



MUNDY MEMORIAL SPORTSPLEX

RULES & REGULATIONS

Park Offices: Hours of Operation 8 am – 8 pm (615) 758-6522

RAINOUT # 641-1817 (Call after 4:00 pm the day of game). Decision will be made as soon as possible.

Players Roster and Contracts:

The Parks and Recreation shall furnish an official form of contract and release, which shall be used by all league members.

Fees: Summer Fee: \$625.00
 Fall Fee: \$525.00

1. Player Roster and Contract: All leagues are required to register their players by having them sign a Roster Sheet. The roster must be turned into the Athletic Supervisor or Umpire – in - Chief before the first (1st) game of the season. Post marked dates will be accepted. All rosters must be completely filled out in order to play.
2. No one can play on two (2) league teams on the same night (unless a rainout game falls on a night that a player plays in another league).
3. Church Leagues: In order to be eligible to play for a church team, a player must be a member of the church for which they are playing.
4. Mt. Juliet Senior Softball League: All Men must be over the age of 55 by 12-31-12.
5. Individual teams will not be allowed to reschedule any regular league game for any reason without Athletic Supervisor's approval.
6. No more than twenty (20) players per team. Age limit is 15 years and up. Any players under the age of (18) must have their legal guardian sign the athletic roster.
7. All leagues will be restricted to six (6) home runs per game. The 7th and any after will result in an out.
8. Protest Fee is **\$100.00**. This fee is non-refundable if team loses protest. Team **MUST** announce the protest prior to the end of the game they are protesting. All fees **MUST** be turned in by 12:00 noon the day following the protest. After that time protest will not be allowed.
9. Teams can bat twelve (12) players if they wish, that is, two (2) extra hitters (EH), but if a team starts with 10, 11, or 12 players the team must finish with that amount unless an injury occurs. If a player is ejected from the game and there is no sub then the game will result in a forfeit.

10. Forfeit Rule: Any team that forfeits (3) games in a season will be removed from the league. The forfeit rule does not apply to rainout make ups or any other rescheduled games.
11. Pitcher cannot intentionally walk a batter to get to the vacant spot to end an inning or to end the game.
12. Any game tied at the end of the time limit results in the International Rule: Last batter that made an out will go to second base and normal play will resume.
13. Only players are allowed in dugouts.

Conduct:

1. City of Mt. Juliet and State of Tennessee laws apply at all times.
2. All that is dishonorable and unsportsmanlike is particularly and expressly condemned, and the player or team responsible will be penalized at the discretion of the Parks Department.
3. **No player, sponsor, or manager shall be allowed to smoke on the playing field or player's bench at any time.**
4. The coach or manager is responsible for his/her players conduct at all times.
5. Players, managers, coaches, and fans guilty of unsportsmanlike behavior will incur one of the following penalties at the discretion of the assigned umpire or Parks staff:
 - A. Suspension for the remainder of the current game.
 - B. Suspension from the current game PLUS the next scheduled game.
 - C. Suspension from the current game PLUS the next (2) scheduled games.
 - D. A more serious offense will be dealt with by the Parks Department.

Uniform Requirements and Equipment

1. All players must wear matching jerseys of the same color with matching lettering and numbers. Uniform jerseys must be numerically numbered. The numbers are to be six (6) inches or more in height on the back or both front and back. (For example, if one jersey is red and has a sponsor's name in white letters with white numbers, then all other jerseys must look the same.) No two (2) players may be allowed to wear the same number during a game. **There is NO uniform requirement in the fall league.**
2. We will allow a two (2) week period on matching uniform requirements. Magic markers used to create uniform numbers will be prohibited after the two week period. Tape CANNOT be used to create numbers at any time.
3. Jackets, sweatshirts, etc. cannot be worn over jersey tops while participating in a game unless there is inclement weather.

4. Bats: Must be NSA approved bat containing the NSA approved stamp (refer to bat list). Official list of approved bats is located at www.playnsa.com
5. Balls: 40 core 325 compression (12') balls. Co-Ed men will hit with a 40 core ball (12') and Co-Ed women will hit with a 44 core (11') ball. Women's Open leagues will also use 44 core (11') balls.
6. Blood Rule: A player, coach, or umpire who is bleeding or who has blood on their uniform will be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable amount of time, the individual will not have to leave the game. The length of time considered reasonable is left up to the umpire's judgment. *Uniform rule violations will not be enforced if a uniform change is required.*

The umpire shall:

- A. Stop the game and allow treatment if the injured player would affect the continuation of play
- B. Immediately call a coach, trainer, or other "authorized person" to the injured person.
- C. Apply the rules of the game regarding substitutions, re-entry, and short-handed player if necessary.

Rain Outs:

Rain out Announcement: Rain Out information will be out on the code-a-phone after 4 p.m. The number is 615-641-1817. Rain outs will be announced as soon as possible.

1. Make-Up Games: Games will be scheduled on the next available night. Those dates will be released no later than (48) hours prior to rescheduled games. All rainout dates are final. Failure to show will result in forfeit but will not count against your 3 forfeit rule.
2. The Parks Department will contact you as soon as the make-up dates are scheduled.
3. Condition of park diamonds, whether playable or not, shall be determined by the Athletic Supervisor or the Umpire in Chief. Also, if rain comes while a game is in progress, all diamonds will continue to be played on until the umpire – in - chief orders play to stop. Play will resume at the chief umpires signal. **HIS DECISION WILL BE FINAL!**

Schedule of Games and Other Information:

1. All scheduled games shall begin at the hour set by the Parks Department before the start of the season. If games are scheduled for 6:00 p.m. you can start the game with nine (9) players, the tenth (10) will go to the bottom of the line up when they arrive. The tenth (10th) spot will be an out until the 10th player arrives. If you only have eight (8) players or less at game time, you will receive a fifteen (15) minute grace period. All slow pitch games will be played with a one (1) hour time limit. **There is NO GRACE PERIOD for the late leagues.**
2. Double Header Forfeit: If a league is assigned a 6:00 p.m. starting time, they can start the game with nine (9) players, the tenth (10) will go to the bottom of the line up when they

arrive. If you only have eight (8) players at game time, you will receive a fifteen (15) minute grace period. At 6:15 p.m., a forfeit will be called for the first game. The team will then be given an additional fifteen (15) minutes to have the required number of players on the field for the second game. At 6:30 p.m., a double forfeit will be called if the required number of players are not on the field. **There is NO GRACE PERIOD for the late leagues.**

3. If you start a game with 10, 11, or 12 players and a player is ejected from the game and you do not have a sub the game will be a forfeit. The only time you can finish a game with less players than you started is due to injury.
4. **Pitching:** Pitching arch is 6 – 10 feet.
5. Home team will keep official score sheets.
6. **ABSOLUTELY NO BALLS ARE TO BE KEPT IN COOLERS. BALLS CANNOT BE ALTERED IN ANY WAY.** If a team is caught with any form of an altered ball it will result in a forfeit of both games that night. It does not matter what inning the game is in. Any occurrence after the first will be an automatic season ending ban from competition.

Run Rule:

1. All slow pitch games will have a run rule limit of twenty (20) runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings.
2. We **always** start an inning if there is time left on the clock when the last out is made.

CONDUCT:

Minor Offenses:

1. Using profane language, throwing equipment, and other unsportsmanlike conduct.
PENALTY: Umpires discretion (Up to two (2) games)
2. Threatening an official with physical harm.
PENALTY: Three game suspension and three month probation
3. Failure of manager, coach, or team official to maintain team control and team responsibility.
PENALTY: (Minimum) probation period (Maximum) expulsion
4. Any player, manager, coach, or fan suspended from game play will be required to vacate the park area. The suspended individual(s) **MUST** go to the parking lot for the remainder of the designated suspension period.

Major Offenses:

1. Physically bumping, shoving, attacking, or assaulting an official.

PENALTY: Minimum of three years and Maximum of seven years suspension and two years probation.

2. Serious acts, such as enticing a riot/disrupting progress of the game or related conduct.

PENALTY: Minimum of one year suspension and one year probation

3. Deliberate act that causes bodily harm to another player.

PENALTY: Minimum of two years suspension and two years probation

4. Physically touching an official.

PENALTY: Minimum of one year suspension and one year probation

5. Commission of a MAJOR OFFENSE while on probation.

PENALTY: EXPULSION!!

Co-Ed Leagues:

1. All rules apply along with the NSA ball and bat rules.
2. Co-Ed Leagues can start with nine (9) players, five (5) women and four (4) men with the 10th spot resulting in an out.
3. Co-Ed Leagues can play more women than men, but never more men than women.
4. Batting order must be man/woman, man/woman, etc. or vice versa.
5. If a man is walked then the woman has the option of taking a walk or batting.

ALTERED BATS:

ALTERED BATS: A bat is considered altered when the physical structure of a legal softball bat has been changed. A flare or cone grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. Laser marking for "ID" purposes is not considered altered. Engraved "ID" marking on the knob end only of a metal bat is not considered altered. Engraved "ID" marking on the barrel end of a metal bat is considered an altered bat.

Many manufacturers "laser" metal bats with the buyer's name for identification. The end result of this laser procedure is a smooth surface. When engraving a bat, rough edging occurs, and this could cut a softball if on the barrel end.

****Any player discovered using an altered bat, including a doctored bat or a bat with additional weight, along with his team will be suspended for (3) weeks of play. If said player or team is discovered using an altered bat a second time then there will be a permanent expulsion from any competition in the park.****

