



Ball Clubs of Norman Softball Rules As of July 2019

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Section 1: Teams

1.1. Spring and Fall League

- 1.1.1. Spring and Fall are two separate softball leagues.

1.2. Team Rosters

- 1.2.1. Once a player is assigned to a team (and the roster has been released) she cannot be removed from the roster unless it is by mutual decision by coach and player and has been approved by the age group coordinator.
- 1.2.2. Once league games begin any roster changes must be approved by the Ball Clubs of Norman.
- 1.2.3. No player can be on two softball rosters in the same division.
- 1.2.4. A player cannot be added to a roster after May 15th of the Spring season and September 15th of the Fall season unless approved by Ball Clubs of Norman Board. They will be required to register through the Ball Clubs of Norman and pay the late join fee.
- 1.2.5. Under no circumstance shall any player be allowed to transfer to a team that is ranked higher, at the time of the transfer, once league play begins (unless approved by the age group coordinator).

1.3. Player Sign Up and Team Assignment

- 1.3.1. The deadline for the Spring and Fall softball seasons will be determined by the Board of Directors and posted on the website.
- 1.3.2. All players who sign up will list the Norman Public School they attend, or would attend in the case of preK, T-ball, private school, home school, and players living with a Parent for the summer.
- 1.3.3. All signups will be done through the Ball Clubs of Norman league website.
- 1.3.4. Rosters are first created from the initial registration with parent and coach requests (coach supplied roster).
- 1.3.5. Individual registrations are assigned by age, buddy, school/location in order to fill teams or create new teams. It is possible that a player will not be playing with other players from her school due to number of teams needing players. It is also possible that there are no additional roster spots on any of the teams at which case a refund will be made.

Section 2: Games

2.1. General

- 2.1.1. All players in every group must wear batting helmets with ear protectors. Helmets must remain on while the player is on the playing field beginning when the player leaves the dugout and until they reenter the dugout. This rule also applies to any bat girl / boy use by the team.
- 2.1.2. All catchers must wear chest protectors, leg guards and catcher's mask that covers both ears (Hockey Style). Gear is not mandatory in T-ball, but they at the least must wear a helmet.
- 2.1.3. The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps).
- 2.1.4. Batting Helmet Masks: All batting helmets shall be outfitted with a securely fastened NOCSAE approved face-mask.
- 2.1.5. Defensive Face Masks: All infield players must wear face masks during league games. 6u and 8u outfield players must also wear face masks during league games.
- 2.1.6. Only players participating in the game (any player listed on the team's roster), one bat girl / boy, and four (4) certified Coaches will be permitted in the dugout during the game.
 - 2.1.6.1. When a team is on offense (batting) one (1) Coach is allowed in the first base Coaches box, one (1) Coach is allowed in the third base Coaches box, and one (1) may position him / herself in front of the dugout, if so desired. These Coaches must confine themselves to the Coaches' box or immediately in front of the dugout. No seating of any kind allowed outside of the dugout.
 - 2.1.6.2. In 6u T-ball up to three (3) Coaches will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.
 - 2.1.6.3. In 8u machine pitch, two (2) Coaches will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.
 - 2.1.6.4. In 10u through 14u age groups, two (2) Coaches will be allowed themselves directly in front of the dugout, while their team is on defense and must confine themselves in front of the dugout.

- 2.1.6.5. If in the judgement of the home plate Umpire, a coach has violated these rules, the Umpire will warn the Coach on the first offense. If a second offense occurs, the Umpire will direct the offending Coach to the dugout.
 - 2.1.6.5.1. If the violation is committed by the first or third base Coach, on the second offense the Coach will be directed to the dugout, and a different background verified Coach can assume their position.
- 2.1.7. Players will be automatically ejected from a game if caught throwing equipment or committing flagrant, unsportsmanlike conduct and / or contact. Players may remain in the dugout after and ejection and during suspensions.
 - 2.1.7.1. Following ejection from a game for violation of 2.1.5, the player can be suspended from the next league game.
 - 2.1.7.2. Any player suspended twice during a season for violation of rule 2.1.5 can be suspended for the remainder of the season.
 - 2.1.7.3. The player must appear before the Board of Directors, with their Parents and Head Coach, before the end of the current season, to determine if the player will be allowed to return the following year.
 - 2.1.7.4. A Coach caught playing a suspended player will forfeit any game in which the suspended player participated. Taking the field in any capacity constitutes participation.
 - 2.1.7.4.1. The Coach will be suspended until a Board of Directors meeting is held to review the matter.
- 2.1.8. Head Coaches only will be allowed to discuss decision calls with Umpires; any deviation from this will result in a Coach's Warning.

2.2. Playing Field Regulations

- 2.2.1. 6u Tball
 - 2.2.1.1. The base distance will be sixty (60) feet. The invisible restraining arc is thirty-five (35) feet from the point of home plate and will be marked with hash marks on the 1st and 3rd base foul lines.
- 2.2.2. 8u Machine Pitch
 - 2.2.2.1. The base distance will be sixty (60) feet. The pitching rubber will be set at thirty-five (35) feet. The pitching machine will be set directly over the pitching rubber, so where the ball exits the machine will be thirty-five (35) feet.
 - 2.2.2.2. A circle will be placed around the pitching machine to indicate where the pitching position is to play.

- 2.2.2.3. A hit ball that strikes the pitching machine or coach will be deemed a dead ball. Batter will receive first base and all other runners will advance if forced.
- 2.2.3. 10u Live Arm
 - 2.2.3.1. The base distance will be sixty (60) feet. The pitching rubber will be set at thirty-five (35) feet.
- 2.2.4. 12u Live Arm
 - 2.2.4.1. The base distance will be sixty (60) feet. The pitching rubber will be set at forty (40) feet.
- 2.2.5. 14u Live Arm
 - 2.2.5.1. The base distance will be sixty (60) feet. The pitching rubber will be set at forty-three (43) feet.

2.3. Game Length, Run Limits, Ending, and Forfeiture

- 2.3.1. For 6U the game time will begin immediately after the first swing. For 8U through 14U, the game time will begin immediately after the first pitch of the game.
 - 2.3.1.1. During league play for all ages, a 5 minute buffer will be given for start time. If after the 5 minute buffer, a team or both teams are not ready for play, game will be ruled a forfeit. If both teams are not ready, the game will be recorded as 0-0 tie.
- 2.3.2. Game lengths
 - 2.3.2.1. All ages will have a one (1) hour game time or three (3) complete innings, whichever occurs first.
 - 2.3.2.2. League games can end in a tie.
 - 2.3.2.3. For age groups 6U through 8U machine pitch, a game ending by forfeit or run rule, before the inning rule or time limit have been reached, will be continued as a scrimmage from that point on (providing both Coaches agree), until either the inning rule or time limit rule is reached. The Umpires will continue to officiating when a game continued as a scrimmage.
- 2.3.3. Inning run limits
 - 2.3.3.1. 6U through 14U, each team is limited to scoring six (6) runs per at bat.
- 2.3.4. Game Ending Run Rules
 - 2.3.4.1. 6U through 14U will have a run rule limit of ten (10) runs after 3 innings or seven (7) runs after 4 innings.
- 2.3.5. Rain Out Games
 - 2.3.5.1. 6U 14U, 2 ½ innings will constitute a full game if the home team is ahead.

- 2.3.5.2. In the event a game is called before the inning rule 2.3.5.1 is reached, the game will be rescheduled for a later date and continue from the same point at which the game was called.
 - 2.3.5.2.1. The home plate Umpire will annotate time remaining in the home team score book and verify statistics are properly annotated.
- 2.3.6. All Ball Clubs of Norman league games will be official and played as long as a team begins with (8) players.
 - 2.3.6.1. Any team starting with eight (8) players will NOT have an automatic out charged in the ninth (9th) position of the official batting order.
 - 2.3.6.2. Any player on the roster may be inserted at the bottom of the lineup upon arrival.

2.4. Team Lineup and Fielders

- 2.4.1. 6U through 8U machine pitch, a continuous lineup of all available players will be used.
- 2.4.2. For 6U through 8U machine pitch, players arriving late will be inserted as the last batter in the lineup.
 - 2.4.2.1. In 10U through 14U, if a team is using a continuous lineup or does not have any substitute players and a player becomes ill or injured during the game an automatic out will not be recorded. For all other reasons for a vacated batting position an automatic will be recorded.
- 2.4.3. For ages 10U through 14U, a team may bat a 9 player lineup, 10 player lineup (extra hitter), or continuous lineup of all available players. The lineup being used must be declared to the home plate Umpire and opposing Head Coach before the game begins.
- 2.4.4. Both teams will provide line up cards to the home plate Umpire and opposing team's scorekeeper prior to the start of play, to establish a formal team lineup. Lineup must include player's roster name (no nicknames) and number.

2.5. 6U Rules of Play

2.5.1. Defensive Positions

2.5.1.1. All defensive positions, other than catcher (see requirement on 2.5.2), are required to wear a face mask.

2.5.1.2. Defensive positions may not exceed ten (10) in numbers. You may play nine (9) defensive positions.

2.5.1.2.1. When playing with ten (10) positions, four of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.5.1.2.2. When playing with nine (9) positions, three of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.5.1.2.3. Defensive players must remain behind the 35-foot arc until the batter has hit the ball. One player must remain on the pitcher's mound until after the ball is hit. An exception can be made in cases of older teams vs younger teams. (Umpires Discretion)

2.5.1.2.4. Teams may not load the arc with all infield players. 3 defensive players only. (Umpires Discretion).

2.5.2. Catcher

2.5.2.1. The catcher must wear a mask attached to a full helmet and chest protector. (Shin Guards are not mandatory.)

2.5.3. Batting

2.5.3.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.

2.5.3.2. A batter will be allowed 3 swings per time at bat. If the batter misses the ball, it will count as a swing. A foul ball with 2 strikes will be considered the 3rd strike and the batter will be out.

2.5.3.3. Players are NOT allowed to bunt. The batter will be out.

2.5.3.4. No walks allowed

2.5.3.5. A swing that in the umpire's judgment makes contact mostly with the tee shall be considered a "dead ball" and a strike, even if the ball travels into fair territory.

2.5.4. Base Running/ Stealing

2.5.4.1. Stealing is NOT allowed. A runner is not allowed to leave the base until the batter has made contact with the ball. There will be no warnings for leaving the base early: it will be an automatic out.

- 2.5.4.2. The runner going to 1st will touch the orange bag, and the 1st baseman will have the right to the white bag. We will apply the rule written in the book as realistically as possible for 6U play.
- 2.5.4.3. An overthrow at any base will be considered a live ball. Runners may advance until time has been called.
- 2.5.4.4. Runners may not advance if the ball does not travel outside the catcher's circle.
- 2.5.5. Game Balls
 - 2.5.5.1. 11 inch USSSA blue stitch leather ball must be provided by the teams for tournament play.
 - 2.5.5.2. A batted ball thrown to the first or third baseman that rolls into foul territory will stop play.
 - 2.5.5.3. Runners may only advance to the next base if they are halfway between the bases.
- 2.5.6. When an infielder has stopped the lead runner from advancing to the next base, the play is dead. A runner standing off a base that "jukes" or "feints" back and forth, is not attempting to advance to the next base, and time will be called.

2.6. 8U Machine Pitch

- 2.6.1. Defensive Positions
 - 2.6.1.1. All defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask.
 - 2.6.1.2. Defensive positions may not exceed ten (10) in numbers.
 - 2.6.1.2.1. When playing with nine (9) positions, three of those positions must be in the outfield. When playing with (10), four of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.
 - 2.6.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact, the pitcher may pass the 35ft hash marks after the ball leaves the machine. If the pitcher leaves before the ball leaves the machine a dead ball will be called and the batter awarded first base, and all other runners may advance if forced.
- 2.6.2. Pitcher
 - 2.6.2.1. The pitcher can play on either side of the circle and cannot be past the pitching rubber or hash mark until the ball leaves the machine.

2.6.2.1.1. No defensive player may enter the pitching circle at any time; this will be deemed a dead ball. The batter will receive first base and all other runners may advance one (1) base if forced. The chalk outlining the circle is deemed to be part of the circle.

2.6.2.1.2. A pitcher can pass the pitching rubber on an attempted bunt when the ball leaves the machine. If she leaves before, this will be deemed dead ball, and batter will receive first base. All other runners will advance if forced.

2.6.3. Coaches

2.6.3.1. A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the field at any time unless given time out by the umpire. If a live ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.

2.6.3.1.1. Pitching coach can position the batters by signaling with hand motions, but cannot give instruction. The pitching coach cannot give instruction to Base Runners. The umpire can and will call the batter out if they feel this rule is being abused after the pitching coach has been warned. The pitching coach after delivering the pitch will kneel down to give defensive players a clear path to make a throw. Any pitching coach who is hit by a throw from a defensive player without making an attempt to move out of the way will be warned or removed. A dead ball will be called and the batter will be out and runners will return to their previous base.

2.6.3.1.2. A pitching coach hit by a batted ball will be a dead ball and the batter will advance one base. (all runners may advance one base if force)

2.6.3.1.3. The pitching coach may not manipulate the machine or the pitch to create a defensive disadvantage for the catcher. (Putting it in the dirt) If you do this it will be ruled a dead ball no pitch. No runners will advance. Coach will receive a warning and if the rule is broken again the Coach can be removed from the game. (Umpires Discretion)

2.6.3.1.4. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.

2.6.4. Pitching Machine

- 2.6.4.1. The pitching machine speed will be set at thirty–seven (37) miles per hour. Adjustments to the pitching machine can be made only if the umpire deems necessary. Coaches may petition umpire for adjustment if necessary.
- 2.6.5. Batting
 - 2.6.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.
 - 2.6.5.2. The batter will receive five (5) hittable pitches. The umpire can call a no pitch for an un-hittable pitch.
 - 2.6.5.3. The batter will be called out after she has received three (3) swinging strikes, has received five (5) hittable pitches, or fouls off a bunt with two (2) strikes. If 5th pitch is fouled, players will receive another pitch until the last strike or the ball is put in fair play.
 - 2.6.5.4. Bunting, Fake Bunt, and Slap Bunt are allowed. (Players are NOT allowed to fake a bunt and then to swing).
- 2.6.6. Base Running/Stealing
 - 2.6.6.1. Stealing is allowed, when the ball has exited the machine. There will be no warnings for leaving the base early: it will be an automatic out.
 - 2.6.6.2. The offensive player can only steal one base per pitch, and you cannot steal home.
 - 2.6.6.3. On a batted ball the base runner can take as many bases as wanted for an overthrow.
 - 2.6.6.4. Time will be called when the runners are no longer advancing and the defensive player throws the ball to the pitcher. (Pitcher must have control of the ball).
- 2.6.7. Game Balls
 - 2.6.7.1. 11 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.7. 10U Live Arm

- 2.7.1. Defensive Positions
 - 2.7.1.1. All infield defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask. Wearing of facemask in the outfield is optional.
 - 2.7.1.2. Defensive positions may not exceed nine (9) in numbers.
 - 2.7.1.2.1. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.
 - 2.7.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact.
- 2.7.2. Pitcher

2.7.2.1.1. USSSA Official Fastpitch Softball Rule 6 shall apply.

2.7.3. The Look-back Rule

2.7.3.1. USSSA Official Fastpitch Softball Rule 8.2 shall apply.

2.7.3.1.1. "The LOOK-BACK RULE is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle.

2.7.3.1.2. Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base.

2.7.3.1.3. A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.

2.7.3.1.4. The runner, off base, may not stand motionless.

2.7.3.1.5. There does not need to be any motion or recognition by the pitcher.

2.7.3.1.6. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.

2.7.3.1.7. If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply."

2.7.3.1.8. "Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play. a. EFFECT: Ball is dead and runner is out."

2.7.4. Coaches

2.7.4.1. A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the field at any time unless given time out by the umpire. If a live ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.

- 2.7.4.2. The offensive team may have two (2) coaches on the field: 1st base coach and 3rd base coach.
- 2.7.4.3. All subsequent coaches must remain in the dugout.
- 2.7.4.4. Any attempt made by a coach to intentionally interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the field of play and dugout.
 - 2.7.4.4.1. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.
- 2.7.5. Batting
 - 2.7.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.
 - 2.7.5.2. Bunting, Fake Bunt, and Slap Bunt are allowed. (Players are NOT allowed to fake a bunt and then to swing).
 - 2.7.5.3. If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.
- 2.7.6. Base Running/Stealing
 - 2.7.6.1. Stealing is allowed when the ball leaves a pitcher's hand on the delivery.
- 2.7.7. Game Balls
 - 2.7.7.1. 11 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.8. 12U/14U Live Arm

- 2.8.1. Defensive Positions
 - 2.8.1.1. All infield defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask. Wearing of facemask in the outfield is optional.
 - 2.8.1.2. Defensive positions may not exceed nine (9) in numbers.
 - 2.8.1.2.1. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.
 - 2.8.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact.
- 2.8.2. Pitcher

2.8.2.1.1. USSSA Official Fastpitch Softball Rule 6 shall apply.

2.8.3. The Look-back Rule

2.8.3.1. USSSA Official Fastpitch Softball Rule 8.2 shall apply.

2.8.3.1.1. "The LOOK-BACK RULE is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle.

2.8.3.1.2. Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base.

2.8.3.1.3. A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.

2.8.3.1.4. The runner, off base, may not stand motionless.

2.8.3.1.5. There does not need to be any motion or recognition by the pitcher.

2.8.3.1.6. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.

2.8.3.1.7. If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply."

2.8.3.1.8. "Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play. a. EFFECT: Ball is dead and runner is out."

2.8.4. Coaches

2.8.4.1. A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the field at any time unless given time out by the umpire. If a live ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.

- 2.8.4.2. The offensive team may have two (2) coaches on the field: 1st base coach and 3rd base coach.
- 2.8.4.3. All subsequent coaches must remain in the dugout.
- 2.8.4.4. Any attempt made by a coach to intentionally interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the field of play and dugout.
 - 2.8.4.4.1. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.
- 2.8.5. Batting
 - 2.8.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.
 - 2.8.5.2. Bunting, Fake Bunt, and Slap Bunt are allowed.
 - 2.8.5.3. If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.
- 2.8.6. Base Running/Stealing
 - 2.8.6.1. Stealing is allowed when the ball leaves a pitcher's hand on the delivery.
- 2.8.7. Game Balls
 - 2.8.7.1. 12 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.9. Protests

- 2.9.1. There will be NO protests in league play.

Section 3: Administrative

3.1. Age Classification

- 3.1.1. The age group of a player will be determined by the player's age on January 1st. The season runs from Fall to Spring. The January 1st used to determine age group is between the Fall and Spring seasons.
- 3.1.2. Players have the option of playing up in a higher age group, but only (1) year at the Coach's discretion and with written consent of a Parent or legal guardian. (Play up form)
- 3.1.3. Players will not be allowed to play down in lower age groups.

3.2. Insurance Coverage

- 3.2.1. The Ball Clubs Secretary must be notified within 48 hours of an accident, for the claim to be processed. Any incident must be recorded on an incident form that will be kept on file in the office.

3.3. Uniforms

- 3.3.1. All uniforms will consist of a jersey, pants, and socks.
 - 3.3.1.1. Each player's uniform must have a number on the game jersey prior to the first league game. Each number must be unique for that team; no duplicate numbers are allowed.
 - 3.3.1.2. Cold weather attire can be worn as long as the jersey underneath, with the player's number can be shown for verification.
- 3.3.2. Visible jewelry of any kind must be removed or tucked in.
- 3.3.3. No player will be allowed to use a cell phone or any electronic devices during the games.

3.4. Game Schedules

- 3.4.1. League schedules are considered final once posted.
- 3.4.2. Each request to re-schedule must be approved by both Head Coaches of the teams involved. The agreed upon re-schedule must then be sent to the Ball Clubs at which time they will reschedule or offer alternate options.

3.5. Ejections

- 3.5.1. Any PERSON ejected from a game, must immediately leave the ballpark. Failure to leave the ballpark will cause their team to forfeit the ball game.
 - 3.5.1.1. Players may stay in dugout if controlled by a background clearance Coach.

3.5.2. At the completion of the ball game, all ejections from a game will be heard by the Umpire in Charge (UIC), Board Member on duty and all Umpires. NOTE: Person ejected must leave the park at the time of ejection. They will be allowed to present their case to the UIC and Board Member on duty.

3.5.2.1. The person ejected is suspended from attending any games at the ballpark until a final decision is reached. All decisions are final.

3.5.2.2. If the UIC, Board Member and all Umpires on the field are unable to meet after the completion of the ball game, every attempt will be made to resolve the ejection within 24 hours of the incident.

3.6. Player Participation

3.6.1. Every player must play at least one inning in every league game unless they are not present at the game. An inning consists of being in the lineup for one offensive and one defensive inning. Each Coach should make every effort to see that all players participate in every game.

3.6.1.1. Tournaments sponsored by the Ball Clubs of Norman are not considered league games, and are exempted under this rule.

3.6.1.2. Player disciplinary restrictions may reduce the amount of game playing time. Disciplinary restrictions are not related to player performance.

3.6.1.3. Failure to comply can result in the suspension of the Head Coach.

3.6.1.4. For teams not using a continuous batting line up, the teams score book will be used to determine compliance with rule 3.6.1.

3.6.2. For teams using a continuous line up, which provides for free defensive substitution, the Head Coach is required to maintain some form of documentation concerning player participation to be used to determine compliance with rule 3.6.1.

3.7. Field Maintenance

3.7.1. Coaches are responsible for cleaning their dugout after every game.

3.8. Continuous Improvement Process

3.8.1. If there are areas that are seen that need improvement, the observer can file the Continuous Improvement form and file with the Board for review and discussion.

Section 4: Coaches, Parents, Spectators, Scorekeepers, and Umpires

4.1. Managers and Coaches

- 4.1.1. All Head Coaches, Assistant Coaches, and/or dugout Parents are required to have an annual background check on file with the Ball Clubs of Norman.
- 4.1.2. The use of tobacco and e-cigarette products by Coaches, Assistant Coaches is prohibited anywhere in the ballpark.
 - 4.1.2.1. A warning will be given on the first instance; further failure to comply with this rule will cause the Coach's team to forfeit the game being played.
- 4.1.3. The use of profanity, alcoholic beverages, non-prescription drugs, or illegal substances (i.e. marijuana, cocaine, etc.), is not allowed.
 - 4.1.3.1. Any Coach or Assistant Coach under the influence of non-prescription drugs, or illegal substances, will be suspended from the Ball Clubs of Norman activities for life.
- 4.1.4. All Managers and Coaches are expected to play fair and show good sportsmanship to their players through their example and conduct while on the practice field and during games.
 - 4.1.4.1. A Head Coach or Assistant Coach will automatically be suspended for actions committed that would be damaging for their team or the Ball Clubs of Norman in general.
- 4.1.5. Coaches are responsible for complying with the following rules:
 - 4.1.5.1. All Ball Clubs of Norman Official League rules, Ball Clubs of Norman Tournament Rules, and all USSSA Rules.
 - 4.1.5.2. To conduct themselves in a sportsmanlike manner in dealing with Umpires, opposing Coaches, players, parents and spectators.
 - 4.1.5.3. To control the conduct of their players, parents and spectators.
 - 4.1.5.4. To comply with the Ball Clubs of Norman player participation rule.
 - 4.1.5.5. To be knowledgeable of softball rules and coaching methods.
 - 4.1.5.6. To sign and uphold the Coaches Code of Ethics.
 - 4.1.5.7. To wear appropriate attire (no tank tops, flip-flops, or clothing that advertises tobacco or alcohol products of any kind).

- 4.1.5.8. Violations concerning any of the rules could result in suspension of the Coach, and forfeiture of any games played, depending on the particular violation.

4.2. Parents or Spectators

- 4.2.1. All parents, having guardianship of a child playing in the Ball Clubs of Norman league, must sign and abide by the Parents Code and Parents and Coaches Behavior Policy. Not signing the Parents Code of Ethics does not exclude Parents or guardians from abiding by its policy.
- 4.2.2. Every individual, whether a non-guardian relative, family friend, etc. (spectators) attending an event at the Griffin Community Park will abide by the Parents Code of Ethics and Parents and Coaches Behavior Policy.
- 4.2.3. Parents and spectators will not interfere with the opposing teams players by shouting comments like, he can't hit, don't worry she can't run, or countermanding a Coaches instruction. *Example:* a Coach yells for a player to throw the ball to second, and opposing team's spectators yell throw to third.
 - 4.2.3.1. If a team believes this has occurred, the Head Coach will notify the Home Plate Umpire. The Home Plate Umpire will attempt to monitor these outbursts.
 - 4.2.3.2. A second violation will result in a team warning to the offending team's Head Coach.
 - 4.2.3.3. A third violation will result in forfeiture of the ball game by the offending team.
 - 4.2.3.4. Any parent or spectator caught violating this rule be ejected from the ballpark.
- 4.2.4. The use of tobacco and e-cigarette products by any person is prohibited anywhere in the ballpark.
- 4.2.5. Music will be allowed at ballpark provided following conditions are met:
 - 4.2.5.1. Music must be kid friendly and contain no vulgarity or disparaging remarks.
 - 4.2.5.2. Volume must be at a respectable level as to not disrupt other team or other fields.
 - 4.2.5.3. Music cannot be played during live ball action. May be played as walk up music as long as music is turned off prior to at bat starting.
 - 4.2.5.4. Umpires on field and Board Members have the authority to ask a team to turn music down or off. First offense will be a warning; Second offense will be termination of music rights for that game; third offense will be termination of music and ejection of Head Coach.

4.3. Scorekeepers

- 4.3.1. All Scorekeepers are expected to be knowledgeable of the score keeping procedures.
 - 4.3.1.1. When players are substituted, the inning must be annotated by the player's name, since the score book will be used in reference to the one inning per game rule.
- 4.3.2. All substitutions, excluding free defensive substitutions, must be reported to the home plate Umpire and the opposing team's Scorekeeper prior to the player entering the game.
 - 4.3.2.1. Failure to comply will result in an automatic out.
- 4.3.3. The home team score book is the official record of the game.
- 4.3.4. All Scorekeepers will sit near or behind the home plate Umpire (behind the backstop)

4.4. Umpires

- 4.4.1. All Umpires will be coordinated by and responsible to the Ball Clubs of Norman appointed UIC. The UIC is directly responsible to the Board of Directors.
- 4.4.2. Umpires shall wear approved attire including gray pants / shorts; collared shirts as instructed by the UIC, and navy blue baseball or umpire cap. All home plate Umpires shall wear facemasks, chest protectors, and shin guards.
- 4.4.3. Umpires will be expected to have a good working knowledge of softball rules, Ball Parks of Norman park rules and the mechanics of good umpiring.
- 4.4.4. Umpires can be expected to receive fair treatment from Coaches, Players and Spectators. They shall have support from the Board of Directors when enforcing the rules set forth by the Ball Clubs of Norman or USSSA.
- 4.4.5. Umpires will have full charge of the game 15 minutes prior to the scheduled starting time. They shall make judgements concerning field of play conditions, equipment and questions regarding play of the game.
 - 4.4.5.1. After games have started, the UIC will make all decisions concerning games affected by weather.
- 4.4.6. Umpires are expected to conduct themselves in a sportsmanlike manner that will display their knowledge of softball rules and fair play.
- 4.4.7. The use of profanity, alcoholic beverages, non-prescription drugs or illegal substances (i.e. marijuana, cocaine, etc), is not allowed.
 - 4.4.7.1. The UIC and /or Board of Directors will automatically suspend any Umpires suspected of being under the influence of alcoholic beverages, pending investigation.

- 4.4.8. The use of cell phones or other electronic device during the game, including inning breaks, will not be permitted.
- 4.4.9. While officiating a game, if an Umpire is involved in a physical altercation with a Coach, Player, Parent or Spectator, the Umpire will not complete the game, nor will the Umpire be allowed to officiate another game until the UIC, the Executive Board Member, and Board Member on duty have reviewed the altercation.
 - 4.4.9.1. Upon review it will be determined if the Umpire involved will be suspended or allowed to return to their schedule.
- 4.4.10. Umpires shall report any major disturbances, protest by Coaches, or questions regarding their duties to the UIC. The UIC shall in turn report to the Executive Board Member and Board Member on duty.
 - 4.4.10.1. All complaints concerning an Umpire's ability to officiate a game must be submitted in writing to the Board of Directors. The UIC and the Board of Directors shall handle any questions regarding the abilities of any Umpire.
- 4.4.11. If a forfeit occurs, the Umpire will only be paid if they are assigned to the field where the forfeit occurred. Umpires must stay and officiate scrimmages, if necessary (full game time).
- 4.4.12. If the UIC has been notified in advance that a game(s) has / have been canceled, no Umpire fee(s) will be paid for the game(s).

The USSSA Fastpitch rulebook will govern all other rules not specifically addressed above.