

Nisku Ball Federation - 2025 Season League Rules

- 1) The last team listed on the schedule will determine home team.
- 2) Each team is supplied with twelve 12" Hot Dot and four 11" Hot Dot type balls. Each team is to supply game balls. The "at bat" team is responsible for retrieving/replacing their homerun and foul balls in a timely manner.
- 3) Homeruns are unlimited (the match plus 3 rule is not in affect). If a ball hits the netting backing diamond #1 it is considered as a home run.
- 4) Every team is responsible for umpiring their own offence. League rules will supersede any SPN rule effected. **If league rules do not specifically address a rule, policy or situation; SPN rule will govern the play.**
- 5) Seven runs maximum allowed in any one inning except the 7th inning. A tied score at the end of the 7th inning is a tie game. A game is not to be played longer than 7 innings.
- 6) If a scheduled game is postponed on account of weather or field conditions, that game is recorded as a tie (7-7). If the game is made up, then it will be recorded as per the win/loss record. If the make up game is not realize the tie will remain unless is it evident that one team's attempts to schedule are not entertained in good faith by the opposition. In this case a win (7-0) may be recorded.
- 7) A Mercy rule (12 runs) is in effect after five or more complete innings (or four and a half innings, if the home team has scored the 12 runs to mercy). The home team must have as many opportunities to bat (to tie or win the game) as the visiting team. In any inning where the mercy rule applies, a team is allowed to score enough runs to bring them inside the run spread.
- 8) Due to time restrictions, no new innings are to be started past 7:30pm.
- 9) There will be a leeway of 10 minutes before default on which the game is declared. Games not starting on time will result in a loss for the unready team and a win for the ready team.
- 10) The winning team is responsible for the return of the score sheet to the box provided on diamond # 2 at the conclusion of the game. Failure to return the game sheet will result in a tie. Winning team must be clearly marked.
- 11) **TEAMS ARE REQUIRED TO SHOW TO ALL GAMES** unless one of the following circumstances occurs:
 - a) Team reps agree prior to game to call it off.
 - b) The executive feels the diamonds are not suitable to be played on.
- 12) All batters will begin their turn at bat with a 0-0 count. A male batter will be advanced to 2nd base if thrown four balls and no strikes when followed by a female batter. The female must take her turn at bat.
- 13) 6 & 4 format (6 guys maximum are allowed to field) - 3 options:
 - a) With 4 girls and 6 guys you are allowed to have an 11th batter (Extra Hitter).
 - b) With 4 girls and 5 guys the 6th guy will be an automatic out and EH is not allowed.
 - c) With 3 girls, the 4th girl will be an automatic out and EH is NOT allowed.
- 14) Extra Hitters:
 - a) Allowed one extra hitter who can be a guy or girl.
 - b) Allowed two extra hitters but one must be a girl.
 - c) Lineups beyond 12 must have an equal number of guys and girls added.
- 15) The pitched ball must have a minimum arc of six (6) feet with their being a maximum of twelve (12) feet. If not within the 6'-12' zone, the pitched ball shall be called a ball. (Unless the ball is hit or the batter swings at it, which makes it a legal pitch).
- 16) A maximum of three (3) courtesy runners per game may be used, the same baserunner can be used more than once. A batter must make the initial run to base(s) upon hitting completing the play before being replaced. Pitcher Replacement or Temporary Runner Rule does not apply.
- 17) There is **NO ANTICIPATION** of the swing, leading off is not allowed and the runner will be called out.
- 18) During regular season league games, a team has a limit of how many extra players they are allowed to bring in from another team. **THE LIMIT IS 3 EXTRA PLAYERS PER TEAM!** Any player not on the team roster at game time is considered an extra player.
- 19) Men will hit the 12" ball; ladies will have the option to hit either the 12" or the 11" ball.
- 20) Bunting is not allowed.
- 21) All legal bats will have the USSSA compliance mark located on the bat. If a player uses a bat currently deemed illegal by SPN rule the batter is out, and play goes back to where it was before the player batted. Subsequent use may result in player or team suspension and or expulsion.
- 22) All players and teams are expected to conduct themselves in a manner that promotes the respect of others, fair play and sportsmanship. Abuse of NBF players or patrons; verbal, physical or otherwise will not be tolerated.

After a League investigation of the incident that may, or may not require meetings or interviews with all involved parties the following disciplinary actions for persons or teams found in violation of this mandate may include the following:

- a) Game suspension(s) of player or team.
- b) Player or team expulsion from the league.
- c) There will be no compensation for persons or teams that are suspended or expelled.

Actions taken resulting in the suspension or expulsion of players or teams will be inclusive of all NBF events or venues as dictated by the review board.

- 23) All players must be registered with their team(s) per SPN rule before participating. Games may be subject to forfeit if a team is found to have rostered non-member players.