



PARKS AND RECREATION

Nickle Softball Rules

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Contact Information

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Facilities Use/Regulations:

1. Hitting into the fences is not allowed at any time due to extensive damage it causes.
2. No children will be allowed in the dugouts or playing area. Only the players, coaches, and scorekeepers will be allowed in the dugouts (liability and safety reasons).
3. No pets are allowed in the softball playing area of Willow Lane. This includes warm-up areas and spectator areas due to safety and sanitary reasons. Violators will be required to put the pet in their car or remove it from the park.
4. Problems that occur with teams that practice at schools or private facilities may result in a possible suspension from the league. No alcohol is permitted on school grounds.
5. Please use trash and recycling receptacles.
6. No glass containers are allowed at any park or school facility.
7. Field lighting will be turned off no later than 10:55 p.m. due to City Ordinance.
8. No non-motorized scooters, skateboards, bicycles or roller blades are allowed at Willow Lane Athletic Complex due to safety concerns.
9. Do not park in the No Parking zones. Cars will be towed at the owner's expense.
10. Music shall not be played in the dugout or the vicinity of playing fields.
11. Smoking is prohibited, except in specified areas.

League Structure:

1. Nickel Coed league is not sanctioned by USA/ASA Softball.
2. The league fee covers the officials, field equipment, facilities, maintenance and operation costs, administrative costs, and awards. Player fees are deposited into a capital fund for facility improvements and acquisitions.
3. The USA/ASA and USSSA sanctioning fee provides the City with field liability insurance and allows teams to play in sanctioned tournaments, among other benefits. ASA and USSSA offer optional insurance that covers all players and coaches. Teams are encouraged to check into the insurance and other benefits on each respective website.
4. By participating, all players agree to release Boise Parks & Recreation, the Softball Advisory Board and all cooperating agencies, employees, officials, or managers thereof from all liability for damages to persons or property that may be sustained as a result of participation in the program.

REFUND POLICY

1. Team and player fees will not be refunded to teams which drop from the league after the registration deadline. A full refund will be given to teams who drop out of the league prior to the completion of registration, minus a \$15.00 processing fee.
2. Player fees are non-refundable after the registration deadline.

3. Players may transfer teams up until the second Monday of league play without an additional fee being assessed.

4. If a team disbands during the season, the players may move to other teams without a fee being assessed.

LEAGUE CLASSIFICATION

1. Teams are classified by the Program Coordinators and the Softball Advisory Board. Classifications are based on the following criteria: League standings from previous years, teams registering in each division, number of teams returning and the caliber of the players on the team. Mid - lower teams that have upper division men on their roster may be moved up one or more divisions. Teams are not guaranteed the division they request.

2. Changing divisions after league begins can only be done by switching with another team. Boise Parks and Recreation will work with the manager to find a team that is willing to switch. Teams with a winning record may be moved up at the discretion of the Softball Advisory Board.

Player Eligibility:

1. MINIMUM AGE REQUIREMENT:

- a. Gold leagues – 16 years of age (By registration date)
- b. Silver, Sunday, and Nickel Coed leagues – 14 years of age (By registration date)

2. ELIGIBILITY

- a) All players' names and signatures must be on the roster before they play their first game. Players can only switch teams one time during the season. There is no maximum for the number of players on a league roster.
- b) Rosters will remain open for player additions for league until the last league game. All additions to the roster must be made online by using the Add/Drop Player form. It is the manager's responsibility to make sure the roster addition has been made. No player additions may be made by phone or in person. Only the manager or departing player may remove a name from the roster.
- c) Teams SHOULD carry an updated copy of their roster to each game. Players should have photo IDs available at the game.
- d) A player may be on more than one team's roster in league only, with the following requirements:
 - i. Players must be signed on each team's roster and have paid their player fees for each team.
 - ii. Players must not play more than two divisions below their highest level of play. For example, an M1 player may participate on teams in M2, M3 leagues only.

ILLEGAL PLAYER PENALTIES

1. Team forfeits the game.
2. Team suspended from tournament where applicable.
3. Player is ineligible to play in their next scheduled league game. (This affects any team the player is registered on if they play on more than one team.)

LEAGUE PICK-UP PLAYER GUIDELINES

1. Pick-Up Player Cards: Teams can pick up player cards on site from the site supervisor or score keeper. A team can pick up a maximum of two players for a game. The pick-up player must be on a registered, signed Boise Parks & Recreation roster and must be a caliber equal to or lower than the team they are being picked up by. Pick-up player cards should be used for hardship only. Players must list their highest level of play/participation on the card.
2. Any legal pick-up player must bat at the last batting position (see #4 for exceptions).
3. GAME PROCEDURES: The manager will report to the umpire and the opposing manager that a pick-up player(s) will be used. At the pre-game meeting, the manager must present the pick-up player card/waiver. The player must have signed the waiver. The waiver then remains in the possession of the umpire and will be turned in with the game score card.

4. In case of hardship (injury, emergency, or unavailable players at game time for pick up, etc.) a pick-up player maybe obtained after the start of the game. This player would bat in the place of the hardship player.

Team Composition:

NICKLE REGULATIONS

- a. A team can have up to 8 players on a roster
- b. 5 players will be in the defensive lineup at 1 time, with the difference between genders never more than 1. (3 males and 2 females is a legal defensive line up, 4 females and 1 male is an illegal defensive lineup)
- c. Each team must have a minimum of 4 players to start and complete a game. (If a team only has 4 players, they will be with one less infielder or outfielder.)
- d. If a team does not have 5 players, a player from other teams may fill the void, but the team short on players may only bat 4 in their lineup.
- e. If a team begins the game short-handed, they may add a 5th player to their batting order if a rostered player becomes available.
- f. If an injury occurs and no legal substitutions are available, teams will take an out for that spot in the batting order.
- g. Teams can bat up to 8 players. The batting order must alternate between male and female batters throughout. If a team is batting an odd number of players, the gender with more players must bat in the first and last spot and is the only time a gender is permitted to bat back-to-back.

Rules of the Game:

1. All games will be played at Ivy Wild Park
2. Games will be at least 3 Innings or 50 Minutes
3. Only USA/ASA certified equipment will be permitted in this league (all bats must have USA/ASA Certified Stamp)
4. A team can have up to 8 players on a roster
5. 5 players will be in the defensive lineup at 1 time, with the difference between genders never more than 1. (3 males and 2 females is a legal defensive line up, 4 females and 1 male is an illegal defensive lineup)
6. Each team must have a minimum of 4 players to start and complete a game. (If a team only has 4 players, they will be with one less infielder or outfielder.)
7. If a team does not have 5 players, a player from other teams may fill the voids defensively, but the team short on rostered players may only bat 4 in their lineup.
8. If a team begins the game short-handed, they may add a 5th player to their batting order if a rostered player becomes available.
9. If an injury occurs and no legal substitutions are available, teams will take an out for that spot in the batting order.
10. Teams can bat up to 8 players. The batting order must alternate between male and female batters. If a team is batting an odd number of players, the gender with more players must bat in the first and last spot and is the only time a gender is permitted to bat back-to-back.
11. The pitcher will be from the team in the infield
12. The catcher will be from the team in the outfield
13. All batters will begin their at bat with a 0-0 count (Players will be allowed 1 foul ball once they reach 2 strikes, but their 2nd foul will result in an out).
14. Subs must report to the scorekeeper before entering the game
15. Teams will be assigned as A, B, or C with the following assignments:

Inning	1st			2nd			3rd		
Hitting	A	B	C	A	B	C	A	B	C

Infield	B	C	A	C	A	B	B	C	A
Outfield	C	A	B	B	C	A	C	A	B

Odd Innings (1,3,5) Hitting-Infield-Outfield

A-B-C

B-C-A

C-A-B

Even Innings (2,4,6) Hitting-Infield-Outfield

A-C-B

B-A-C

C-B-A

16.This format will be followed for the entire game

17.An inning is over when 3 outs are recorded for each team.

18.The Winning team with the highest numbers of runs will receive 3 points, next highest runs 1 point, and the team with the fewest will receive 0 points. If there is a tie between the teams with the greatest number of runs, each team is awarded 2 points and the losing team will be awarded 0 points. If a tie occurs between the 2 teams with the lowest scored runs, each team will be awarded 1 point and the winning team will get 3 points.

19.Team uniforms are not required but highly encouraged.

20.No Jewelry

21.No Metal Spikes

22.No Tobacco or Alcohol is permitted on the fields

Equipment/Uniforms:

1. No metal cleats are allowed, including hard plastic or polyurethane spikes like metal or sole & heel plates, in any league or invitational tournaments.
2. Softballs must be USA/ASA certified and yellow optic in color.
3. The 11 & 12-inch ball must have a Ball COR of .52 and a Ball Compression of 300 lbs., Senior leagues use a Ball COR of .44 and compression of 375 lbs.
4. Game balls will be provided by Boise Parks and Recreation.
5. Uniforms are not required for league play or league tournaments.

A. Official Approved Bats for Boise Parks & Recreation League & ASA Championship Play

1. If a bat is not marked OFFICIAL SOFTBALL but has an ASA Certification Mark, meets Rule 3 Section 1 of the ASA Rules, is included on a list of approved models published by the ASA, and is not listed on the Non-Approved Bat List then it is allowed in ASA Championship Play and League/Tournament play.



B. Non-Approved Bats

1. The official reference will be lists of approved and non-approved bats on the ASA and USSSA websites: http://www.asasoftball.com/about/certified_equipment.asp. ASA's lists will be printed and kept for reference at the Boise Parks & Recreation Dick Eardley Senior Center one month prior to the start of each annual softball season and will serve as the official reference until the start of the next annual season. For updated lists of illegal bats, use the ASA and USSSA websites. The lists may change.

2. A player who enters the batter's box with a non-approved bat will immediately be called out and subject to a "Level Two Violation" penalty. Ownership of the bat is irrelevant.
3. A second offense of using a non-approved bat will result in indefinite suspension from Boise City softball leagues. The player may request reinstatement by appearing in front of the Softball Advisory Board or at the discretion of the director. The Softball Advisory Board and/or the director will determine what, if any, further suspension may be merited for second offenses.

C. Altered/Doctored Bats

1. Umpires may examine a bat at any time if they have reasonable suspicion to believe the bat to be altered, based on appearance or performance.
2. If, upon examination, the bat is suspected to have been modified, the umpire shall identify both the user and the owner of the bat. Umpires have the authority to immediately take the bat into their possession for testing.

D. Testing Process

1. The umpire will turn the bat into Boise Parks & Recreation Staff for testing. If the bat passes Boise City's test, it will be made available to the player within two (2) business days.
2. If the bat fails Boise Parks & Recreation testing, it will be sent to the ASA Office to undergo further testing.
3. A player who refuses to submit a bat to the umpire for examination and/or testing will be immediately called out, ejected from the game and suspended for a minimum of 1 year.
4. Article 510 N 06 Altered Bat. Any person discovered in possession of an altered bat at or near the facility or grounds of a softball competition in which such equipment is not permitted to be used shall be subject to discipline pursuant to Article 505. ASA shall have the right to take possession of a bat that is, in the sole discretion of the official, reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the person shall surrender ownership of the altered bat to ASA. If the bat is found not to be altered, a bat of equal or greater value, or a monetary equivalent, in the sole discretion of ASA, shall be returned to the owner of the subject bat. In addition, a player found in possession of an Altered Bat and found guilty according to Article 505 shall be suspended from ASA play for a minimum of five (5) years. A team that is discovered to have within its possession or control an Altered Bat maybe 6 suspended from further tournament competition and from ASA play.
5. Players can have their bats examined and tested upon appointment Monday - Friday at the Boise Parks & Recreation Office located behind Fort Boise softball field # 1. Additionally, umpires can be asked to examine bats prior to the start of a game. Buying used bats or bats from unknown vendors (especially web-based) presents a risk to the buyer - the bat may have been modified or altered. Play it safe - if you're unsure, have your bat tested!