

Heart of America Softball League

Softball Code

1.0 General

1.01 - This will be a slow-pitch adult softball league.

1.02 - This League is a member and/or an association under the North American Gay Amateur Athletic Alliance (NAGAAA) and/or the Amateur Sports Alliance of North America (ASANA), and as such, subscribes to the policies and goals of gay athletics.

1.03 - The rules of play shall be those adopted by the North American Gay Amateur Athletic Alliance (NAGAAA) and/or the Amateur Sports Alliance of North America (ASANA). In addition, the Amateur Softball Association (ASA) rules govern this league unless specifically amended by the NAGAAA, ASANA and/or HASL Board prior to the beginning of regular season play and/or the start of each World Series.

2.0 Definitions

The definitions for this league are as outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division. The following are additions and/or exceptions to the aforementioned Code(s).

2.01 - Member – A member is any person who has paid the membership fee of the League, is in good standing with the League and has been approved by the HASL Board of Commissioners. Players and coaches/managers must be members of the League.

2.02 – Synonymous Terms – Words having the character of a synonym; expressing the same thing; conveying the same, or approximately the same, idea.

2.01a – World Series – The annual tournament hosted by NAGAAA and/or ASANA.

2.01b – NAGAAA – The HASL League's Open Division when referencing the NAGAAA Instruments of Governance (IOG).

2.01c – ASANA – The HASL League's Women's Division when referencing the ASANA Bylaws, Procedures and Softball Code (three separate documents).

2.01d – Board of Directors – The HASL Board of Commissioners (when referencing the Bylaws, Procedures, Softball Code and Instruments of Governance).

2.01e – His/Her and He/She – Shall be read to mean and include all persons

3.0 Player Eligibility

Player eligibility for this League is outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division. The following are additions and/or exceptions to the aforementioned Code(s).

3.01 - Professional – A professional softball or baseball player is ineligible to compete on/for a team while pursuing his/her profession.

4.0 Membership

Membership in this League is outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division. The following are additions and/or exceptions to the aforementioned Code(s).

4.01 - Age – All members of HASL must be at least 18 years of age. Players must be 18 to participate in the Gay Softball World Series.

4.02 - Dues – Each member must pay membership fees to HASL annually that are set forth by the Board. Any increase in fees from the previous season must be voted on by the Coaches' Council at the first coaches' meeting prior to the start of regular season play. These fees will be due no later than the first date of regular season play. Team sponsorships must be paid prior to the start of regular season play in the amount determined by the Board.

4.03 – Roster/Waiver – Each member must show proof of identity and age before signing a HASL team roster (which includes the injury release waiver/form). These rosters are proof of membership in the League, Division and Team.

5.0 Disqualification and Suspension

Player disqualification or suspension from this League is outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division.

6.0 Rosters

Roster management for this League is outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division. The following are additions and/or exceptions to the aforementioned Code(s).

6.01 - Player Limit – Each team shall be composed of at least ten (10) players and not more than eighteen (18) for NAGAAA and twenty (20) for ASANA. Reference the softball code for World Series team limit(s). A person's name may not appear on more than one roster within the NAGAAA or ASANA divisions of HASL.

6.02 - Roster Deadline – HASL Rosters must be submitted to the League officers on the date set by the Board. Each roster must list all required information. All changes for qualification to the World Series will be bound by the aforementioned date.

6.03 - Team Changes – After roster deadline date, no player may transfer from one team to another without release from the manager of the team the player is leaving. The request must be in writing and dated. In the event that a transfer is requested, but is not granted by the team manager, a hearing may be requested before the Board of Commissioners. Such hearing must be requested within 48 hours. No player may transfer more than once during the season.

6.04 - Player Additions – New Players may be added to a roster to fill any vacancies that may occur. Before a new player is eligible to participate in League competition, membership dues must be submitted to the League and the official league roster must be completed with all required information.

6.05 - Player Identification – All players should have identification at the field during League games and may be asked to furnish such identification should a question of player eligibility arise.

7.0 Schedule

7.01 - Schedule – A complete schedule of all league games will be distributed to all team managers prior to the start of league play. The schedule will list the date, time, and place of each League game.

7.02 - Forfeits – Scheduled game time is forfeit time. Any team not able to field nine (9) players by the scheduled starting time of their game shall forfeit. In the event that a previous game runs overtime, then the starting time shall be assumed to be the time at which the previous game ends. A forfeited game shall be scored 7-0 in favor of the team not at fault. A double forfeited game shall be scored 0-0 and considered a loss for both teams.

7.03 - Postponements – In the event a game is postponed (due to rain, etc.) the game will be rescheduled. The schedule for other games will not be affected. (This may entail the use of doubleheaders and/or other days or fields.)

7.04 - Time Limit – For league play a time limit will be in effect. The time limit will be set and ratified with the League and playoff schedule according to ASA Rules.

7.05 - Run Ahead Rule – For league play, defer to the NAGAAA, ASANA and/or ASA Rules. NOTE: ASANA and/or NAGAAA may override ASA run ahead rule.

7.06 - Guidelines for Rescheduling Games – Any team wanting to reschedule a game should contact a member of the Board at least seven (7) days prior to the date that game is scheduled to be played. If the Board considers the request to be reasonable the Board and the team requesting rescheduling will contact the coach of the other team and work out a time that is agreeable to all parties. The rescheduled game should be played within two (2) weeks of the original date and must be completed prior to end of league play. If the request is not considered reasonable by the Board it will be denied and the game must either be played according to the schedule or forfeited.

7.07 - Inclement Weather – Coaches should contact the hotline at least two (2) hours in advance of their game time to determine if the game is to be called due to bad weather conditions. Coaches will be responsible for contacting players on their own teams.

8.0 Uniforms

Uniform requirements for this League are outlined in the NAGAAA and ASANA Softball Codes. Refer to the Code(s) for your respective division. The following are additions and/or exceptions to the aforementioned Code(s).

8.01 - Each player is expected to maintain his uniform in good condition during the season, and appear at each of his team's games in full uniform.

8.02 - Unless other arrangements have been made between a team and its sponsors, the uniforms belong to the team's sponsor. Each player is responsible for his uniform and its return to the team manager at the close of the playing season. In the event a player's uniform is not returned, that player is ineligible for league play until the uniform is returned or restitution is made to the satisfaction of the team's sponsor.

9.0 Tie Breaker and Final Standings

9.01 - If at the end of the regular season, two or more teams finish with identical win-loss-tie percentages, the following steps will be taken until the tie is broken:

- A. - Best record in head to head competition
- B. - Best net run advantage in head to head competition
- C. - Best record in head to head competition with higher place teams from first place down until the tie is broken
- D. - Coin flip

9.02 - Any team that is the champion of their division (i.e. D division) for two (2) consecutive years and returns sixty (60) percent of their roster, will be required to move up to the next division (i.e. C division) in subsequent years of league play.

10.0 Line Up Sheets

10.01 - The line up sheet that is submitted to the official scorer (home team scorer) prior to each game will be the official list of players who will be eligible to participate for your team during the game. NOTE: You must list all persons who are available to play on the lineup sheet (first and last name).

10.02 - Both teams should exchange line up sheets at least ten (10) minutes prior to the start of the game.

10.03 - All substitutes or re-entries should be announced to the home plate umpire before such substitution becomes legal. NOTE: It is not the scorers' or umpire's responsibility to notice changes in line up or position. It is the manager's responsibility to see that all changes are properly entered.