

PARK RULES & REGULATIONS/GENERAL FACILITY RULES



I. PARK RULES:

1. No pets are allowed in the park.
2. **NO ALCOHOL** may be brought into the complex. Any player caught with an alcohol can or bottle will be automatically ejected from the game. If cans or bottles are found in the dugout & not claimed, the entire team will forfeit the game. When a team enters the dugout, they should immediately inform the umpire if they see cans in the dugout as to avoid a confrontation later in the game. There is no alcohol allowed in the dugout. Anyone providing alcohol to minors is subject to prosecution and will be suspended from the complex.
3. **NO COOLERS** or outside food or drinks can be brought into park. Any player/person caught with a cooler in the park will be ejected from the game/park. One (1) water jug is allowed per team.
4. There is a \$3.00 non-refundable admission charge for adults age 13 to 64. Admission charge applies to spectators and players.
5. **NO REFUNDS FOR RAINOUTS OR EJECTIONS.**
6. Players and Coaches are responsible for cleaning their dugouts and placing trash in nearby receptacles following each game.
7. Anyone found vandalizing the park and/or its property will be fully prosecuted and banned from the park.
8. No tobacco products of any kind allowed on the playing surface.
9. No profanity, no fighting, throwing bats, or any type of severe offense...this will result in a team forfeit.
10. No jewelry may be worn during the game.
11. No metal spikes or shoes with screw in metal tipped cleats allowed due to AstroTurf batter's boxes. Rubber cleats and rubber screw-in cleats are allowed.
12. There is a \$30.00 Service Charge for all returned checks.
13. ISP is not responsible for lost or stolen items. This applies to anywhere inside or outside the facility including parking lot.
14. ISP reserves the right to escort/expel any person(s) in violation of, but not limited to, the above stated rules.
15. **Patrons are subject to inspection of person, parcels, bags, containers, vehicles and/or clothing capable of concealing prohibited items. Guests may refuse inspection; however, management reserves the right to refuse entry.**

II. SOFTBALL FEES:

1. A \$250 deposit is required to hold any spot in a softball league. This deposit is non-refundable. Total fee is \$450 per team except for special discounted leagues. Sanction fee is \$40.00.
2. Team Discounts:
 - A. **SECOND TEAM DISCOUNT:** Indianapolis Sports Park offers a second team discount of \$375 for the second team. The second team **MUST BE REGISTERED ON A DIFFERENT NIGHT IN THE SAME LEAGUE. The second team MUST ALSO BE THE EXACT SAME ROSTER in order to receive the second team discounted price.**
 - B. **CORPORATE TEAM DISCOUNT:** Companies can receive a corporate discount if they register three (3) or more different teams. The first two teams are \$450 per team (if registered before the early bird date). The third and following teams are \$375 per team (if registered before the early bird date). The payment for the registrations must come from one company check including an invoice with each teams name on the invoice.
3. **ALL ENTRY FEES MUST BE PAID IN FULL BY THE SCHEDULED MANAGER'S MEETINGS.**

III. SOFTBALL LEAGUE INFORMATION:

1. All leagues will consist of:
 - A. SPRING – Ten games on the assigned night.
 - B. SUMMER – Ten games on the assigned night.
 - C. FALL – One to two games per week for five (5) to seven (7) weeks.
2. **ISP reserves the right to make schedule changes as necessary to complete the leagues.**
3. **SCHEDULES:**
 - A. Managers will receive their complete schedules on the night of their first game. Schedules will also be posted online at www.indysportspark.com and on the schedule board located on the outside of the main building. ISP will notify team managers, in person, if there are any changes to schedules other than make-up games. **TEAM MANAGERS ARE RESPONSIBLE FOR GETTING MAKE-UP GAME TIMES.** Game times are posted on the schedules and on the schedule board. The park will NOT be responsible for incorrect game times given over the phone. The team manager is responsible for giving game times to team members. ISP reserves the right to change schedules as needed. ISP will accept requests prior to the playing season. **REQUESTS ARE NOT GUARANTEED.** For scheduling purposes ISP reserves the right to combine any leagues.
 - B. The team listed first on the schedule (of a six-team league) is the home team and official scorekeeper. A coin toss will determine the home team for all other leagues. Pay close attention to start times and field assignments.
 - C. Any and all special schedule requests must be made in writing on the registration form. Once the league or tournament schedule has been distributed to the teams, no schedule adjustment requests will be honored.
 - D. ISP reserves the right to accept or decline a team name if the team name can be interpreted as vulgar or offensive
4. **RAINOUTS:**
 - A. **Do not call until 4:30 p.m. weekdays and 11:30 a.m. on Sundays.** Rainout information will be immediately posted on our website at www.indysportspark.com and will also be available (after the above times) at 317-784-7447. Players should contact their Team Manager for rainout information. Only the Team Manager should call the office for rainout information. Rainouts will be rescheduled at anytime. If there is more than one rainout per session, make up games may be scheduled on a Saturday or any open date the complex has available. ISP reserves the right to reschedule games anytime during the week or on weekends. **IT IS THE MANAGER'S RESPONSIBILITY TO PICK UP A**

REVISED SCHEDULE AND DISTRIBUTE IT TO THEIR PLAYERS. ISP WILL NOT RESCHEDULE GAMES FOR ANY TEAM THAT CANNOT MAKE IT ON THE MAKE-UP DATE.

5. MANAGERS RESPONSIBILITIES:

- A. Should notify their team members of any information given to them by ISP.
- B. Attend all team meetings.
- C. Relay park policies and regulations to their team members.
- D. Submit completed roster to Park Director. Make roster changes.
- E. Distribute awards to team members
- F. Initial umpire scorecards after game to verify score.

6. LEAGUE CLASSIFICATION: If a team is registered for more than one league division, such as D and D+, they can only win one league. The team has to have a .500 record or under in the higher league in order to win the lower league.

- A. **ISP has the right to combine leagues if there are not enough teams to field an individual league.** Rules will be decided by the majority division.

7. LEAGUE STANDINGS:

A. League standings will be updated daily and posted on the Internet at www.indysportspark.com and the standings board at ISP. PLEASE REPORT ANY MISTAKES TO THE PARK DIRECTOR IMMEDIATELY. TO AVOID SCORE MISTAKES MANAGER MUST INITIAL UMPIRES SCORE CARD AFTER GAME. The best win/loss record determines the winner. However, in case of a tie for first place, use the following criteria.

- 1. Head-to-head competition
- 2. Defensive runs given up for the entire league.
- 3. Playoff for first, if still tied using criteria 1 and 2 above.

- a. Note: In an 8 team league, every team plays each other once. Then, each team will play three (3) weeks of position rounds, staying in the same position for all three weeks. The top four teams will play each other and the bottom four teams will play each other, with a chance to improve their overall win/loss record (which determines the final winner). Each team is given a position according to their win/loss record, head to head competition, and defensive runs given up according to their standings after week seven (7). In a ten (10) team league, there is a position round game in the last week. This position will be determined by their overall win/loss record and defensive runs given up. These positions have no meaning in determining the final winner. The best overall win/loss record determines the winner.

8. AWARDS: Up to Thirteen (13) awards for **only signed roster players** will be given to the championship team. If the office finds the winning team has no roster on file there win is voided and the 2nd place team will win the league.

- A. **FIRST PLACE TEAM** will receive individual awards. Additional awards may be purchased. Team Manager's must pick up their awards within (2) weeks of the season being completed or the awards will be forfeited. Manager must sign next to their standings when they pick up their awards.

IV. PARTICIPATION RULES:

- 1. MANAGERS AND PLAYERS MUST AGREE TO ABIDE BY THE RULES AND REGULATIONS OF INDIANAPOLIS SPORTS PARK AS A CONDITION OF PARTICIPATION. REPEATED VIOLATORS WILL BE INDEFINITELY SUSPENDED FROM ALL PARTICIPATION AT ISP.
- 2. **INSURANCE:** Players, managers and spectators are NOT protected by medical or liability insurance while on Indianapolis Sports Park property. Players, managers and spectators are encouraged to purchase insurance either independently or through the **USSSA** team insurance plan. Contact **USSSA** or Park Office for insurance details. ISP is **NOT** responsible for any damage to personal property (including vehicles) or for lost or stolen items while at the complex.

3. ROSTERS:

Every player participating at Indianapolis Sports Park, including managers and coaches, **must fill out the roster waiver form completely.** Every player participating at Indianapolis Sports Park, including managers and coaches must agree to and sign the injury waiver, which appears on the official roster. In addition, any injured player remaining in a game, despite being injured, assumes all liability for any additional injury or damage that may result.

- A. Minors, ages 16 & 17, may play with parents consent. Parents must sign & consent the minor waiver portion of the roster.

B. A female may play in a men's league as long as she signs a waiver on file in the office.

C. A player may not be on more than one roster in the same league. If a team protests a player for this situation & the player is found to be on two rosters within the same league, the game will be a forfeit and the player will be ineligible on both rosters.

D. **ALL ROSTERS/WAIVERS MUST BE TURNED IN PRIOR TO THE FIRST GAME OR GAME WILL BE RULED A FORFEIT. IF A TEAM WINS THE LEAGUE & ISP DOES NOT HAVE THEIR ROSTER ON FILE, THEIR WIN WILL BE VOIDED.** Teams may add to the rosters within the first (3) weeks of play only. (For Fall leagues, by the 2nd week.) After the first (3) weeks, the rosters are locked and no new players may be added.

V. PLAYING RULES:

- 1. A coin flip will determine home team and visiting team at the beginning of each game. For position playoff, the higher seeded team gets the choice.
- 2. **USSSA GOVERNING RULES:** All league games will be played under **USSSA** rules except those amended in the Park Rules and Regulations or by notice of the Park Director.
- 3. **WARM-UP AREA:** All teams should warm-up in the designated areas (behind the 6' fences located between the diamonds).
- 4. **WARM-UP PITCHES:**
 - A. When the pitcher takes the pitching rubber for the first inning, he/she will be allowed three (3) warm up pitches.
 - B. After the first inning, the pitcher is permitted only one (1) warm-up pitch between innings, unless a new pitcher is starting the inning.

- C. After the first inning the infield or outfield players may **NOT** throw the ball around while the pitcher warms up. However, the ball may still be thrown around after outs have been made.
- D. ISP pitch rules are modified USSSA. Pitching distance will be 53 feet and a pitching arc between 3 feet from release and 10 feet above the ground. The pitcher shall take a position with one or both feet in contact with the pitcher's plate, or both feet within **an area 3 feet** behind the pitchers plate. Preliminary to pitching, the pitcher must come to a full stop with the ball held in the pitching hand or both hands in front of the body. This position must be maintained at least one (1) second and not more than five (5) seconds before making the delivery. The pitch starts when the pitcher makes any motion that is part of his/her wind-up after the required pause. Prior to the required pause any wind up may be used. The pivot foot must remain in contact with the pitcher's plate until the ball leaves the hand unless within the area of 3 feet behind **the pitchers plate**. It is not necessary to step, but if a step is taken, the step may be forward, backward or sideways as long as the ball remains within six (6) inches of the hip. The pitch shall be released at a moderate speed. The speed is left up to the judgment of the umpire who shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he/she shall be removed from the pitcher's position for the remainder of the game. The ball must be delivered with an arch and reach a height of at least 3 feet from the release while not exceeding a maximum height of 10 feet from the ground. Any action or motion by the pitcher (i.e. stops or pauses in the pitching motion or fakes a pitch or any other illegal action prior to the release of the pitch) while on or off the pitching rubber shall result in: **EFFECT: Dead ball, a ball shall be called on the batter and a warning issued to the pitcher, that a similar act would be grounds for removal from the pitching position. These acts are considered illegal pitching actions, and are not to be considered illegal pitches**
5. **PLAYING FIELD: NO KIDS ARE ALLOWED ON THE PLAYING FIELD AT ANY TIME.**
A. Four (4) people are allowed outside of the dugout. They include the batter, on deck batter and two (2) base coaches.
6. **EXTRA PLAYER:** A maximum of two extra players is permitted (at the manager's option) at the start of the game. The batting order must remain constant. However, a men's line up of twelve players or a coed team of twelve may use all of their players to fill the ten defensive positions throughout the game. A team using the EPs must end the game with the same number of players in the batting lineup. If a player leaves the game and no substitutes are available, an out will be recorded each time that player's position in the batting order comes up.
A. An extra player may be used by a team provided it is made known to the umpire prior to the start of the game and his name and uniform number is indicated on the lineup sheet.
B. The EP must remain in the same position in the batting order for the entire game.
C. The EP may play defense at any time without his status being affected. He/she may go in and out of the defensive lineup as often as needed provided his/her position in the official batting order is not altered.
D. The EP may be substituted at any time with that substitute becoming the new EP. The substitute must be a player who has not been in the game.
7. **SUBSTITUTIONS:** All substitutions **must** be reported to the umpire. Failure to do so will result in the ejection of the illegal player when the opposing manager reports it to the umpire.
8. **RE-ENTRY RULE:** Any of the starting players may withdraw and re-enter **only** once, providing he/she occupies the same place in the batting order. A substitute who is withdrawn may not re-enter. All substitutions must be reported to the umpire.
9. **GRACE PERIOD: If a team does not have the minimum number of (8) eight players at game time, the opposing team manager may:**
A. Accept a forfeit at game time.
B. Allow opposing team 10 (ten) minutes from scheduled game time to reach minimum number of players or game is ruled a forfeit. Grace period will be deducted from game time.
C. A game **WILL NOT** be delayed because of team members playing on other fields at that time.
D. Flip-Flop rule will be used in the last 10 minutes of a game to insure games stay on schedule as necessary.
10. **GAME TIMES:**
A. A game is seven (7) innings or sixty (60) minutes, whichever occurs first. No new inning will start after 59 minutes. Flip-Flop rule will be used in the last 10 minutes of a game to insure games stay on schedule as necessary.
B. If a game is called due to rain or weather after four (4) innings have been completed (3 ½ innings if the home team is ahead), the game is official and will not be made up.
C. Each player will have a one and one count for each turn at bat.
D. ISP follows the international tie-breaking rule, which states that the last batter, of the previous inning, will start the new inning at second base. The game will continue until one team out scores the other. All extra inning games will start with a full count on batters.
11. **TEAM REQUIREMENTS:** Ten (10) players are required to form a team. Teams that play with eight (8) players will be penalized with an out in the 9th position. Teams that play with nine (9) players will be penalized with an out. Teams with eight (8) players, with two (2) outs, you may not intentionally or unintentionally walk the previous batter, in order to get an automatic out. As soon as the 9th and/or 10th player arrives, he may begin playing immediately. If a team starts with nine (9) or ten (10) players and a player is ejected, an out will be assessed in his batting order unless a player comes in to substitute for the ejected player.
A. Team can bat a maximum of 12 players. But, if a person is ejected or injured that player receives an out in their position every time they are up to bat.
B. **SPECIAL COED LEAGUES:** Teams must start with at least eight (8) players and it must be an equal number: (4) four men and (4) four women. The maximum number of players for defense is 10. A coed team can only play with more men than women if they are fielding five (5) men and four (4) women with a team of nine (9) players. A coed team can also play with more women than men. Ex (6 women, 4 men). Teams can have a maximum of 12 batters. Teams must alternate male/female when batting. Coed teams may bat 11 when there are more women than men, ex. (6 women, 5 men).
1. **POSITIONING:** With the field split down the middle, there must be at least one male and one female on each side of the field. The pitcher and catcher must be a male/female combination. All other USSSA rules apply.

2. **WALK RULE:** If you walk the man in order to get to the women, then she has the option of hitting or walking to first. If she chooses to walk or to hit, the runner on first advances to second no matter if the women hits or walks.
12. **RUN RULES:** The game will be called if: A team leads by 20 runs after 3 innings/ 15 runs after 4 innings/ 10 runs after 5 innings. A. There is a 15 run limit per inning. After the 15th run is scored, the inning will end and the opposing team will bat.
13. **HOME RUN RULES:**
- A. **Coed Novice** • Beginners recreational league. **Just for fun. NO Home Runs Allowed.** A home run is an automatic out, 2 runs are awarded to the opposing team. After that, a home run is 1 run progressive. Ex. 2nd home run hit is an out and 3 runs awarded to the opposing team. ***A home run is now an offensive ejection/dead spot. The batter may not bat the rest of the game (when his turn to bat comes up, it will be an automatic out). The batter may still play defense. *Substitutions will be allowed for this batter but the spot substitute will not be allowed to bat.** If a male is walked at any time during the game, the female batter immediately proceeding the walk has the option to be awarded first base or take her turn at bat; regardless the male batter/runner is awarded second base and must first touch first base on the way to second base.
- B. **Coed** • For players that have played coed before. **One (1) Home Run Allowed.** After one (1) home run, a home run is an automatic out & 1 run is awarded to the opposing team. If a male is walked at any time during the game, the female batter immediately proceeding the walk has the option to be awarded first base or take her turn at bat; regardless the male batter/runner is awarded second base and must first touch first base on the way to second base. In the case a team has more male players than female players, the male proceeding the walk must bat.
- C. **E League** • Men's recreational league (lowest division). **NO Home Runs Allowed.** A home run is an automatic out & 2 runs are awarded to the opposing team. After that, a home run is 1 run progressive. Ex. 2nd home run hit is an out and 3 runs awarded to the opposing team. ***A home run is now an offensive ejection/dead spot. The batter may not bat the rest of the game (when his turn to bat comes up, it will be an automatic out). The batter may still play defense. *No substitution will be allowed for this batter. A player offensively ejected can be substituted for but his batting position in the batting lineup is still an out, the substituted player DOES NOT GET TO BAT.**
- D. **D League** • One step up from E class. **One (1) Home Run Allowed.** After one (1) home run, a home run is an automatic out & 1 run is awarded to the opposing team.
- E. **D+ League** • **Two (2) HR is allowed per team.** Thereafter, it is a one-up rule as listed in USSSA rule book. (No 1 up in the bottom of the last inning). Another HR may only be hit after the opposing team hits one.
- F. **C League** • One step above D class. 3 home runs are allowed per team. Thereafter, it is a one-up rule. Another HR may only be hit after the opposing team hits one.
14. **BATTER'S BOX:** Batters feet (both feet) must be on some part of the mat (touching the mat) while pitch is being delivered & when the ball is hit.
15. **ORANGE SAFETY/FIRST BASE:** For safety reasons, I.S.P. will go to a two (2) first base system. The runner must tag the orange (outside) bag when there is a play being made at first base or the runner will be ruled out. **Exception:** Per the **USSSA** rule book, a defensive play may be made using the orange bag in the event that the first baseman is pulled in the direction of foul territory in order to make a play for the out. In this event, the batter/runner must tag the white (inside) bag. Any contact between players will be ruled at the umpire's discretion. For the purpose of making a play on the bag, the defensive team may use either bag. The bag is considered one bag for the purpose of making an out.
16. **COURTESY RUNNER RULE:** Each men's team will be allowed one (1) courtesy runner per inning as listed in the **USSSA** rule book. Each coed team will be allowed 1 male and 1 female as listed in the **USSSA** rule book. At the umpire's discretion, if a team does not have the courtesy runner available when requested, the team will forfeit the right to a courtesy runner until the next batter. Courtesy runners are required to hustle on and off the field to allow a quick exchange of base runners. Delay of the game will not be tolerated and is at the umpire's discretion. A courtesy runner may be used for one batter (player) each inning. For that inning, the same batter (player) may have a courtesy runner each time he/she gets on base. A different runner may be used as a courtesy, but must be for the same batter (player) for that inning.
17. **BATTING RULE:** In order to keep games running on time, batters will come to the plate with a one ball and one strike count. There is no extra foul rule.
18. **ILLEGAL/ALTERED BATS:** The batter shall not enter the batter's box with an illegal or altered bat. **RULING:** the ball is dead, batter is out and ejected. Base runners may not advance. The bat is removed from the game by the umpire and held by the Park Director until the game is over. If the bat is deemed an altered bat, the player will receive an automatic (2) two year suspension from the park and USSSA.
19. **INJURY BY A HIT BALL:** If an injury occurs from a hit ball and the player must be removed from the entire game and/or an ambulance is called and/or the player is down long enough to delay the game, the bat used in the play must be reviewed by the Park Director. ISP reserves the right to retain the bat and have it checked by the **USSSA** Altered Bat Committee. The incident must also be documented by the Park Director. If the batter refuses to turn over the bat, they will be given a lifetime suspension from the park and USSSA.
20. **FOUL BALL ON STRIKE THREE RULE:** The batter is out if after two strikes he/she hits a foul ball, however the ball remains live and runners can advance at their own risk if said ball is caught.
21. **SHOES:** NO METAL SPIKES ARE TO BE WORN IN LEAGUE OR TOURNAMENT PLAY. A player wearing metal spikes will be ejected by the umpire and given a one game suspension. NO WARNINGS WILL BE GIVEN!

VI. EJECTION RULE:

1. The Park Director and/or umpire(s) reserve the right to eject a player from a game or the complex at any time if deemed necessary.
- A. Player or Manager ejected from a game for misconduct will be subject to the following penalties:
1. If infraction is severe, ISP at its discretion reserves the right to suspend player for any term it determines.
 - a. First ejection - Suspended from the next game with that team, either league or tournament, at the park.

- b. Second ejection - Fourteen (14) days suspension from all league and tournament play with any team at the park.
 - c. Third ejection – Suspended from all league and tournament play with any team at the park for the rest of the year. Notice of the above suspensions will be given to the player and/or manager.
2. If a suspended player participates in a game during suspension, the player will be suspended for one year and the team will forfeit that game. In addition, the team may be subject to a one-year suspension from league and tournament play (at the park) without a refund.
- B. Any person making physical contact with the intent to bring harm to an umpire, park employee, or Park Director will have to leave the park and will be suspended for a period of one year from the time of the incident. In addition, if conditions warrant, criminal charges will be brought against said person.
- C. **FIGHTING WILL NOT BE TOLERATED!** Any fighting in a game will result in a suspension from the park.

VII. **PROTESTS:**

1. No “judgment” call can be protested. Protests are considered valid with regard to player eligibility and rule interpretations only. - **Protests concerning player eligibility must be made to the umpire before the game has been completed. The name of the player(s) in question must be submitted with a \$75.00 protest fee per player protested.** The protest will be ruled on by the Park Director. For protests involving ineligible player(s), the team in question must have a valid roster on file in the park office. Managers should also make sure team members have proof of positive identification with them at all times. IF A PLAYER IS UNABLE TO PROVIDE POSITIVE IDENTIFICATION, ANY PROTEST AGAINST HIM/HER WILL BE AUTOMATICALLY UPHELD.
2. For a valid rule interpretation protest, the following steps must be taken:
 - A. Any protest must be announced verbally to the umpire when the contested action occurs and **BEFORE** the next pitch is thrown.
 - B. If a protest occurs, the umpire must inform the park director and he will rule on the protest immediately.
 - C. A \$50.00 fee must accompany the protest.

INDIANAPOLIS SPORTS PARK RESERVES THE RIGHT TO MAKE ALL RULINGS ON SITUATIONS THAT ARE NOT PARTICULARLY COVERED IN THESE RULES AND REGULATIONS AT ANY TIME WITHOUT PRIOR NOTICE.

2018