2023 5v5v5 NIBLEY SLOW PITCH SOFTBALL LEAGUE BYLAWS

1. Game Description:

    a. A game consists of 3 teams competing against each other in 5 innings, no new inning starting after 60 minutes.

    b. Teams play with 5 players; may have up to 7 on roster.

    c. All 3 teams rotate through the infield, outfield and batting positions for one cycle, 9 outs, to complete 1 inning.

    d. Other than the 3 team format and the following by-laws and USA slow-pitch softball rules will apply.

2. Team Rotations: Teams follow the team rotation for each inning. The rotations are assigned so teams will not face the same defensive positioning every time they bat.

3. Team Descriptions:

    a. Infield Team: One team (5 players) play the following positions: pitcher, 1st base, 2nd base, 3rd base and shortstop positions for 3 outs in an inning.

    b. Outfield Team: One team (5 players) play catcher, left field, left center field, right center field and right field for 3 outs in an inning.

    c. Batting Team: One team (roster present) bats until 3 outs are recorded in an inning.

4. League Format and Final Game Seeding: Teams will play 7 season games. Ranking into the final game will be determined by the point system. The top 2 teams will play in the final game. Any team attempting to bring ineligible players will be disqualified from the final game. The bottom 2 teams will play for third in a different final game.

5. Point System: Teams will receive 3 points for scoring the most runs in a game, 2 points for scoring the second most runs in a game, 1 point for scoring the third most runs in a game and 0 points for a forfeit. If there is a tie for the second most runs scored in a game those two teams will receive 2 points each. Teams will be seeded into the final game based on the number of points earned in the regular season games.

6. Final Games Tiebreakers: If teams are tied at the end of 5 complete innings, in the final game, the team with the most runs scored to that point in the league will receive the win. If teams are still tied, the tie will be broken in one of the following ways:

    a. Running Score

    b. Head-to Head record

    c. Coin toss.

7. Player Eligibility: An eligible player is defined as a high school student registered through Nibley City. Players must be on a team roster to be eligible to play.

8. Uniforms: All players should wear jerseys and hats provided. No metal cleats allowed.

9. Weather/LIGHTNING: In the event that lightning is seen and/or thunder heard, the Umpire and Coaches will stop the game and clock to check the (FREE) **Weather Bug Phone App** to determine the proximity of lightning. If lightning is detected within 6 miles, players and spectators will be asked to take cover in vehicles. The Umpire will confirm that the scorebooks are up to date and match, the game will resume after 20 min if there is no lightning within 6 miles of the ballpark.

10. Music: Music is allowed to be played in a team's dugout. The volume needs to be such that it can only be heard by the team's dugout. MUST NOT be disturbing to the opposing team, the nature of the game, umpires, city employees or spectators. Music with vulgar language or that contains vulgar content will not be tolerated and the Team Manager, umpire or a city employee will ask the team to change the music selection. After the second warning, playing music will be banned for that team.

GAME FORMAT

1. Game Time and Innings:

    a. Any team unable to take the field at the scheduled time will forfeit the game. Official time begins when the teams are instructed to take the field by the umpire. Legitimate delays include rain delays, serious injuries, unexpected field maintenance, etc.

    b. A game is considered complete after 3 innings. Games called after 3 complete innings will stand.

2. Team Line-up and Batting Line-ups:

    a. A complete team consists of 5 players; however, teams may have up to 7 on their batting line-up. If a team doesn't have 5 players present to play at game time, they will receive a forfeit and 0

points. The game will still be played. The other 2 teams present may send players to play on the forfeited team to create equal numbers.

b. All starting line-ups must be submitted to the Team Manager prior to the game time. Line-ups will have the names and jersey numbers of the players and substitutes.

c. If a player must leave the game due to injury or an emergency, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.

3. Intentional Game Delay: Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit or reach player count. If this occurs, it's an automatic forfeit.

4. Dugouts: 2 teams will be in the 1st base dugout and 1 team will be in the 3rd base dugout.

5. 1 Ball – 1 Strike Count: All batters begin with a 1 ball and 1 strike count. Foul balls are counted as strikes. A batter is allowed one extra foul ball, if the third strike is a foul ball. The next batted ball must be fair, or the batter is out.

6. Game Balls: Game balls will be provided by the Recreation Department. The batting team is responsible for retrieving all balls going out of play, including home run balls, or balls that go over the fence.

7. Pitching Restrictions: This is a slow pitch league. Pitchers must face home plate when pitching. Once a motion is started towards home plate, the pitch must be delivered. One foot shall remain in contact with the pitcher's plate until the pitched ball leaves the pitcher's hand. The ball must be delivered with a perceptible arc that reaches about the height of at least 6 feet from the ground. No quick pitching is allowed. Both of the batter's feet must be in the batter's box before the ball can be pitched.

RULES OF PLAY

1. Run Rule: A team's turn ends at bat when the team scores 7 or more runs regardless of the number of outs in the inning.

2. Slide Rule: If there is a play at 2nd, 3rd or home base the runner should avoid contact to the best of their ability. Basemen may not block their bases if they do not have the ball. If contact is made and could have been avoided, the runner will be called out. If the contact is deemed flagrant "take out slide" the runner may be ejected from the game and possibly suspended from the league.

3. Stealing: There is no stealing home. No lead off the base. Runners may only move after the pitched ball has hit the ground or home plate.

4. Substitute Rules: There are free substitutions on defense between batters. If a team doesn't have 5 players available for a game, they may recruit substitutes from the bye (4th) team who is not scheduled for that game. Substitutes must be on the batting line-up and turned in at the beginning of the game.

5. Overthrows: When an over-throw is made the runner may advance 1 base and then the defensive teams must return the ball to the pitcher.

6. Bat Rule: Bats will be provided by Nibley City Rec. Slow Pitch bats are allowed to be brought by Team Managers or players. All bats shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear.

SPORTSMANSHIP

All players, team managers and spectators are expected to behave with good sportsmanship and positive support for the players and umpires. Failure to do so could result in game forfeiture and suspension from the league. **Arguing balls and strikes is not allowed**. Team Captains are responsible for the spectator's actions and behavior. Umpires or league coordinators may eject Team Managers, spectators, or players from the game. Any person ejected from a game must miss the next game.

Umpires Judgment:

An Umpire's judgment is not subject to protest.

WIN/LOSS/TIE REPORTING:

Team Managers/Team Captains report the score immediately following the game.
Text the date and name of winning team to the league representative:

       Name: Ali Wilcox   Phone: 720-436-5991

*If no score is reported within 48 hours, both teams will receive a loss for that game. Overall team records will be used for the end of season game schedule.