



CITISPORTS Softball League

2019 Rules (Revised 12/17/18)

All divisions shall follow the latest NSA softball rules with the exceptions to those rules listed below.

1. PLAYERS & SUBSTITUTIONS

- A. All team members must hustle on and off the field.
- B. Uniforms of all team members should be of the same color and style. Absolutely no gang paraphernalia. NSA strongly recommends that any jewelry not be worn in any NSA play. Appropriate jewelry will be at the discretion of the umpire at the beginning of each game. All shirttails must be tucked in and hats on straight. For individual players, uniform sleeves may vary in length and shall not be ragged, frayed, or slit
- C. Playoff Eligibility - For a player to be eligible to participate in playoff games or championship games, he/she must have played in at least one half plus one of the regular season game by his/her team. (ex: a team plays 14 games, a player must have played in 8 games.) The only exception to this rule will be the following:
- D. Injury Clause – If a player is injured and cannot play for an extended period of time, the manager must report the injured player to the CITISPORTS commissioner within 24 hours, followed by a letter describing the injury and the date of occurrence, even if the injury occurs outside of CITISPORTS play. If a player is present at a game but will not be playing due to a short-term injury, that player must be identified to the umpire and home team in order to get credit for that individual game.
- E. **Rosters and Roster Changes –**
 - 1. **Players are NOT allowed to be rostered on more than one Citisports team in the same age division**
 - 2. **Players CAN be rostered across multiple age groups within the same organization or a different organization if the age group is not offered at that organization.**
 - 3. **Each team roster can contain up to a maximum of 3 non-eligible players. A non-eligible player is defined as a player that resides outside of the borders of the City of Pittsburgh or any designated RBI Community**

Note: Eligibility is based on where a player lives, not necessarily where they go to school. A player may attend a private school within the City of Pittsburgh, but live in Wilkinsburg. That player's school district is Wilkinsburg.

- F. A completed roster must be turned into the CITISPORTS commissioner not later than the annually scheduled mandatory coaches meeting. A team will not receive their schedule and will not be permitted to play until a completed roster is turned in. Teams may add or delete players from their rosters only prior to their first game only as per established player registration guidelines. If additions are made to a submitted roster prior to the first game, all info for the additional player must be submitted to the CITISPORTS commissioner prior to that player participating in any game.

The goal of CITISPORTS is to promote fair and competitive sports opportunities for children. The entry of community all-star teams into age group leagues offered by CITISPORTS is not permitted.

***Only rostered players and coaches will be allowed on team bench or designated area. All adults must be rostered with submitted and up to date clearances.**

G. 12U players must be 12 years of age or younger. They cannot turn 13 years of age before December 31st of the previous year. (Ex: Player is 12 as of December 31st, that player is considered 12 throughout the season.) Teams may have a maximum of 18 members on their roster.

15U players must be 15 years of age or younger. They cannot turn 16 years of age before December 31st of the previous year. (Ex: Player is 15 as of December 31st, that player is considered 15 throughout the season.) Teams may have a maximum of 18 members on their roster.

18U players must be 18 years of age or younger. They cannot turn 18 years of age before December 31st of the previous year. (ex: Player is 18 as of December 31st, that player is considered 18 throughout the season.) Teams may have a maximum of 18 members on their roster.

There will be a maximum and a minimum age of players that will be allowed for each established league. This rule applies to both rostered and call-up players. They are as follows:

12U Softball – maximum 12-years old, minimum 9-years old

15U – maximum 15-years old, minimum 12-years old

18U – maximum 18-years old, minimum 15-years old

Line-Ups:

- A. Line up options will be 10 batters, or Continuous Batting Order
 - a. Mandatory Playing Time:
 - i. 10 Batters = 2 consecutive innings in the field and 1 at bat
 1. Re-entry: When a starter is re-entering, they must return to the same spot in the batting order, but can play anywhere on the field, except the pitcher if he already has pitched. The starter may re-enter one time only. Home team must get all substitutes in by the top of the 6th inning. The visiting team must get all substitutes in by the bottom of the 5th inning. Substitutes must be inserted in a position within the batting order that will assure they receive at least one at bat. This rule applies even if the home team does not bat in the bottom of the 7th inning.
 - ii. Continuous Batting Order = 1 inning in the field (free substitution) and in the batting order for entire game
 1. Re-entry: Free substitution will apply while using a continuous batting order. Players can be replaced on and off the field as often as wanted and will remain in the same batting slot for the duration of the game.
 - 2.
- B. All teams must make every attempt to start a game with a minimum of 9 players. You can end a game with 8 players. Exception: In a case of unforeseen circumstances a team may start with 8 players. That team will receive an out in the #5 spot in the batting order for the remainder of the game or until a 9th player arrives and is inserted into the #5 spot.
- C. In the event of a completed game every player must meet the minimum playing time requirements listed above. Any team not meeting this requirement will forfeit the game, even if it is discovered after the conclusion of the game. (If a game is shortened due to weather, darkness, or 10-run rule and does not reach a maximum 6.5-7 innings, this rule will not apply.)
- D. Starting line-up: must consist of players that are present at game time. Once that line-up has been submitted to the umpire and the opposing team and the game begins, any late arrivals must be entered as substitutes and follow the CITISPORTS rules.
- E. Late arrivals – A rostered player arriving after the start of the game and prior to the start of the second inning must be entered into the game (as per CITISPORTS rules). After the start of the second inning, it is not required to enter that player. If you choose to play a late arrival (after the second inning), you must abide by

the substitution rule, with the exception of the SUPER COLT division. Any rostered player is eligible to play. Any late arrivals must be reported to the umpire and opposing team.

- F. Players under League or team suspension: A team that is not using a player present at the game due to disciplinary reasons must notify the opposing team's scorekeeper and home plate umpire prior to the start of the game for approval. It will then be up the umpire whether this player will be allowed to sit on the bench during the game.
- G. NOTE: Though the home team is the official scorekeeper, both teams are responsible to insure this provision is adhered to.

2. CALL-UPS

- A. Teams are permitted to draw a player or players from a lower age group only. Call-ups must be currently rostered on and actively playing for a team in your in-house little league or currently rostered on and actively playing for one of your travel age teams. CITISPORTS reserves the right to requests any and all verifying paperwork.
 - 1. A team calling up a player for the above purpose is required to allow that player to participate in the game.
 - 2. Any player used in this manner must play the required minimum number of innings (as per CITISPORTS rules). This applies even if the legal numbers of rostered players are present at game time.
 - 3. Once a call-up is used by a team, they are not permitted to be used as a call-up by any other team.

3. FIELD & EQUIPMENT

- A. Home team is responsible for insuring field is playable.
 - 1. Home team must inform Citisport's staff 2hrs prior to scheduled game time if field will not be playable or risk forfeit.
 - 2. Citisports will make every effort to visit any questionable fields the morning of weekday games.
- B. Home team is responsible for field setup. (i.e. bases, pitching rubber, home plate, etc.) Home teams are required to place foul lines on the field that run from home plate to the outfield foul pole. Although batter's boxes will not be required, it is highly recommended that the home team also include them in their field set up.
- C. Pitcher's mound and bases
 - a. 12U – Pitcher's mound at 40' or 43' and bases at 60'
 - b. 15U – Pitcher's mound at 46' or 50' and bases at 60'
 - c. 18U – Pitcher's mound at 46' or 50' and bases at 60'

Pitching distances will be based on field specifications. Pitchers must choose one distance and maintain the distance for the entire inning.
- D. Players are prohibited from wearing metal spikes.
- E. Batters and runners must wear NOCSEA approved double ear helmet.
- F. Catchers must wear a 1 piece hockey style helmet and chest protector.
- G. Catchers in the 12U division must wear shin guards.
- H. Pitchers must wear a protective face mask in all age groups
- I. Official ball 15U and 18U optic yellow, 12" 52core/275lbs.
- J. Official ball 12U optic yellow, 11" 44core/375lbs.
- K. Legal pitch must be between a 6'-10' arc.

4. GAME RULES

- A. All games will be 7 innings. There will be a 15-minute grace period. If any unforeseen circumstances cause a team to be unable to start the game with the minimum number of players by game time or expiration of grace period, CITISPORTS reserves the right to extend the grace period as needed. Any team arriving past the grace period or is a no show for the game without prior knowledge to a league official will be assessed the current forfeit fee.
- B. There will be a 2 hour time limit. However, if an inning is in progress, it will be finished in its entirety. No new innings will be started after 2 hours. Umpire controls the clock in conjunction with the home team. If an injury occurs, the umpire may stop the clock as long as need to attend to the injured player.
- C. **Ten-run rule:** applies after 4.5 or 5 innings. The losing team must receive their at bats in the inning.
- D. **Weather/darkness:**
 - 1. If a game is called due to darkness or inclement weather prior to a legal game (4.5-5 innings), the game will be played in its entirety.
 - 2. If a game has reached its legal limit and is tied at the end of a complete inning, the game will be recorded as a tie.
 - 3. If a legal game (5 complete innings) is suspended in the middle of an inning, we revert back to the last complete legal inning and the score at that time will be recorded.
- E. In the 12U division, when 6 runs are scored in the offensive half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the umpire has stopped play. All runs resulting from that play will be recorded. The 6-run rule does not apply in the 7th inning or in any innings played under the International Tie Breaker Rule. In 15U and 18U, there is no run restriction per inning, and the inning is completed only when 3 outs are achieved.
- F. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. For CITISPORTS purpose, a legal slide is considered as being feet first for 12U and feet or hands first for 15U and 18U. 12U players can go back to the bag hands first.

A runner will be called out if they do not attempt to legally avoid a fielder in the act of making a play on them. A runner will be called out and will be ejected, if in the opinion of the umpire, they initiate malicious or intentional contact with the fielder in the act of making a play on them. If during a fielder's attempt to place a tag on, a runner causes contact to occur, this may constitute illegal contact by the runner. It will be up to the decision of the umpire.
- G. A fielder cannot use a fake tag. If in the opinion of the umpire a fielder intentionally applies a fake tag and this causes the runner to slide, it shall result in the ejection of the fielder and an award of one base to the runner. All other forms of obstruction by fielders on runners are covered in the NSA rule book #1.17/1.32.
- H. Base runners cannot leave the base until the ball passes home plate. Runners will be called out if off the base on a strike (no warning).
- I. The infield fly rule will apply.
- J. Ground rules, dead ball areas, and awarding of bases – Existing home field ground rules will only determine dead ball territories. A no "free home" rule is applicable in the following situation only. CITISPORTS rules dictate that a pitched ball that gets lodged in the back stop area or goes through the fence in the backstop area will result in a "dead ball" with no runners advancing.
- K. Throwing of a bat or other equipment will result in: 1st a team warning, 2nd an ejection.
- L. A team is permitted one offensive conference with a batter or base runner in any one inning. If there is more than one, a strike will be called on the batter.

- M. A team is permitted one defensive conference with each and every pitcher in an inning. The second conference will result in the removal of the pitcher from the pitching position for the remainder of the game.
- N. If a player does not take her turn at bat, for whatever reason, an out will be recorded. The line-up will close and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close.
- O. At any time a team at bat may use a courtesy runner for the catcher only. The player used as the courtesy runner must be the player that made the last out. Courtesy runners will be allowed for an injured base runner the first time only.
- P. The time limit rule will be waived for all playoff games. Home team is to be determined by playoff seeding.
- Q. All championship games will be played in their entirety (time-permitting). The 10-run rule will not be in effect. If circumstances dictate, CITISPORTS reserves the right to reschedule championship games to a time and location of the league's choice.

5. PROTESTS

Protests must be made at the time of occurrence and announced to the umpire in charge and the opposing team. All protests shall be referred in writing to the CITISPORTS commissioner within 24 hours of the occurrence and shall be accompanied by a \$25 protest fee. This protest will become null and void if written request and fee is not received within the 24-hour deadline.

6. CONDUCT

- A. All participants in a CITISPORTS game are expected to act in a respectful manner towards fellow players, coaches, fans and umpires.
- B. CITISPORTS will not tolerate any physical violence, foul language, or verbal abuse of players, coaches, fans and umpires.
- C. Absolutely no guns or weapons of any kind. Use of profanity by coaches or players is not permitted. No smoking or use of any tobacco products in or around the dugout areas.
- D. Failure to abide by any of the above guidelines or any other action deemed to be unsportsmanlike in nature may result in disciplinary action taken by the commissioner at the time of the offense is not limited to ejection from game or game area.
- E. Managers and assistant coaches will receive a minimum of a one game suspension if they are ejected from a game for any reason. The length of the suspension is then subject to further review based on the severity of the actions of the offending party prior to and following the ejection. Managers and assistant coaches will have 24 hours from the time of the incident to submit a written appeal to the CITISPORTS baseball commissioner. The commissioner will review the appeal and make a final ruling on the suspension.
- F. Player or coach ejections will result in an ejection the following game as well. Ejections will also continue to be reviewed on a case-by-case basis to determine if a longer suspension is warranted.

9. STANDINGS & POINT SYSTEM (Updated 4/8/19)

Win = 3 points

Loss = 1 points

Tie = 2 points – If neither team is ahead in the score at the end of a game that is deemed complete, a

tie will be recorded.

Forfeit = -2 points (2 points to be deducted from the final total of any team that forfeits a game). The tiebreaker rules will be used as necessary to break any ties in the standings.

Forfeits – Any team that forfeits 3 games will be under consideration for suspension from the league. Any team that forfeits 3 games during the regular season is disqualified from participating in league playoffs. Any team that has forfeited a game and owes fees associated with that game will not be eligible to participate in the league playoffs unless those fees are paid prior to the start of the playoffs. After 4 forfeits, a team is automatically removed from the league.

10. CLEARANCES

All coaches and other team personnel must be certified by their organization as having all required PA state criminal background, child abuse clearances, and either an FBI fingerprint clearance or have submitted the required FBI waiver form in accordance with PA state law and City of Pittsburgh requirements. Organizations must complete and submit to the CITISPORTS commissioner a notarized certification sheet. Anyone not listed on that form will not be permitted to participate in any CITISPORTS game. NO EXECPTIONS!

Random checks: will be made at games without notice!

1. Only accredited adults submitted to Citisports and rostered players are allowed on the team bench or designated area
2. Please register and submit as many adults as you like with Citisports.
3. If at any time a team is found to be in violation of the clearance rule, the game will be stopped and the offending team will receive a forfeit.
4. A second violation will result in removal of that team from the Citisport's league for the remainder of the season.