ASSEMBLY SPORTS
RULEBOOK

Mission and Vision

The Assembly Sports Ministry exists to serve our neighbors by creating opportunities for fellowship, outreach, physical activity, and healthy competition through quality recreational sports.

Our desire is to see people grow both physically and spiritually while building meaningful relationships in a welcoming environment. We believe sports can be a powerful way to connect with others, strengthen community, and reflect the love of Christ.

Competition is a valuable part of sports, but it should never overshadow good sportsmanship, respect, or our desire to represent Christ well. Every participant in an Assembly Sports league represents The Assembly at Broken Arrow and, more importantly, Jesus Christ. We expect all participants to conduct themselves with class, respect, and a high level of sportsmanship.

We understand that competition can bring out strong emotions. However, those emotions and actions should never negatively affect the enjoyment, comfort, or safety of others. Fighting, foul language, taunting, or any other behavior that is disrespectful or disruptive will not be tolerated in any Assembly Sports Ministry league.

At the conclusion of each game, team captains are encouraged to gather both teams together for a time of prayer. We strongly encourage those who are part of The Assembly church community to use this opportunity to reflect on the game, thank God for the opportunity to play, and pray for one another.

Our goal is simple: to use sports as a platform to build community, serve others, and represent Christ well both on and off the court and field.

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Open Play

Open Play is an opportunity to make the most of the Activity Center on Sundays by providing a variety of sports and activities for people of all skill levels. Throughout the afternoon the Activity Center will offer scheduled opportunities for pickleball, basketball, volleyball, and other activities.

The Activity Center will be open from 2:00 PM to 5:00 PM on scheduled Open Play Sundays. Activity times and the current Open Play schedule can be found at the Assembly Sports webpage.

There is a $2 entry fee for everyone ages 12 and older.

General Guidelines

- All children ages 15 and younger must be accompanied by a parent or guardian at all times.
- Open Play is recreational and does not include officiating. Please keep games fun, competitive, respectful, and safe.
- Treat other participants, equipment, and the facility with respect.
- The goal of Open Play is to provide as many people as possible with an opportunity to participate. Please be willing to rotate and give others a chance to play.
- Concessions will be available. All food and drinks must remain in the lobby.
- Participants are expected to follow the direction of Assembly Sports staff and volunteers.

Our Goal

Open Play is designed to provide a welcoming environment where people can be active, meet others, build relationships, and enjoy sports together. Whether you are a regular participant or joining us for the first time, we want Open Play to be a place where everyone feels welcome and has an opportunity to get in the game.

Basketball League Rules

League Format

NCAA basketball rules will apply unless otherwise noted below.

- Games consist of two 20-minute halves.
- Each team receives two 1-minute timeouts per half. Unused timeouts do not carry over.
- The game will use a running clock except during the final two minutes of the second half, unless a team leads by 15 or more points.
- If the game is tied at the end of regulation, there will be a 2-minute overtime period. Each team will receive one timeout during overtime.
- If the game remains tied after overtime, the game will go to sudden death. No timeouts will be allowed, and the first team to score wins.

Start of the Game

- Games will begin with a jump ball.
- Possession will alternate for all subsequent jump-ball situations.
- Any overtime period will begin with a jump ball.

Team Size & Rosters

- Teams may have up to 12 players on their roster.
- A maximum of 5 players may be on the court at one time.
- Teams must begin the game with 5 players. If an injury occurs, a team may continue with a minimum of 4 players.
- All players must be listed on the team roster and have a completed waiver before participating.
- Players must wear the designated team shirt color listed on the schedule.
- The opposing team will be awarded 2 points for each player who checks in without the correct shirt.
- New players may be added to a roster through the halfway point of the regular season.

Substitutions & Pick-Up Players

- There is no limit to the number of substitutions.
- Substitutions may only be made during a stoppage in play.
- During the regular season, teams may use pick-up players from other teams in the league when needed to field a full team.
- Pick-up players must have the correct team shirt color and a completed waiver.
- Pick-up players are not permitted during the playoffs.

Fouls

- Personal fouls will be recorded throughout the game.
- A player will foul out after receiving 5 personal fouls.
- Technical fouls count as personal fouls.
- Teams will shoot a one-and-one beginning with the 7th team foul of each half.
- Beginning with the 10th team foul, the opposing team will shoot two free throws for every subsequent team foul during that half.
- Shooting fouls result in two free throws, unless the player was attempting a 3-point shot, in which case three free throws will be awarded.
- An intentional foul will result in two free throws and possession of the ball.

Technical Fouls

- Technical fouls count as personal fouls.
- A player receiving two technical fouls will be ejected from the game.
- Depending on the severity of the incident, a player may be ejected after one technical foul at the discretion of the referee.
- Technical fouls result in two free throws and possession for the opposing team.

Playoffs

- The top 4 teams will advance to a single-elimination playoff.
- Playoff seeding will be determined by overall record, followed by point differential.
- Pick-up players are not permitted during the playoffs.
- All playoff participants must be on the official league roster, have a completed waiver, and have played in at least one regular-season game.
- Teams that receive two forfeits during the regular season will not be eligible for the playoffs.

Waivers & Player Eligibility

- Every participant must complete a league waiver before participating.
- Waivers must be completed and submitted no later than the first night of play.
- Players who miss the first night must complete a waiver with Assembly Sports staff before participating.
- Players must have a completed waiver to be eligible for the playoffs.
- All players listed on the official roster with a completed waiver are eligible for regular-season play.
- Any player eligibility protests during the playoffs must be submitted before the game begins.

Forfeit Policy

- Teams have until 5 minutes after the scheduled game time to field a legal team.

- First Offense: Loss of game, recorded as 25-0.
- Second Offense: Loss of game and ineligibility for the playoffs.
- Third Offense: Removal from the league.
- If your team knows in advance that it will be unable to play, please contact Assembly Sports staff as soon as possible so we can notify the opposing team.
- If a team cannot field a legal roster within the 5-minute grace period, the game will be recorded as a forfeit. Teams may still use the court during their scheduled time for an unofficial game if both teams agree.

Sportsmanship

Assembly Sports has a zero-tolerance policy for unsportsmanlike or abusive behavior. All players, coaches, and spectators are expected to treat one another, referees, and Assembly staff with respect.

The following behaviors will not be tolerated:

- Taunting or excessive trash talk
- Abusive or offensive language
- Disrespect toward referees or Assembly staff
- Threatening or aggressive behavior
- Fighting

Referees and Assembly Sports staff have the authority to reprimand or eject any player, coach, manager, or spectator based on the severity of the situation.

An ejection will result in a minimum two-game suspension, including the game in which the ejection occurred. In serious or repeated situations, a participant may be removed from the league without a refund and may be restricted from participating in future Assembly Sports events.

Fighting will result in an immediate team forfeit of the league without a refund and may result in removal from future Assembly events.

All decisions made by Assembly Sports staff regarding player eligibility, discipline, protests, and league rules are final. Assembly Sports staff also reserves the right to make reasonable adjustments to game schedules, game duration, and league procedures when necessary.

Co-Ed Volleyball League Rules

League Format

All teams will participate in the regular season, with the top teams advancing to the playoffs. The number of playoff teams will be determined by the total number of teams in the league.

The standard format is 3 male and 3 female players on the court at one time.

- No more than 3 male players may be on the court at any time.
- An official game requires at least 2 male players on the court.
- Teams may play with 5 players, provided no more than 3 are male.
- When playing with 5 players, the team will have one vacant position in the rotation. The vacant position will rotate normally, including through the front row. The vacant position is skipped when serving so the team does not lose the serve or a point.
- Teams will rotate using an alternating male/female order whenever possible.
- Teams have 10 minutes after the scheduled match time to have enough players present to begin.
- If a team cannot field a legal lineup after 10 minutes, the opposing team will be awarded the first set.
- If a team cannot field a legal lineup after 15 minutes, the opposing team will be awarded the match.

Pick-Up Players

Teams may use players from other teams within the league to avoid a forfeit.

- A minimum of 4 players from the team's official roster must be present.
- A 5th player may be picked up from another team at the discretion of the opposing team.
- A 6th player may only be added with the approval of the opposing team, since a team may play an official game with 5 players.
- All pick-up players must have a completed league waiver and wear the correct team shirt.
- New players may be added to the official roster through the halfway point of the regular season.

Match Format

- Each match will consist of three games played to 25 points.
- All games use rally scoring.
- A team must win by 2 points unless the score reaches 30. At 30, the first team to reach 30 wins.

- If needed, a fourth and fifth game will be played to 15 points.
- A team must win the fourth and fifth set by 2, unless the score reaches 20. At 20, the first team to reach 20 wins.
- Rally scoring means a point is awarded on every rally, regardless of which team served.

Substitutions

- There is no limit to the number of substitutions or the number of times a player may enter and re-enter a match.
- Substitutions may occur during any dead ball.
- Substitutions should be made male-for-male and female-for-female unless necessary to maintain the 3-male/3-female ratio.
- Once a team has 3 male and 3 female players on the court, the gender ratio may not be changed through substitutions.
- The serving and rotation order does not change when substitutions are made.
- Players arriving late must wait until a side-out to enter a vacant position.
- Each team may call two 30-second timeouts per set.
- There is no libero.

Serving

- The team that wins rock-paper-scissors will choose either the first serve or side for the first game.
- The serve must cross the net and either be touched by an opposing player or land within the opposing team's court boundaries.
- A serve that contacts the net and continues over to the opponent's side remains in play.
- Jump serves are not allowed.
- Each server receives one re-serve opportunity per rotation. If the first toss is not played, it must drop before the server attempts the second toss.
- If the second toss is not played, the opposing team receives the point and serve.
- Players must serve in the order listed on the lineup.
- When the serving team wins the rally, the same player continues to serve.
- When the receiving team wins the rally, it gains the serve and rotates one position clockwise.
- The player in the back-right position serves.
- Players on the receiving team may not block or attack a serve.
- The serve may be made from anywhere behind the end line and between the sidelines.
- The server may not step over the end line until the ball has been contacted.

Playing the Ball

- Only front-row players may attack the ball above the net, except when receiving a serve.
- Back-row players may attack the ball only if they jump from behind the 10-foot line.
- Each team is allowed a maximum of 3 contacts to return the ball.
- Receiving a serve with an overhead set is legal as long as the ball is not caught or carried.
- Players may not scoop, hold, lift, or carry the ball. The ball must be clearly hit.
- Players may touch the floor across the centerline with their feet or hands as long as part of the foot or hand remains on or above the centerline. Contacting the floor across the centerline with any other part of the body is a violation.
- Players may not contact the ball on the opponent's side of the net before the ball crosses the plane of the net, unless it is the third team contact and the contact is made while blocking.
- Contact with the net is a violation. Incidental contact caused by the opponent's ball pushing the net into a player is not a violation.
- A ball that crosses into another court is considered a dead ball.
- A stray ball entering the court during play will result in a replay.
- If the ball contacts the ceiling or an object hanging from the ceiling on the hitting team’s side, it remains in play.
- A ball that contacts a wall is out of play.

Blocking

- Blocking is an action near the net intended to intercept the ball coming from the opposing team.
- Only front-row players may block.
- Back-row players may not participate in an attempt to block.
- A block contact does not count as one of the team's three contacts.
- The player who makes a block may make the first contact after the block.
- Players may not contact the ball over the net during a block before the opponent's third contact unless the opponent has no opportunity to play the ball.

Playoff Eligibility

All players participating in the playoffs must:

- Be listed on the official team roster.
- Have a completed league waiver.
- Have played in at least one regular-season game.

If an opposing team believes a player is not eligible, the team may protest the player's eligibility before the game begins.

If a team uses an ineligible player and the opposing team submits a valid protest, the team will forfeit the set in which the player participated.

Teams should plan ahead for the playoffs. If you know a rostered player will be unavailable, make sure an eligible substitute has been added to the roster before the roster deadline.

Forfeit Policy

A team that cannot field the minimum number of eligible players will forfeit the match.

- The first forfeit will result in a warning.
- A second forfeit will make the team ineligible for the playoffs.
- Forfeit scores will be recorded as 25-0, 25-0.
- Teams are encouraged to contact Assembly Sports staff at least 48 hours in advance if they know they will be unable to play.
- If your team has a known scheduling conflict, please notify Assembly Sports staff before the schedule is released. We will make every effort to accommodate the conflict.

Officials

Only team captains may approach the official to question or discuss a call.

The official's decision is final.

Sportsmanship

Assembly Sports has a zero-tolerance policy for unsportsmanlike or abusive behavior. Players, coaches, managers, and spectators are expected to treat one another, officials, and Assembly staff with respect.

The following behaviors will not be tolerated:

- Taunting or excessive trash talk
- Abusive or offensive language
- Disrespect toward officials or Assembly staff
- Threatening or aggressive behavior
- Fighting

Referees and Assembly Sports staff have the authority to reprimand or eject any player, coach, manager, or spectator based on the severity of the situation.

An ejection will result in a minimum two-game suspension, including the game in which the ejection occurred. In serious or repeated situations, a participant may be removed

from the league without a refund and may be restricted from participating in future Assembly Sports events.

Fighting will result in an immediate team forfeit of the league without a refund and may result in removal from future Assembly events.

Any rules not specifically addressed, as well as any protests or disputes, will be handled by Assembly Sports staff. All decisions made by Assembly Sports staff are final.

Assembly Sports staff reserves the right to make reasonable adjustments to game schedules, game duration, and league procedures when necessary.

Doubles Pickleball League Rules

League Format

All teams will compete in the regular season, with the top teams advancing to the playoffs. The number of playoff teams will be determined by the total number of teams in the league.

- All matches are doubles play.
- This is a co-ed league, but there are no male/female player minimums.
- Teams have 10 minutes after the scheduled match time to field a legal team.
- If a team cannot field a legal team after 10 minutes, the opposing team will be awarded the game.
- If a team cannot field a legal team after 15 minutes, the opposing team will be awarded the match.
- A minimum of one rostered player must be present for a team to play.
- A team may pick up a second player from another team in the league at the discretion of the league coordinator.
- All players must have a completed league waiver.
- No new teams may be added after the league schedule has been posted.

Partner Substitutions

If a player's regular partner is unable to play for a scheduled match, the remaining player may play singles against the opposing doubles team.

If a partner is no longer able to participate for the remainder of the season, the team may add a new player from outside the league. The new player must register and complete the league waiver. Because this is a midseason roster substitution, the new player will not be eligible for the playoffs.

Match Format

- Matches are best two out of three games.
- The first team to reach 11 points wins a game.
- A team must win by 2 points unless a team reaches 15 points.
- If a third game is needed, the first team to reach 7 points wins.
- Each team receives two timeouts per game.
- Rally scoring is not used. A team may only score when serving.

Serving

- The team that wins rock-paper-scissors may choose to serve, receive, or select its side of the court for the first game.
- The serve must be made diagonally and land within the opposite service court.

- Only one serve attempt is permitted.
- The server must contact the ball below waist level.
- At the time of contact, the server's feet may not touch the court or baseline. The server may step into the court after making contact.
- A serve that lands in the non-volley zone or touches the non-volley zone line is a fault.
- A serve that contacts the net and lands in the proper service court is a let and will be replayed.
- A serve that contacts the net and lands in the non-volley zone is a fault.

Serving Sequence

- Both players on a serving team have the opportunity to serve and score points, except during the first service sequence of each game.
- The first serve of each side-out begins from the right/even court.
- When the serving team wins a rally, the server switches sides and serves again.
- The receiving team does not switch sides when the serving team scores.
- When the serving team commits a fault, the serve passes to the team's second server.
- When the second server commits a fault, the server passes to the opposing team.
- When the serve changes teams, the new serving team begins with the player on the right/even side.
- At the beginning of each game, only one player has the opportunity to serve before a fault results in a side-out.

Traditional Scoring

The score is announced using three numbers:

Serving team's score – Receiving team's score – Server number

For example:

- 0-0-2: The first service sequence of the game begins with the second server designation.
- 1-0-2: The serving team has scored one point and the second server continues serving.
- When the serving team scores, the server switches sides while the receiving team remains in position.
- When the serving team commits its final fault, the serve passes to the opposing team.
- The new serving team begins from the right/even side.

Playing the Ball

- The receiving team must allow the serve to bounce before returning it.
- The serving team must also allow the return to bounce before playing it.
- After the ball has bounced once on each side, players may volley the ball or play it after a bounce.
- The non-volley zone, commonly called the "Kitchen," extends 7 feet from the net on each side.
- Players may not volley the ball while standing in the Kitchen or touching the Kitchen line.
- A player may enter the Kitchen when not volleying the ball.
- A player may not enter or be carried into the Kitchen by momentum after hitting a volley.
- A ball touching any court line is considered in, except for a serve touching the non-volley zone line, which is a fault.
- A player may play the ball around the net if the ball travels outside the net post and does not cross over the top of the net.
- Players may not intentionally interfere with an opponent's ability to play the ball.

Playoff Eligibility

All players participating in the playoffs must:

- Be listed on the official team roster.
- Have a completed league waiver.
- Have played in at least one regular-season game.

If an opposing team believes a player is ineligible, the team may protest the player's eligibility before the match begins.

If a team uses an ineligible player and the opposing team submits a valid protest, the team will forfeit the game in which the ineligible player participated.

Teams should plan ahead for the playoffs. If you know your partner or teammate will be unavailable, make sure an eligible player is added to the roster before the roster deadline.

Forfeit Policy

Teams have 10 minutes after the scheduled start time to field a legal team.

First Offense: Loss of match, recorded as 11-0, 11-0.

Second Offense: Loss of match and ineligibility for the playoffs.

Third Offense: Removal from the league.

If your team knows in advance that it will be unable to play, please contact Assembly Sports staff as soon as possible so we can notify the opposing team.

Teams may use the court during their scheduled time for an unofficial game if both teams agree. The official score will still be recorded as a forfeit.

Officials & Disputes

Pickleball is self-officiated. Assembly Sports will provide a league coordinator to assist with court assignments, scorekeeping, questions, and disputes.

- Only team captains may approach the league coordinator regarding a rule or dispute.
- Players are expected to resolve routine calls respectfully between themselves.
- If a dispute cannot be resolved, the league coordinator will make the final determination.

Sportsmanship

Assembly Sports has a zero-tolerance policy for unsportsmanlike or abusive behavior. Players, coaches, managers, and spectators are expected to treat one another, league staff, and opponents with respect.

The following behaviors will not be tolerated:

- Taunting or excessive trash talk
- Abusive or offensive language
- Disrespect toward league staff or opponents
- Threatening or aggressive behavior
- Fighting

Assembly Sports staff has the authority to reprimand or eject any player, coach, manager, or spectator based on the severity of the situation.

An ejection will result in a minimum two-game suspension, including the game in which the ejection occurred. In serious or repeated situations, a participant may be removed from the league without a refund and may be restricted from participating in future Assembly Sports events.

Fighting will result in an immediate team forfeit of the league without a refund and may result in removal from future Assembly events.

Any rules not specifically addressed, as well as protests or disputes, will be handled by Assembly Sports staff. All decisions made by Assembly Sports staff are final.

Assembly Sports staff reserves the right to make reasonable adjustments to game schedules, game duration, and league procedures when necessary

Softball League Rules

League Format

- A maximum of 10 players may be on the field at one time.
- All players on the field must be on the league's paid roster and have completed the league waiver.
- Everyone on the roster may bat.
- Teams must have a minimum of 8 players to start and complete a game. A team unable to field 8 players will forfeit.
- Rosters will consist of 12–14 players.
- Roster additions may be made until 50% of the regular season has been completed.
- In-season roster additions must pay the prorated league fee and complete the league waiver.
- No players may be added to a team's roster for playoff/tournament play without prior approval from the League Director.
- Women are welcome to participate; however, this is not a co-ed league and men's league rules will apply.

Substitutes & Pick-Ups

- Substitute players must either be on the current season's league roster or complete the league application, pay the required fee, and accept the league waiver at least one week before playing.
- Players may not be added to a roster after 50% of the regular season has been completed.
- Substitute/pick-up players will not bat and may only play second base or catcher.
- A team using a substitute/pick-up player will forfeit home-field advantage.
- No substitutes or pick-up players are allowed during the playoffs. No exceptions.

Game Format

- Games are limited to 7 innings or 50 minutes, whichever comes first.
- A 10-minute grace period will be given for the first game of each scheduled time slot if a team does not have the required 8 players to begin.
- The 10-minute grace period is deducted from the 50-minute game time.
- If the time limit expires, the home team will receive its final at-bats unless the home team is already leading.
- Regular-season games will be officiated by one paid umpire.

Game Rules

The following rules apply to Assembly Sports softball:

- No bunting.
- No stealing.
- Runners must remain on their base until the batter makes contact with the ball.
- Pitchers may pitch from the pitching rubber or up to 3 feet behind the rubber.
- Pitchers may not wind up. The pitching arm must move directly backward and forward.
- A violation of the pitching motion rule will result in a ball.
- Pitchers may not fake pitches or intentionally create distractions on the mound.
- Pitchers must pitch behind the provided pitching screen.
- A batted ball that hits the pitching screen is considered a foul ball/strike.
- If a batted ball hits the pitching screen on a full count, the batter is out.
- Passed balls count as a ball and are not considered balls in play.

Batting

- Batters begin each at-bat with a 1–1 count.
- There is no foul ball to give. A foul ball on the third strike results in an out.

Home Run Rule

- Teams may hit a maximum of 3 home runs per game that clear the outfield fence.
- If a team hits a 4th home run, the batter is automatically out.
- If both teams have reached the 3-home-run limit, each team is allowed one additional home run.
- After each team has used its additional home run, any further home run will result in an automatic out.

Base Running

- On an errant throw that leaves the playing field while attempting to make a play at first base, third base, or home plate, runners will be awarded a maximum of one additional base.
- An errant throw to second base remains a live ball.

Equipment

- Players are responsible for providing their own gloves and warm-up softballs.
- Teams are responsible for providing bats.
- The Assembly Sports Ministry may provide a limited number of bats for team use.
- Metal spikes are not allowed.
- All bats must meet the league's approved bat standards.
- Wooden bats are legal.
- Damaged or illegal bats may not be used.
- The umpire has the authority to confiscate any bat suspected of being altered or illegal for inspection by the League Director.

- Refusal to surrender a bat for inspection will result in an automatic suspension from the league.
- If a batted ball seriously injures a player, the umpire may confiscate the bat and softball for inspection and testing by the League Director.
- Any bat that does not meet the league's required standards will be removed from play.

Rain & Weather

- The umpire has sole authority to stop, suspend, or end a game due to rain, weather, field conditions, or other circumstances affecting the safety of participants.
- If a game is called before it is completed, the score will be determined by the last completed inning, unless otherwise determined by the umpire or League Director.

Infield Fly Rule

The infield fly rule applies when there are fewer than two outs and:

- Runners are on first and second base, or
- The bases are loaded.

If a batter hits a fair fly ball that can reasonably be caught by an infielder, the batter may be called out under the infield fly rule.

Extra Innings

- If the game is tied at the end of regulation, one additional inning will be played.
- The last player who made an out will begin the inning on second base.
- If the game remains tied, the same process will continue each additional inning until a winner is determined.

Mercy Rule

A game will be called if a team is leading by:

- 15 or more runs after 3 completed innings
- 12 or more runs after 4 completed innings
- 10 or more runs after 5 completed innings

Courtesy Runners

- A courtesy runner may be used once per inning.
- The courtesy runner must be a player on the team roster.
- A courtesy runner may not be replaced once on base.
- If the courtesy runner is due to bat while still on base, that batting position will be recorded as an out.

- The defensive team may choose to walk to the vacated spot in the batting order to record the out, even if it would result in the third out.

Official Scorekeeper

- The home team is responsible for keeping the official scorebook.
- Both teams are encouraged to keep their own scorebook.
- If the home team does not have someone available to keep the scorebook, the umpire may appoint an official scorekeeper or serve as the official scorekeeper.

Softballs

- All game softballs will be provided and approved by the League Director.
- The Assembly Softball League will use 12-inch, .44 core, 275-lb compression optic-yellow softballs.

Umpires

- Umpires have full authority to enforce league rules and maintain control of the game.
- Umpires may eject players, managers, coaches, or spectators for rule violations, taunting, abusive behavior, or other conduct that negatively impacts the game.
- Umpires may eject a player without warning for fighting, threatening bodily harm, or attempting to intimidate a player, official, or League Director.
- An ejected player must immediately leave the playing field complex and remain in the parking lot for the remainder of the game.
- Failure to leave immediately may result in a forfeit for the ejected player's team.
- If an ejection causes a team to fall below the minimum 8 players required to continue, the team will forfeit the game.
- Only team captains may approach an umpire to discuss a call. Discussions must remain respectful and may not become arguments.
- All umpire decisions during the game are final.
- Any rules not specifically addressed in these league rules will be governed by the applicable official WSL softball rules.

Playoffs

- The top 6 teams will advance to the playoffs.
- The playoffs will use a double-elimination format.
- Playoff seeding will be determined by:
    - Overall record
    - Points-for and points-against differential
- No pick-up players or substitutes are allowed during the playoffs.
- All playoff players must:
    - Be on the league roster
    - Have completed the league waiver

    - Have played in at least one regular-season game
- Teams that have forfeited two regular-season games will be ineligible for the playoffs.

Sportsmanship

Assembly Sports enforces a Zero Tolerance Policy regarding the behavior of players, managers, coaches, and spectators.

The following will not be tolerated:

- Taunting or excessive trash talk
- Abusive or offensive language
- Disrespect toward players, coaches, umpires, or staff
- Threatening or aggressive behavior
- Fighting
- Any behavior that negatively impacts the safety or enjoyment of others

Umpires and Assembly Sports staff have the authority to reprimand or eject players, managers, coaches, or spectators based on the severity of the situation.

- An ejection carries a minimum two-game suspension, including the game in which the ejection occurred.
- Abusive behavior toward an umpire or Assembly Sports staff member may result in immediate ejection and additional disciplinary action.
- In extreme cases, a player may be removed from the league without a refund.
- Fighting will not be tolerated. Any instance of fighting will result in a team forfeiture of the league without a refund and may result in removal from future Assembly Sports events.

Any rules not specifically addressed, as well as protests or disputes, will be handled by Assembly Sports staff. League staff will have final authority regarding league decisions and may make adjustments to game schedules, game duration, procedures, or other aspects of league operations as necessary.