bat list. All bats must be placed on the bat rack outside the dugout near the on deck circle to be inspected by the Umpires at any time before, during and after the game. The Bats MUST stay outside the dugout during the entire game.
 - a. Altered, damaged or illegal bats shall not be allowed.
 - b. All wood Softball bats are legal.
 - c. The Umpire has the authority to confiscate any suspected altered bats for investigation by the league director & BAASC. Refusal to surrender a bat is automatic 5 year suspension.
 - d. If the Pitcher or any other player is injured & leaves the game after being hit by a batted ball, the Umpire shall immediately confiscate the bat & softball for inspection & be tested by the Umpire, League director or League Staff member.
 - e. Bats that are tested on-site and do NOT pass the 1.20bpf compression test will be removed from play. It will be the Umpire or Directors decision to send a bat in for further testing & possible player suspension.

- 3) **Uniform Rule:** Teams need to have matching jerseys in like colors with non-duplicated numbers. This is NOT mandatory for League play, BUT HIGHLY RECOMMENDED!

- 4) **Team Rosters:** Each Team MUST have an Official Team Roster on file. **THE TEAM ROSTER IS YOUR OFFICIAL TEAM ON THE FIELD OF PLAY** and MUST ALSO BE THE ONLY PLAYERS ON YOUR OFFICIAL LINE UP CARD HANDED TO THE PLATE UMPIRE AT GAME TIME. **NO PLAYER CAN BE ON MORE THAN ONE ROSTER IN A DIVISION OR THE SAME DAY OF PLAY.** An approved team roster / release form shall be signed by all players and turned in on the first day of play. **Each Player MUST have an NSA Player Number on the ROSTER. If you did not receive a NEW NSA number in 2025 then go to PLAYNSA.com, on the Home page under SLOWPITCH click on REGISTER.** You should receive a 10 digit NSA number. If you plan to play in NSA Tournaments then you can also select get player Rating. This is reviewed by National office and could take 2 -5 Days for the Ranking. (The Committee will look at your history in ALL other Associations before final rating is posted)
 - a. Players may be added to the roster up to the 4th week of play. The Roster is then FROZEN. Any additions must go thru the League Office. The league Director shall oversee and approve roster additions as needed. All players must carry a photo I.D. at all times.

 - b. **NEW:** A NSA Team Paper roster with only the printed FIRST & LAST names of the players MUST be turned in ON or before the Coaches meetings by Email or handed to the director at the Meetings. The office will preload your players on a Team list before season starts and will be visible by all coaches and Umpires at game time. Players may be added to the roster up to the 4th week of play. The Roster is then FROZEN. Any additions must go thru the League Office.

- 5) **Players to Start & Finish the game – Men’s Leagues:**
 - a. The lineup will consist of 10 players on defense.
 - b. The Extra Hitter (EH) rule for men’s league in NOW extended to unlimited hitters in the line up but must be on the line up card once the game has started.
 - c. At all times a team must have a minimum of 8 players to start & finish the game.

- 6) **Players to start & finish the game – 5 & 5 Coed Leagues:**
 - a. The lineup will consist of 10 players on defense.
 - b. The Batting line up will always alternate boy/ girl.
 - c. At All times a team must have 8 players to start & finish the game. If you are short a girl, you may only play 5 men and 4 girls and the missing girl in line up will be an automatic out.
 - d. You can play, 5 Men & 5 Females, 5 Men & 4 Females (with automatic Out), 4 Men & 4 Females (No automatic out), 4 Men & 5 Females (No automatic out).
 - e. **5-5 Coed defense alignment** – The 5 Girls may play the field in any combination.
 - f. NOTE: Girls can be thrown out at any base. Men can slide into any base, head first or feet first. The Exception is Homeplate as the new rule states you must touch the Scoring Line. Not Home Plate.

- 7) **ROSTER PROTESTS:** Coaches may protest a roster at any time during the game or at the conclusion of the game you may Email the League Director within 24 hours after the conclusion of your game. Please notify your Umpire, director or Park manager on duty. The Umpire or Director will pull both team Rosters and compare to the official game line up sheet for any illegal players. There is no fee for Roster Protests.

- 8) **Umpire Duties & Authority:** Umpires shall be official NSA / Challenger Sports umpires and shall wear uniforms as directed by the league office.
 - a. Following the start of the game, the umpires shall have sole authority to stop, end or call a game due to rain, weather, panic or other logical reasons.
 - b. Umpires have FULL authority to eject managers, coaches, players, and spectators from the game and playing field complex for taunting, fighting, cursing and or rules infractions.
 - c. 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 suspension from the Challenger Complex and Indian Springs Complex and the Broken Arrow Adult Softball Club.

- 9) **Pre-Game Conference:** Each manager or coach shall meet with the Umpire(s) at home plate to:
 - a. Pay Umpire.
 - b. Discuss ground rules, time limits, & run rules.
 - c. Provide One (1) league approved softball to the opposing coach.
 - d. Announce any Pickup players to complete a 8,9 or 10 man line up and circle them on the sheet.
 - e. Team manager MUST fill out the umpire lineup card prior to the game.
 - f. Umpire will flip coin to decide Home or Visiting team.

- 10) **Pre-Game Umpire Fees:** Each manager or coach shall report to home plate before their scheduled game to pay their Umpire fees. \$22 per game, (If only 1 Umpire the fee is \$16 per game.) If you need to pay with Credit / Debit card you may report to the Concessions window and run your card to obtain cash for the umpire. There will be a \$2 ATM charge for this service.
 - a. Umpire fees shall be returned if games are called due to weather conditions before 3 ½ innings with the home team leading which is a completed game.
 - b. Umpires will be paid for all forfeits. Forfeiting teams or NO SHOW teams must pay the umpires from their forfeit deposits. That team must then reinstate their forfeit deposit of \$80 to the league office within 72 hours or be removed from the league.
 - c. If a Team gives notice of a cancelation 24 hours before their gametime. The game will be recorded as a forfeit. But If the league can schedule a game between the 2 teams affected by the forfeit then the canceling team will lose 50% of their forfeit deposit.

- 11) **Game time limit:** Game shall last 50 minutes after the conclusion of the pre-game conference at home plate. Flip for Home or Visitor. The Visiting Team will receive a ½ point lead at end of the game. In an effort to keep games on time there will be NO ties, NO extra innings in the Mens, Coed, Womens or Church Leagues at both Challenger & Indian Springs Complex. There is NO ½ point lead in the Seniors Program.
- 12) **Grace Period:** A 10 minute grace period shall be in effect for the FIRST game of the Day/night when a team does not have the required 8 players to start. The clock will start at end of the Pre-game conference. The Team that is ready to play at the Umpire Conference will choose home or visitor with no coin flip. (Grace period minutes ARE game time minutes) All remaining games will start as scheduled. Failure to have your team on the field or in the dugout at game time WILL result in a forfeit.
- 13) **Run Rule:** A game shall be completed if a team is leading by the following:
1. 15 runs at the end of 3 innings
 2. 12 runs at the end of 4 innings
 3. 10 runs at the end of 5 innings
- 14) **Run Limits:** All leagues will be limited to 10 runs per inning or enough runs to tie or even the score if down by more than 10 runs. With the NEW Visitor ½ Point Rule, the Home team if down by 15 after 3, 12 after 4 or 10 after 5 innings will still have the option to Bat and finish out the game. Note: These rules do not apply to the Seniors leagues.
- 15) **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 6ft from the ground and no higher than 10ft.
 - 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.
- 16) **Starting Pitch Count:** The Batter will enter the box with a (1) ball & (1) strike count. A foul on 3rd strike will be an out. – NO COURTESY FOULS.
- 17) **Strike Mat:** A Strike Mat behind Home plate will be used In ALL COED, Church, Rec. Mens & Rec. Womens Leagues. A strike will be called when the ball hits any part of the mat and has reached a minimum of 6ft and max of 10ft.

- 18) **Home Run Rule:** All leagues will have a designated Home run rule limit per game. This limit can be found on the League website and will also be printed on the League schedules posted at the Park & on the website. Players will NOT be required to touch first base on Home runs. HIT & SIT.
- 19) **Coed Scoring Line:** Coed baserunners will no longer Touch Home plate to score. They MUST touch the SCORING LINE or Touch the ground beyond the SCORING LINE before the catcher receives the ball and touches Home Plate or the Strike Mat. The scoring Line will extend from the back of the Right Hand Batters Box to the Backstop. If the Runner touches home plate or runs thru the Batter's Box, the Runner is out. The Defensive Team must touch Home plate or Pitching mat to record the out. They may not attempt to tag the runner between the COMMITMENT LINE & the SCORING LINE or the runner will be called safe. The Commitment line will be down the 3rd base line 25ft from home plate. Once the runner steps on or over the Commitment line they cannot return to 3rd base.
- 20) **Batters Box:** The Batters box is 3ft x 7ft. Our League Rules allow the Batter to start with (1) foot inside the box prior to the pitch but must have both feet inside the box at contact. The white line is considered inside the box. You can be called out if your front foot is outside the white line when the ball is batted.
- 21) **1st Base Double Safety Bag:** Once the batter becomes a Baserunner at first base, the Double Bag becomes ONE BASE.
- 22) **Courtesy Runners:** may be used (1) time per inning.
- The Courtesy runner shall be any player on the Team Roster
 - If the Courtesy runner is in the batting lineup and comes up to bat while still on base, the batting position is declared an out. The Courtesy runner may not be substituted for once placed on the base.
 - The defensive team may walk to get to a vacated spot in the lineup for an out. (Even if it's the 3rd out).
 - Coed leagues will be allowed (1) male & (1) female courtesy runner per inning. Must be the same sex as the runner they are running for.
 - An additional Courtesy runner may be used for the Pitcher
- 23) **Official Score Keeper:** The Home team shall be the official score keeper. The Umpire will maintain the Score Board and communicate with the Official Book Keeper.
- Should the Home team nor the Visiting team have a score keeper, the Umpire will be the official score keeper using the score board only.
- 24) **Game play Protests:** Game play Protests shall be made by the Team manager/coach BEFORE the end of the game.
- Team protesting shall advise the Home plate Umpire of the protest.
 - Team shall give the league office a written protest & \$75 within (24) hours of conclusion of game.
 - Should the protest be upheld, the game shall be a forfeit by the offending team and the protest fee shall be returned.
 - Should the protest NOT be upheld, any protest fees shall be retained by BA Adult Softball Club & contributed to the park improvement fund.
 - Bat protests are \$10 & tested immediately. Bats that do NOT pass will only be removed from play. If the Umpire or director deems the bat has been altered the bat can & will be confiscated for further review & may be sent to the National sanctioning body for testing
 - Roster Protests are covered under Rule 7.
- 25) **Rain Out Games & Re-Scheduling:**
- Call the Office # for Weather updates (918) 636-9575 (Please do NOT Text asking for update)
 - Updates will start at 12:30pm Monday thru Friday. Sunday games will update by 10am.

- c. Rain out games shall be made up at the end of the league schedule on the same week night in the order they occur.
 - d. Should multiple rain outs become an issue. Teams should be prepared to play any day or night of the week with a minimum of 48 hours notice.
- 26) **Player Ejections:** Players can be ejected from a game for not following BAASC Softball playing rules, not following basic rules of conduct, or holding up a game by arguing with an Umpires call. Only the Pitcher/catcher/batter may question balls & strikes & only the Coach may question outs and safe calls. Any Player other than the Coach arguing the Umpires call can and will be ejected from the game. The Coaches will be warned first at the Home plate meeting prior to the game. A 2nd warning is at the discretion of the Umpire.
- a. A player ejected from a game must immediately leave the playing field & the complex premises and go to the parking lot.
 - b. Refusal to leave the playing field complex immediately shall cause the forfeiture of the game by the player's team.
 - c. A player ejection from a game may cause their team's number of players to drop below the minimum players needed to play or complete the game without a sub. If so, their team shall forfeit the game. Paying both Umpires for the forfeit penalty will not apply in this situation.
 - d. 1st ejection, player is suspended from play the following week night of that season. 2nd offense in same season, they are suspended from all league nights for 1 week. 3rd offense they are suspended from all league and tournaments for 3 weeks.
 - e. Any player ejected in a Physical altercation will be suspended by the League director for 365 days from the date of ejection.
 - f. Any player Violating the Unsportsmanlike Conduct Policy will be suspended by the League director for a period of 180 days from the date of the Violation. Player may appeal to the Advisory Committee in writing within 20 days.
- 27) **PICKUP PLAYERS:** The League office is aware that adult League teams will be short players from time to time due to Work, Birthdays, Weddings and vacations. This is why we ask that you please put up to 16 or more players on your Roster at the first of the season. Neither Team at game time wants to have a forfeit. The League Rule states you can play with 8 Players to start. Here are the guidelines for picking up players to make a team of 8, 9 or max of 10 players.
- a. You may only pick up a MAX of 2 players to make a MAX of 10 players on the line up sheet.
 - b. Late arriving Rostered players can not be added to the line up. They may be substituted in for a pick up player only and must notify the Umpire of the Substitution.
 - c. Pick up players MUST have an NSA Player number and written in on the Line up sheet.
 - d. Lower division teams may not pick up players from a higher division on the same league night.
 - e. When picking up players to complete a team, the Coach MUST announce to the Umpire and the opposing coach at the Pre Game plate meeting that he has pick up players not on his roster.
 - f. The League director will oversee the Rosters and Lineup sheets. Teams found to be playing with illegal players and attempting to skirt the Pickup player rules will be notified of forfeited games. Teams can be removed from the league for continuing to abuse or break this rule.

Note: These are Broken Arrow Adult Softball League rules and all other detailed rules are found in the Official NSA Rule Book in the league office. They can also be found on both our website and the NSA website at PLAYNSA.com

Challenger / Indian Springs Sports Complex Rules

Complex rules: It is the Team manager's responsibility to review & inform their players & fans with the rules & regulations governing softball play, the playing facilities and the City Park / Complex rules.

- a) **Conduct:** Each player, team coach and spectator shall conduct themselves in a manner conducive to the spirit of amateur sports & good sportsmanship. There will be ZERO TOLERANCE to drunkenness, profanity, abusive language, vulgarity, fighting or disrespect to any Umpire, League director, or Park manager. Anyone involved in a physical altercation in the complex or parking lot will be suspended for 365 days.
- b) **Children:** Each player & parent is responsible for their children & must supervise them at all times.
 - * Children are not allowed on the playing fields during Team warm ups and games!
 - * Children are not allowed to move or throw the large rocks in the drainage ditch.
 - * Children are not allowed on the adaptive field without supervision.
 - * Children are not allowed to dance on tables or the rock wall in the court yard.
 - * Children are not allowed to walk on the backstop wall or climb any netting in the Complex.
 - * No bicycles, Skate Boards, Motorized Scooters, Go Carts or Non approved Golf Carts allowed inside the gates.
- c) **Pets: No Pets of any Kind, Only Service dogs shall be allowed inside the gates.** (Emotional Support Dogs are NOT Service Dogs) Please refer to our website for more info on the ADA Title II and III. Emotional support animals, comfort animals, and therapy dogs are NOT service animals under Title II and Title III of the ADA.
- d) **Tobacco Products, Smoking or Vaping: No smoking, vaping or Chewing Tobacco** inside the Concessions area, the Court Yard, on the Fields, or the Dugouts **PERIOD!** There are Cigarette Butt Receptacles outside each dugout. Please use these. **If caught smoking on the field are dropping your Cigarette butts or Chewing Tobacco on the turf it is an immediate ejection.**
- e) **Cannabis/ Marijuana:** City of Broken Arrow Ordinance Section 7-394 States that Smoking and or Vaping Marijuana shall be PROHIBITED on ALL City Property including Vehicles, Buildings, Parks or other Facilities. Violators will be removed from the complex and face possible suspension.
- f) **Sunflower Seeds & Gum:** Due to artificial turf on the playing fields, the center of the Court Yard and the Outdoor seating area of the Challenger Sports Café. **Sunflower Seeds & Gum will not be allowed inside the Gates!! Period!** Players and Spectators found with these products will be asked to place them in the trash or be removed from the Complex.
- g) **Outside food or Drinks:** No outside food or drinks, other than a personal water container will be allowed inside the gate. **No Ice Chests or coolers.**
- h) **Beer & Alcohol:** The Challenger Sports Café offers Draft beer sales. **State Law-ABLE COMMISSION states that no outside Beer or alcohol is allowed inside the gates.** Beer purchased from Challenger Café must stay within the complex. (Must not be taken to the parking lot) Beer will not be allowed on the fields or in the front porch area of the Dugout at any time. PERIOD! All Beer purchased thru the Challenger Sports Café must stay within the fences & gates of the Complex. (State Law: You may NOT take it to the Parking lot)
- i) **Beer Policy:** Due to strict ABLE COMMISSION LAWS, If your team is caught with Outside Beer in the Dugouts, (Not purchased from the Challenger Café) by the Umpire, Park Manager or Park Staff, the game will be stopped and that Team will forfeit their game.
- j) **Dugout Speakers:** Dugout Speakers are allowed with CLEAN lyrics and MUST be set at a low volume determined by the Umpires. If the Umpire or the other Dugout can hear it, ITS TOO LOUD! Vulgar and or loud music in the Complex or parking lot will NOT be allowed and will be removed.
- k) **Adaptive Field:** No Players or Children are allowed on the Adaptive field unless participating in a special event, or has permission from the BAASC Director, Manager or Staff.
- l) **Parking Lot Rules:** DO NOT HOP THE CURB AND PARK IN THE GRASS . Please put all Trash in the trash cans in the parking lot. Teams caught trashing the parking lot can & will be removed from the

leagues. Cornhole is to be played in the outer grass areas of the Parking lot. Do NOT set up Cornhole on the pavement.

- m) **City Park Rules:** All Players, Coaches and Spectators must abide by the BA Parks rules as posted on various signs throughout the complex.

BAASC / Challenger Senior League Rules 40+/50+/60+ Seniors

- A) Base Distances will be 70ft and the Pitching rubber at 53ft with a 7ft box behind the rubber.
- B) A strike mat will be used in all Senior Leagues.
- C) Approved Senior Bats are allowed in the 40+ , 50+ & 60+ divisions.
- D) The official league softball will bear the NSA ICON Stamp and be a .44 .400 Worth or Dudley Ball.
- E) A team is allowed 10 players on defense in the 40+ leagues. The 60 + leagues are allowed 11 players on defense. Exception: 90+ are allowed 12 + players on Defense.

The Game:

- A)** Seniors games will have a maximum run rule of five (5) runs scored per inning until the last inning is reached or declared by the umpire or is in the tie breaker; The final inning will allow unlimited runs until there are 3 outs.
- B) Game Time Limit:** 45 minutes, then play (1) final inning / Thursday 60+ Only will play 50 minutes with NO open inning and if a team is down by more than 5 runs in final inning they may score enough to only tie the game.
- C) Flip Flop Rule-** At the end of the 4th inning, if the home team is losing by a minimum of (20) runs, the teams will flip flop. This will allow the home team to now bat in the top of the 5th inning. There will be no game ending Run Rules in Seniors play. Flip Flop if the Home team is losing by (10) runs to start the open inning. Thursday 60+ will use the (6) run flip flop rule.
- D) Home Run Rule-** 40+ Div. 4 + 1 up Homeruns per game. / 60+ Div. 3 Hr's & then an out.
- E) Pitching Rule** – The Pitcher must take a position with at least one foot in contact within the pitchers plate/ box. The ball must reach a height of at least 6' from the ground and not exceeding 12' from the ground. No Fake Pitches. All pitchers must use a Pitching mask and or the roll out Pitching screen provided by the Complex. When using the net the Pitcher can NOT be the first player to touch the batted ball unless it's a infield fly behind the screen.
- F) Base running:** There shall be a 3ft commitment line marked across & perpendicular to the 3rd base foul line and placed 25ft from home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advance to the scoring plate.
A scoring line shall be located with its right corner 8ft from the back of Home plate
The runner must touch the scoring line before the ball reaches the catcher/fielder touching any part of the strike mat/plate. If the runner touches home plate or runs thru the batter's box, the runner is out and no run shall be scored.
- G) Courtesy Runners:** Seniors may use an unlimited number of courtesy runners. But may not use the same player/runner more than once per inning. Any player caught running more than once per inning, or when it's their turn at bat will be called out. If the Courtesy runner is on base when it's their time to bat, will be recorded as an out on the base runner and the runner/player will be allowed to bat. The 60+ Div. Ghost Runner may run once per inning and can only advance to first base.
- H) Age eligibility :** To play in the 40+ division, You must turn 40 years old sometime during the year from Jan. 1st to Dec. 31st. Same in the 60 + Division.
- I) Equalizer Rules:** 5 Runs or 4 Outs or 11 Fielders(40+ Div). The Equalizer rules are decided before each game at the Umpire Plate meeting. When and who may use the Equalizer rules will be listed on the schedule.
- J) Tie Breakers:** 40+ Teams will only play 1 extra inning to break a tie and the 60+ Division will have one extra inning with 1 out, runner on 2nd and 1 pitch.

