



# Adult Co-Rec Softball League

## Rules and Regulations

*Schedules, scores, standings and league rules are located on the Quickscores website ([Quickscores.com/manhattanpd](http://Quickscores.com/manhattanpd))*

***Rules revised 4/27/26.***

### **General Rules**

- All games are to be played under Official NSA Rules, plus the following by-laws. Official NSA rules at [playnsa.com](http://playnsa.com)
- The Manhattan Park District does not provide hospitalization or medical insurance covering players, officials, or spectators. Players competing in our leagues are responsible for their own health.
  - Any injuries incurred are not the responsibility of the Manhattan Park District. Players compete by choice and **MUST** sign the waiver (team roster) before competing in games.
- It is Park District policy that there is **no alcohol or smoking on Park District grounds**. The Park District further prohibits the presence of drugs and/or alcohol on district property.
- No parking is allowed in the 'NO PARKING' zone in front of the Central Park pavilion, or along the fence near the field. All cars must use parking spaces in the back of the parking lot. line behind the first base dugout or across from the Central Park pavilion.
- Park District reserves the right to interpret and/or change any league rules at their discretion.

### **League Responsibilities**

- Park District will provide field equipment (excluding bats/gloves), safe and prepped fields, 1 game ball per game, and provide rules and regulations to teams' managers.
- Park District is responsible for taking registrations, rescheduling rainouts, maintaining up-to-date league standings, providing first aid supplies, and providing one umpire per game.

### **Umpires**

- Umpires are scheduled through the NSA regional office and are certified NSA officials.
- Umpires are responsible for coordinating and running the games, in accordance with NSA Official Slow Pitch rules and Manhattan Park District league rules.
  - This includes... starting games on time, ruling on challenges to equipment and bats, calling balls/strikes/outs, determining fair/foul balls, ensuring coed lineup rules are followed, and having the final ruling on all other calls or disputes during the game.
- All umpire rulings are final. There is no appeal of a ruling.
- Umpires can eject players for any actions deemed unsafe or unsportsmanlike.
- **ABUSE OF UMPIRES IN ANY FORM WILL NOT BE TOLERATED**
  - ONLY team captains may confer with the umpire.

## The Season

- Season consists of a 10gm schedule plus a single elimination post-season tournament.
  - Games are played on Tuesday evenings, the times will be at 6:30p, 7:30p, 8:30p, and 9:30p at Central Park.
  - Makeup games may be played on a different night than you signed up for. Teams will need to field a team for the makeup game or forfeit the game. Make-up dates will be communicated with as much notice as possible.
  - Due to the length of the season, not all rained-out or canceled games may be made up before starting the postseason.
- Regular season games CAN end in a tie after 7 innings or time elapses.
- Regular season standings tiebreaker determined by...
  - Any team with a forfeit during the regular season automatically loses all tiebreakers.
  - Followed by... H2H record > average runs against per season > total run differential > coin flip.
- Post-season consists of a single elimination bracket. Post-season begins immediately after the conclusion of the regular season. (Pending any makeup games needing to be rescheduled)
- Post-season games CANNOT end in a tie.
  - Extra innings will be played with 'MLB rules'... each team's last batted out starting on 2<sup>nd</sup> base to begin each extra inning of play.
- Teams that forfeit 3 games during the regular season are dropped from the league for the remainder of the current season.

## Game Layout

- Regular season games will be restricted to 60mins or 7 complete innings. No new inning will start after 60 mins.
  - 5 completed innings (4.5) constitutes an official game.
  - Regular season games CAN end in a tie.
  - Playoff games CANNOT end in a tie and have no time limit. Playoff games will play 'MLB extras'... start extra innings with a baserunner on 2<sup>nd</sup> base (last player out)
- HOME team uses 3<sup>rd</sup> base dugout
- Pitching heights must be a minimum of 6ft and a maximum of 10 ft from the ground.
  - Pitchers must have at least 1 foot on the pitching rubber until the ball leaves their hand.
- Each at-bat begins with a count of 1 ball and 1 strike. Foul balls with 2 strikes result in an out.
- Bases will be 65ft. The pitching distance will be 50ft.

## Equipment

- The umpire will have the final say on equipment legality.
- NSA equipment rules will apply.
- The Park District will provide 1 – 12" NSA stamped game ball for each game.
- No metal cleats are allowed.
- Protective pitching equipment is available in the light tower if needed. Not required.

## Rosters & Lineups

- All teams must have a designated team captain/manager who shall act as the team's representative at meetings and be in contact with the league coordinator.
- Teams must be completely up to date with league fees by the Friday before the start of games.
- Rosters/waivers must be submitted to MPD by the Friday before the start of games. No team is eligible to play until a team roster is submitted. **All players must complete the roster/waiver to be eligible to play.**
  - Any team/individual who participates in league play prior to submitting a waiver/roster shall be declared ineligible or forfeit the game.
- Team rosters are limited to 20 players max.
  - All players must be 18yrs old to participate in games.
  - Only rostered players are allowed on the field or in the dugout.
- Players are not eligible to play on multiple teams in the same division.
- No additions/subtractions allowed to rosters during games.
- No roster changes allowed after the 3<sup>rd</sup> scheduled week of the season. Medical exceptions only.
  - Any removed or replaced player is ineligible to play for any team for the remainder of the season.
  - Medical replacements on the roster will only be accepted when the roster drops below 17 players.
  - If an opposing manager contests a player's eligibility and the name is not on the roster and filled out, he/she is considered an ineligible player, and all games played with said player in the lineup are declared forfeits
- Managers must exchange batting orders/lineups before the start of each game.
- Roster checks
  - Roster checks can be called by an eligible player any time after the first pitch of the game and before the last pitch of the game.
  - All players must carry proper identification with them at all games. If a team calls for a roster check, all players must provide a current picture ID to the umpire and opposing manager.
    - If an ineligible player is found or if a player cannot provide correct identification, that team must forfeit the game.
    - If both teams are found with an ineligible player, then it is a double forfeit.
    - Names will be compared to the team roster and not the line-up sheet.
    - This game will not be made up under any circumstances.
    - Umpires and Park District may also call for a roster check anytime deemed necessary.

## Min. & Max Number of Players

- A team shall consist of 8 – 12 players in each game.
  - 8-10 position players + 2 Extra Players (EP)
  - Extra Players (EP) - A team may use one or two Extra Players (EP) per game in the batting order, batting 11<sup>th</sup>/12<sup>th</sup> in the order.
  - Under no circumstances may a team play with less than 8 players. Result = forfeit
- Teams can play 8-10 players in the field on defense.
  - Team MUST adhere to COED positioning rules at all times
- Teams can play with 8-12 players in the batting order.
  - Teams MUST adhere to COED batting order rules at all times.

- If a team starts a game with 8 players, vacant 9<sup>th</sup>/10<sup>th</sup> spots in the batting order shall be declared automatic OUTS.
  - If/when 9<sup>th</sup>/10<sup>th</sup> players arrive late, they can be inserted into the batting order without penalty, eliminating the automatic out.
  - 11<sup>th</sup>/12<sup>th</sup> EP spots in order shall NOT be declared automatic outs.
- Players who leave the game for any reason shall be considered automatic outs.
  - Players who leave due to injury can be substituted for another rostered teammate, eliminating the automatic out when they arrive. Substitution must be a player not already in the current lineup.

### **Courtesy Runner**

- A courtesy runner may be used for 1 male player and 1 female player per inning. An additional courtesy runner may be used for the pitcher of record per inning.
- The courtesy runner can be any player in the lineup who has not been ejected and does not need to be the same player each time.
- The player requiring a courtesy runner must reach/touch the base before calling time and requesting a courtesy runner.
- If the courtesy runner's spot in the batting order comes up while they are on-base courtesy running, that at-bat shall be an automatic out.

### **Homeruns (HRs)**

- Teams are allowed 3 HRs (balls hit over the fence) per game. Every HR after 3 is an automatic out.
- 'Inside the park HRs' DO NOT count towards the total game limit.
- Teams that hit the HR are responsible for going to get the ball back from over the fence.

### **Slaughter Rule**

- 15 runs after 3 innings
- 12 runs after 4 innings
- 10 runs after 5 innings

### **Forfeits**

- The forfeit time limit is 10 minutes after the scheduled start of the 1<sup>st</sup> game scheduled that evening. Forfeit time is game time for all other games following.
- Teams with less than 8 players must forfeit the game
- Umpires may declare forfeit at any time due to language or actions deemed unsportsmanlike or dangerous.
- Forfeits result in a 7-0 loss to the forfeiting team.
- A team with 3 forfeits in a single season will be removed from the league for the remainder of the current season.

### **CoEd Specific**

- All players use the same 12" ball
- Defensive positioning
  - All teams must play 2 male/2 female in IF & 2 male/2 female in OF

- Exact positioning left to team captains.
  - Pitcher & Catcher MUST be any male/female combination
- Batting Order
  - Male and female players must alternate in the batting order. Either a male or a female may bat first in the lineup. Alternating order must also be maintained when using Extra Players.
  - IF 2 same sex players bat back-to-back in a lineup, the missing alternate gender spot in the order shall be an automatic out.
  - When a male batter is walked, the following female batter may choose to take an automatic walk or take their at-bat as usual
    - A male who was walked may NOT advance to 2<sup>nd</sup> until the following female batter officially takes their automatic walk and advances to 1<sup>st</sup>.
- Extra Players 11 and 12 MUST be male/female. Cannot be same sex EPs.
  - If 11<sup>th</sup> EP is used and not a 12<sup>th</sup>, the 12<sup>th</sup> spot in the batting order shall be recorded as an automatic out.
- Courtesy runners must be of the same sex as the runner being replaced.

### Scorekeeping/Score Reporting

- BOTH team captains are responsible for keeping the official score and confirming with the umpire at the start of each half inning.
- The HOME team is responsible for operating the scoreboard (optional).
- BOTH team captains must sign the official scoresheet after each game to report the final score.
- Official scorecards should be left in the 'scoresheet' section of the league binder. MPD staff will collect and update standings after each week.

### Playoffs

- There will be a single-elimination playoff bracket at the end of the season.
- HIGHER higher-seeded team will be HOME team during the playoffs.
- **League Awards** - MPD issues a check and Prizes to the post-season tournament champion. \$300.

### Field Conditions

- Umpire will have final say in decisions regarding field conditions once play has begun.
- Games called due to field conditions shall be official if 5 (4.5) innings have been played.
  - If the game does not reach this point, the game will resume at the beginning of the most recently completed half-inning, with the current time and score. Outs, pitch counts and baserunners will be cleared.

### Rainouts / Field Conditions

- Pre-game field status will be updated and communicated via MPD's RainOut Line
  - Field status updated no sooner than 3:30pm on game days.
  - Teams are responsible for checking RainOut Line before gametime and communicating information to their rosters. To check RainOut Line...
    - **Online** - Visit [manhattanparks.org](http://manhattanparks.org) and click 'Field and Program Updates'.
    - **Phone** - Call 815-253-2005. Ext 1 – Central Park Field. Ext 3

- **Mobile Alerts** - Visit the MPD Rainout Line webpage. Select 'email & text alerts' to sign up to receive instant notifications. Or download the app to receive push notifications.
- Unplayable Fields
  - If a game is canceled due to unplayable fields, the League Coordinator will update Rainout Line no sooner than 3:30pm. Team captains are responsible for informing their team.
- Incoming Weather
  - If the fields are playable, but incoming or potential weather poses a threat to the game, team captains and umpires will be responsible for making the game-time decision to try to play or cancel due to the threat of weather.
- Umpires will have the final authority to decide to cancel a game due to approaching weather.
- If a rainout occurs after the start of the first game, the HOME team captain should notify the League Coordinator immediately. The League Coordinator will update the MPD RainOut Line to notify teams still to play that evening.
  - League Coordinator – Jake Kaplan, 815-278-0784 (cell), [Jkaplan@manhattanparks.org](mailto:Jkaplan@manhattanparks.org)
- All games canceled by weather or suspended due to light failure or time limit consideration will be considered official games after 4 (3.5) innings of play have been completed.
  - If the game does not reach this point, the game will resume at the beginning of the most recently completed half-inning, with the current time and score. Outs, pitch counts and baserunners will be cleared.
- **THUNDER / LIGHTNING**
  - **ALL GAMES ARE IMMEDIATELY CANCELLED AT THE FIRST SIGN OF THUNDER OR LIGHTNING. ALL PLAYERS AND UMPIRES MUST EVACUATE THE FIELDS FOR A 30-MINUTE EVALUATION PERIOD. 60-MINUTE GAME CLOCKS DO NOT STOP DURING WEATHER DELAYS.**
- Makeup Games – Makeup games may be played on a different night than you signed up for. Teams will need to field a team for the makeup game or forfeit the game. Makeup dates will be communicated with as much notice as possible.

### Team Conduct

- Team captains are responsible for the welfare and conduct of their team.
- There will be no deliberate charging. A player called out for charging will be ejected from the game may be suspended from further play.
- Protests will NOT be considered.
- Misconduct, profanity, verbal abuse, and badgering of umpires will not be tolerated. The individuals will be ejected and may lead to further suspension. Teams may also face discipline for umpire abuse.
- No smoking or alcohol is permitted on Park District grounds. Players and teams caught in violation may be subject to discipline and/or suspension and forfeiture of games.
- The threatening of any official, player, or spectator will result in automatic removal from the remained of the season.
- Any physical actions towards another person will result in immediate suspension from the season and may result in additional team penalties.
- Any player ejected from a game subjects themselves to further discipline based on the severity of the infraction.
- Length of suspensions is dependent on the severity of the infraction and is determined by the league coordinator