

Broken Arrow Adult Softball Club
Challenger Sports Complex / Indian Springs Sports Complex
Men's, Coed, Women's, Church & Senior's Leagues
2024 League Rules (Revised April -2025)

BAASC Softball League Rules:

- 1) **Game time limit:** Game shall last 50 minutes after the conclusion of the pre-game conference at home plate. After the coin flip the Visiting Team will start with a ½ point lead. 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.
- 2) **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. (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.
- 3) **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 not lose their forfeit deposit.
- 4) **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 or submit their own.
 - f. Umpire will flip coin to decide Home or Visiting team.
- 5) **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.

- 6) **Player Ejections:** Players shall 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 player ejected from a game must immediately leave the playing field & the complex premises and go to the parking lot. It will be the Umpires decision if the player can return for his 2nd scheduled game.
 - If the player is ejected in the 2nd scheduled game for that day, it will be the Umpires decision if the player may return to play the next weeks scheduled games.
 - Refusal to leave the playing field complex immediately shall cause the forfeiture of the game by the player's team.
 - 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.
 - Any player ejected in a Physical altercation will be suspended by the League director for 365 days from the date of ejection.
 - 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.
- 7) **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.
 - Roster protests can NOW be announced during or after the game to the Umpire and or also emailed to the league director within 24 hours from the conclusion of the game. THERE IS NO FEE FOR ROSTER PROTESTS. The League director will review BOTH teams rosters, compare them to the Official Game line up sheet checking for any non-rostered players. If the team has violated the ROSTER and Pick up Rules and the Protesting team has a clean Rostered Lineup it will result in a Win for the protesting Team.
 - 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.
- 8) **Run Rule:** A game shall be completed if a team is leading by the following:
- 15 runs at the end of 3 innings
 - 12 runs at the end of 4 innings
 - 10 runs at the end of 5 innings
- 9) **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 ½ Point lead 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.

- 10) **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 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. The Pitcher can come out from behind the screen to make a play on any ball once the ball has been hit. But MUST be completely behind the screen at the point of contact.
 - 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.
- 11) **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.
- 12) **Strike Mat:** A Strike Mat behind Home plate will be used In ALL COED, Church, Rec. Mens & Rec. Womens Leagues. But the pitch must still reach minimum of 6ft and max of 10ft.
- 13) **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.
- 14) **1st Base Double Safety Bag:** Once the batter becomes a Baserunner at first base, the Double Bag becomes ONE BASE.
- 15) **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.
- 16) **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.

17) **Courtesy Runners:** may be used (1) time per inning.

- a. The Courtesy runner shall be any player on the Team Roster
- b. 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.
- c. The defensive team may walk to get to a vacated spot in the lineup for an out.
(Even if it's the 3rd out).
- d. 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.
- e. An additional Courtesy runner may be used for the Pitcher

18) **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.

19) **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.

20) **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.

- a. 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.

21) **Softballs:** All Softballs used in the BAASC Softball Leagues shall be the Challenger League approved Ball.

- 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 stand for \$7 per ball or \$75 per dozen.

22) **Official Bats:** All Bats used in BAASC Softball league play shall have the current 2012 NSA stamp and or the USSSA 220 or 240 stamp and 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 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 goes down after being hit by a batted ball and the Umpire determines the player was not making a play and only trying to get out of the way, the Umpire shall immediately confiscate the bat & softball for inspection & be tested by the Umpire or League director.
 - 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.
- 23) **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!
- 24) **Rain Out Games & Re-Scheduling:**
- a. Rain out Number is (918) 636-9575
 - b. Rain out games shall be made up at the end of the league schedule on the same week night in the order they occur.
 - c. 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.
 - d. NOTE: The (4) Challenger softball fields are Synthetic Turf with underground drainage systems. The (2) Indian Springs fields are standard dirt infields. Rainouts on The Challenger fields are still possible, but will be reduced dramatically. In some cases we may have a 30 minute delay to allow the fields to drain and then return to play. Major pop up Oklahoma storms with tornado & dangerous lightning will be determining factors on decisions to rainout scheduled games. So always be prepared to play and always call the Weather line for updates: (918) 636-9575.
- 25) **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 on their first day of play. Each Player MUST have an NSA Player Number on the ROSTER. Completed paper rosters MUST be turned in before your 1st game of the 2nd week of League play. No team shall be allowed to play league games without an approved Player Number & signed team roster on file after 2 weeks. Players may be added to the roster up to the 4th week of play. The Roster is 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. **To register for a player number go to ChallengerSoftball.com on the Home page and click on NSA Player Number.**
- 26) At all times a team must have at least 8 players to start & finish a game. Late arriving players may be added to the bottom of the lineup anytime during the game. To avoid forfeited games when you have less than 8 players, please plan ahead and put at least 16 or more players on your team roster.
- 27) Rosters will be on file in the Ball Park office. **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 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.**
- 28) **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 appear 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. They must be circled on the Umpire Line up sheet, Full name only.
- 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.