

SENIOR SLOWPITCH RULES

NCS SOFTBALL FOR SENIORS - RULES

PLEASE PRACTICE GOOD SPORTSMANSHIP... WE TAKE THIS VERY SERIOUSLY!

**SANDBAGGERS BEWARE! We will kick you out if not playing in the proper division.
Read our Rankings Page and come legal.**

Manager/Coach: You are responsible to follow our website, read our RULES and EVENT INFO page in case of changes to the events you have entered.

Make sure the team you created in our playncs.com website has a valid email address and a cell phone number as we will also email and/or text updates from time to time.

Some tournaments and tournament directors require upfront payment so make sure your team shows as "confirmed" after you have paid. If you are not showing confirmed, please contact the listed Director ASAP!

DO NOT spend money on flights, hotels rooms, and car rentals before paying your ENTRY FEE and before confirming you have an official spot in the tournament. Please check the tournament website's EVENT INFO page or with the tournament director of the event you are playing in to confirm entry.

FYI - There are certain NCS directors and tournaments that will have special or different rules and awards depending on the region/location and type of tournament. Please check the tournament website or directly with the tournament director for event specific rules.

Some of our special events include but are not limited to:

States, Nationals, Las Vegas Worlds, Legacy Cup Series, Toys-4-Tots, etc.

Most of these events sell out fast so get payment in before we are sold out or you may not make it into the tournament.

RANKINGS SYSTEM

Make sure your team is legal! Read info here and email me back if you have questions
<https://www.playncs.com/slowpitch/rankings>

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2023 RANKINGS System - Make sure your team is legal - Read info here and email me back if you have questions <https://www.playncs.com/slowpitch/rankings>

PRE-TOURNAMENT GUIDELINES

TEAM REGISTRATION

- Teams must register annually here at our website. Once you are registered, you as the manager can create and edit your team(s). The annual \$50 registration fee is non-refundable.
- Teams must add an online roster before they play in their first event. If you do not add your roster, a \$50 fee will be added to your entry fee. We will request you email us your roster well before the tournament and we will input it for you. If not, you will keep getting charged each event.
- Your team may be bumped up a division, have to run spot or you may be removed from our tournaments.
- On-line roster once complete must be printed out, have players sign and turn into us at the fields before your 1st game.

TOURNAMENT WITHDRAWAL PROCEDURES

- Should your team withdraw for any reason once the team has been entered, the cancellation/withdrawal must occur prior to the tournament being "SOLD OUT" or prior to the brackets being worked on by the director of the tournament you are playing. WHICH EVER COMES FIRST!
- An email sent or voice mail left **must be confirmed** by the respective tournament director by email. Until the director responds to and/or confirms your cancellation, your team is still in the tournament.
- Should your team cancel after the specifications listed above, your team is still responsible for the entire entry fee of said tournament unless a replacement team can be found. There will be a \$50 charge to all teams dropping even though a replacement team was found.
- Unpaid entry fees will result in the team and each individual player being placed on our associations' Suspended Lists until payment is made in full. Manager is responsible for payment. If player wants to be removed from suspension, they can pay their share of 10% of total amount owed

SPECIAL NOTE

In the case of State, Regional, National, NIT, Qualifiers, Toys-4-Tots, and/or World Series events, brackets may be drawn up to two (2-4) weeks in advance.

In situations such as these specialty events, team withdrawals must occur prior to entry deadline or completion of bracket whatever comes first. We also may use overflow fields within a reasonable distance to our main field of play.

Thank you in advance for your cooperation by notifying all tournament directors well in advance should your team withdraw from a tournament.

PAYMENTS

Some of our special events may require a deposit or full payment in advance. These payments are non-refundable unless you withdraw from the event well before the deadline, we cannot get you in the tournament or an agreement is made to refund your money.

- Standard Tournament: All teams must pay any balance owed IN CASH along with having an on-line roster before taking the field.
- If we do not receive full payment at game time or deadline, you will forfeit... PERIOD! If your roster is not online by the cut-off date, you will owe a \$50 fee for us having to add your roster ourselves.
- **If you need roster help, please contact Customer Support at Dani Luzzatti dani.luzzatti@playncs.com / 916-919-5677.**
- **If you have a credit from a previous event or season:** You must enter event of choice and email proper director to apply credit before event deadline or when event of choice is sold out. Don't assume you are automatically confirmed for any tournaments

Who's coming list:

Available Spots Example:

12 available spots, that is just an ideal amount of teams for that division, this DOES NOT guarantee we will end up with 12 teams in that division.

If other divisions are filling faster, we won't turn teams down in hopes your 12 team division fills. If you get calls, texts or emails warnings to pay or confirm; please take them seriously if you want to play.

Special Note: (Confirming teams)

· If we reach out to teams and you do not get back to us in a timely manner, we reserve the right to pull you out of any event that you have not made payment for. Please make sure we have your proper email and cell phone.

[Practice Good Sportsmanship with NCS - We take this seriously!](#)

NCS Softball 4 Seniors rules are for players - by players. We welcome your suggestions.

Manager/Coach: You are responsible to follow our website, read our rules and EVENT INFO page in case of changes to the events you have entered.

Make sure the team you run has updated email address and cell phone; as we also will email and/or text updates from time to time.

Regarding events that require upfront payment, make sure your team shows as confirmed after you have paid, if you are not showing confirmed please contact listed Director ASAP.

Masters 35's, 40's, 50's supplemental rules:

Any Dudley Ball may be used: Exception = NO STADIUMS

Courtesy runners 3 per inning + Pitcher can have CR at any time and will not count against the 3 allowed = anyone at anytime as long as they are on team roster.

HOME RUN LIMITS

AAA -6

MAJOR -8

MAJOR PLUS - 12

SENIOR/MASTERS Player Rankings: (If player is on more than one of our NCS rankings list, we will go by highest ranking)

*If a player is not listed on our NCS ranking's list, we use the current year's HIGHEST SSUSA or NCS team roster a player has played on to determine ranking.

New teams to our program: You must enter our highest division unless you can supply documentation supporting players ranking (ie a nationally recognized senior program rating, a tournament roster, etc.)

If not on a current NCS roster we will revert to previous years highest NCS team player has played on.

AAA: 3 Major players max allowed on team roster (No MAJOR PLUS players, USSSA conference or C or higher ranked/rostered players allowed)

MAJOR: 3 is the Max for MAJOR PLUS players, USSSA conference or C or higher ranked/rostered players allowed on roster.

MAJOR PLUS: No roster restrictions (Bring Your Best)

*Protest and illegal players are not always cut and dry - We will also use common sense rule (As things do fall through the cracks sometimes -Tournament Directors decision will be final)

Determining your team level of play:

Any Conference Players in USSSA program may not play below the Major Plus division without counting as a Major Plus player.

Any players ranked C or higher per our NCS adult rules/ranking system will be considered Major Plus.

55 & Over MAJOR PLUS players can play as a 40 & Over MAJOR Player but can't play AAA – 50 & Over MAJOR PLUS players still count as MAJOR PLUS for 40 & Over teams.

supply documentation supporting players ranking (ie a nationally recognized senior program rating, a tournament roster, etc.)New teams to our program: You must enter our highest division unless you can

No Sandbagging - We do not need to wait for a protest before removing illegal teams or players from our events!

ROSTER: Because on-line roster may show approved -This just means you have at least 10 people added- This Does Not Mean Your Team Is Legal - You still have to follow our rankings system!

All rosters must be on-line with NCS to play our program _please print roster and have players sign and turn into us a tthe fields before you play your 1st game each tournament.

NO TEAM JUMPING - Players can only play on one team per age division per weekend.

Example: You can play 40's and 50's - You Can't Play 40 AAA and 40 Majors the same tournament.

If on multiple rosters the team you start with per tourney is only team you can play on etc.

INJURED PLAYERS COMING OUT OF THE GAME

- If a player gets injured and needs to come out of the game, their next at bat will be considered an out and all subsequent at bats will be skipped with no out taken.

- **ROSTER PROTESTS REQUIRE \$150 CASH AND MUST BE REQUESTED BEFORE THE END OF THE GAME (We suggest not waiting to protest)**

- These are the types of protests that we allow:

*Protest and illegal players are not always cut and dry - We will also use common sense rule (As things do fall through the cracks sometimes -Tournament Directors decision will be final)

- **Only manager/coach can make protest and has to still be in the tournament, not eliminated!**

• **Checking (1) player that you know is ranked higher than the allowable player matrix** (i.e., a protest of a "Major Plus" player playing illegally in the "AAA" division. You would point out the player in question. We would ask for their ID and then check the player to see if they are legal or not based on our rules and rankings system)

• **Checking (4) chip players that you know are above the allowable limit of chip players** (i.e., a protest of a team having too many "Major Plus" chip players playing in the "Major" tournament. You would point out the (4) players in question. We would ask for all their ID's and then check each of them to see if they were counted as chip players based on our rules and rankings system)

• **Full roster ID check to see if all players are listed on the roster before the first game** (this is NOT an online player ranking protest) (i.e., a protest to prove a player playing in the game is not on the roster that is posted on-line at playncs.com. We would pull the roster and ask for all the ID's for the players on the opposing team to make sure they are all listed on the roster)

SENIORS:

1. General

1.1 These rules are specific to Senior play. Directors may need to amend a specific rule due to requirements outside their control, if this is needed amended rules will be posted prior to the start of the tournament and distributed to managers prior to the first game of the event. Rules will not be changed during a tournament unless it is a health, safety or government directive.

1.2 These are general rules of play. For Specific rules for Masters (35+), Women's and Co-ed f(See above).

1.3 We will not charge individual player fees. A yearly team registration of \$65. Is required for play.

1.4 Teams will be required to submit an on-line roster prior to the first tournament played yearly. Teams may be required to supply documentation supporting players ranking (ie a nationally recognized senior program rating, a tournament roster, etc)

2. Age Divisions & Classifications

2.1 Age Divisions. A valid government picture ID will serve as proof. Players must have ID available at games if questioned by tournament officials.

A. Masters - 35 & 40 plus.

B. Seniors - 50, 55, 60, 65, 70, 75, 80 & 85 plus.

C. Exceptions -

70 Rec/AA are allowed four 69 year olds, AAA two 68 year olds

75 Rec AA are allowed four 74 & two 73 year olds. AAA are allowed four 74 year olds

80 & 85 All classifications are allowed four 79 & two 78 year olds

New Player/ Age Cutoff starts Oct 24th: EXAMPLE 49 year old can start his 2023 season as a 50 & Over player after October 23 2022.

2.2 Classifications.

A. Major Plus - Run limit per half inning will be seven. Home Run limit will be seven over the fence. Home runs over the limit will be outs.

B. Major - Run limit per half inning will be five. Home Run limit will be five over the fence. Home runs over the limit will be outs. Major teams are allowed to have three Major Plus players.

C. AAA - Run limit per half inning will be five. Home Run limit will be three over the fence. Home runs over the limit will be outs. AAA teams are allowed to have three Major players.

D. Rec / AA - Run limit per half inning will be five. 1 home runs will be allowed. Home runs over the limit will be outs Rec/AA teams are allowed three AAA players.

E. Directors can move a team to another classification or make them run spot after pool play to balance competition.

3. Equipment

3.1 Bats

Any legal adult or senior stamped slow-pitch bat is allowed.

3.2 Balls

A. **A Dudley ball shall be used.** If we have enough balls we will supply each team with 2-4 balls, if not be prepared to bring your own legal Dudley balls

Teams must provide 2 legal balls and give to home plate umpire before each game starts and make sure the umpire has 2 of your balls at all times throughout each game.

Teams please write your team name on all your balls.

Any optic yellow Dudley ball is allowed - Exceptions = No Stadium balls are allowed / No 47 core balls allowed

B. Additional balls may be purchased from the director based on stock on hand.

C. If a tournament uses a different ball than what is listed above it will be listed at event page.

3.3 Protective equipment - (New for 2023)

A. Pitchers - Must wear a protective helmet not just face mask!. Pitchers are strongly encouraged to also wear full, shin guards, wrist guard and chest/heart protection.

B. Infielders - Highly recommended to wear the same as a pitcher and encouraged to play deep in the infield.

C. No Metal Cleats

3.0 Playing Field - (see diagram)

3.1 Base Distance shall be 70'

3.2 Home Plate strike zone mat shall be used 21' x 36' at a minimum (plan on a big mat with NCS Seniors)

3.3 Scoring line shall be in line with the first base line and shall begin 6 inches from outside edge of home plate towards back stop. A player shall be out if they cross thru batters box unless avoid a collision at home.

3.4 Pitching box shall begin fifty feet from home and extend eight feet towards second base the width of pitching rubber.

3.5 Pitching Screen - May be used (team supplied) for 65 Rec/AA, 70 Rec/AA, 75-80 Rec/AA & AAA, all 85 classes. Screen shall be limited to 3' by 6' and placed from the center of pitching rubber toward first or third. A pitcher must retreat behind the screen if used until the ball is struck by batter. Batter will be awarded first base if the pitcher fails to comply if the batter was out by pitcher play. A batted ball hitting the screen shall be deemed a foul ball strike as second strike. A batter shall have 1 batted ball hitting the screen after the second strike be considered a dead ball. A ball hitting the screen from a defensive player shall be considered "live".

3.6 Batters Box shall be 3'x 7'. Batter must have one foot in the box prior to pitch & one foot must be in the box when striking the ball or the player will be called out.

3.7 Commitment Line shall be 30 feet from scoring line towards third base.

4. Game Play

4.1 Mixing Ages /Divisions If more than one upper level team is entered into the tournament – they will usually be seeded into their own championship / playoff bracket after pool play if not we may use a run spot throughout the event. Division with less than six teams at Director's discretion receive a prorated prize package. Teams may not turn down the run spot with our on site directors approval.

4.2 Batters will start with a 1 & 1 count. with waste foul.

4.3 Caught foul balls in the field of play shall be considered live and players may advance after catch.

4.4 Runs must stay within 3 feet of baseline or be called out.

4.4 Players may only retreat to a base on a caught ball or in a run down. Players retreating in a force out situation will be called out.

4.5 Infield fly rule. Catchable ball at umpire's discretion.

4.6 Sun in pitcher's eye, umpire's discretion. Pitchers may move up to 3 feet with the side of the box. Must pitch the entire inning from that position only.

4.7 Designated Home Run Hitter. WE DO NOT Use This Rule for NCS/AWS

4.8 All plays at the plate will be modified tag outs only. (NO TAG PLAYS)

4.9 Mixed Division/Classification games. Lower Division/Classification Home Run over fence limit, Over the fence balls up to upper divisions limit shall be a single and players on base will move to the next open base. Home Runs past upper division total will be outs.

4.10 Pitch/Batter Rules

No Intentional infield hits/poopies/bunts - Will result in a called out!

A. Pitching arch will be a minimum of six feet and a maximum of twelve feet from the ground. Pitchers have 6 Feet behind rubber to pitch from.

B. Pitchers must present the ball then in one underhand continuous motion deliver the ball to the plate. Pitchers can pitch from no more than 6 ft behind rubber

C. Once batter is set in the box the pitcher has 5 seconds to deliver. Batter has 5 seconds to get set in the box!

D. Pitcher/Batter will have a ball/strike called if exceeding rule C.

D. Each teams will get a maximum of 3 offensive and 3 defensive timeouts per game of up to thirty seconds.

E. Pitchers must face forward while delivering pitch.

F. Batters will start with a 1 & 1. No foul to waste on third strike for 40/50's with Waste foul for 55 & Overs.

G. If a screen is used it cannot be moved/removed once pitch is delivered. A new pitcher may remove the screen.

4.11 Managers time out. 3 per game on offense and defense no more than 30 seconds in length.

4.12 Catchers must have at least one foot within the width of the plate and stand no closer than one foot behind the batter's box.

4.13 Defensive Players -

A. Up to 10 players. 70 and up 11. 80 and up twelve.

B. Teams may start a game with 9 players

C. Teams may not compete with less than eight players at any time.

4.14 Teams may bat up to any amount of players on a game card/roster.

4.15 A player will be deemed illegal if not on an official card/roster and be called out when challenged by the opposing team. Team may also forfeit the game.

4.16 If a player in batting order leaves the game and there is no replacement his next at bat only will be an out.

4.17 Batting out of order must be challenged prior to the first pitch of the next batter. Penalty batter will be called out.

4.18 Pinch Runner - Any player on a game card/roster may pinch run one time. Penalty, out when challenged.

4.19 Sliding: No sliding at first base or scoring line unless avoiding contact. Umpires discretion.

4.20 Safety bag at first base must be used unless to avoid collision. Umpires discretion. Player out.

4.21 Reentry Rule - A starting player removed from the lineup may reenter the game one time. A substitute may not reenter the game after being removed.

4.22 15 after 5 – does not need to reach open inning

4.23 Flip Flop - Will be invoked in game when there is a 12-run differential in favor of the visiting team at the start of the "open inning." If the visiting team is ahead by ten or more runs, the home team will remain at bat. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat. Flip-Flop is not used in Pool Play when playing for seedings.

4.24 Run Rule - 15 after 5 – does not need to reach open inning

4.25 Tie Game - will begin the extra inning(s) using the International Tie Breaker (ITB) until a winner is determined. When using the ITB a courtesy runner cannot be used for the runner placed on 2 base until the runner has advanced to 3base.

5. Uniforms: Players and coaches wear a shirts or jersey so they are easily identified as a team. Any decision on uniforms is handled by the tournament officials and is not subject to team protest. If event is in the cold season this rule may not be mandatory.

6. Line-ups: Tournament officials will provide line-up cards if needed. Official line-ups must be submitted to the opposing team and scorekeeper (if available) prior to the last inning of the preceding game and given to the umpire prior to game.

7. Bench area:

A. Players, coaches, sponsors and a bat person are the only individuals allowed in the bench area. All players must stay in dugout or out of play area 1 on deck hitter.

B. No Alcohol, Sunflower seeds or smoking of any kind in the dugout or field of play.

C. No disruptive music: Loud, vulgar, etc. Definition, one person complains.

D. If defensive team has a player or bat outside dugout and gets hit by thrown ball the ball is dead and all runners advance one base

E. If offensive teams batter or bat gets hit by a thrown ball the closest runner to Home plate is out

F. Teams must clean up the dugout after each game (remove garbage etc.)

G. Poor Sportsmanship will not be allowed! NO F-Bombs, NO Throwing the Bat, NO Taunting

8. Forfeit Time: Game time is forfeit time. Teams should be prepared to immediately start a game once the preceding game is completed and teams clear the dugout. Teams are required to be ready to play up to 15 minutes early.

9. Game Length:

A. Bracket play 60 minutes to open / Playoff 65 minutes to open

B. Championship 70 minutes or 7 innings

C: Exceptions may be required due to unforeseen events (ie weather, field restrictions, time constraints, emergencies, etc)

10. Infield Practice: No infield practice will be permitted once the game starts. Warm-up is allowed in designated areas only. Teams may warm-up in the outfield grass if time permits.

12. Team Seeding / Home Team: The home team in pool play will be determined by a coin flip. Brackets will be a choice of higher seed. Unless agreed otherwise or in finals if higher seed has a loss and is playing undefeated team the undefeated team has home team advantage, the team listed first or higher seed will use the third base dugout. The team listed second or lower seed will use the first base dugout. In the event a team plays back-to-back they will not be required to move to another dugout.

13. Roster Residency:

A. Teams are allowed to draw players from other states.

14. Run Spot: 5 per level or age (In tournaments where we have to combine levels) A run spot will be given at start of the game not per inning. If lower level team plays up in standard event this rule applies - In national, state or world events this rule may not apply if lower team chooses to play up.

15. Format / 3-Game Guarantee: ALL scheduled pool play games count towards seeding in Championship play unless stated otherwise. Ties in the standings in preliminary pool play will be broken by:

- Best record
- Head-to-head
- Runs allowed
- Run differential
- Runs scored
- Coin Flip

- 3GG: We may use pool play followed by double-elimination, or our new 3gg bracket with Gold Bracket / Silver for 0-2 and some 1-2 teams. We may rarely also use play 2 pool play + single elimin - depending on time constraints.
- SUPREME Single-Elimination Playoff Rule: Example 4 teams: If a team backs out do to injury etc., the highest remaining seed after pool play will get the bye and the 2 lower seeds will play with the winner advancing.

16. Protests: The tournament committee will decide all protests. As manager, please be familiar with the rules of the game including proper protest procedure. Any protest of an umpire's rule interpretation must be made before the next pitch in the game. Player eligibility protests must be made prior to the start of the game. Only managers may address umpires or Directors, all others will be required to stay in dugout or defensive position.

17. Ejection Rule: Managers are responsible for team conduct. Players, managers and spectators will receive one warning to stop unsportsmanlike behavior (ie questioning calls, pitch, language, etc.). Second occurrence of unsportsmanlike behavior will result in the offending party being ejected from the game. Third occurrence will result in manager and offending party being removed from the game and team will be assessed an out for offensive team, defensive team will be assessed an out at next at bat.

18. Score Keeping: Home team and umpire are responsible for keeping score (If visitors have full book kept and home team does not, we will use visitor's book and umpire for official scoring)

19. Determining your team level of play:

A. Players may play down one age or classification, their rating will remain the same. Players playing down

B. Players playing down two age levels will count as one classification lower. (example 55 Major plus may play as a 40 Major player).

C. NCS- Player Rankings Trump all other promoters Roster Rankings

D. If not rated by NCS we may go by what your ranking is from any National organization

E. If you are not ranked you will be considered a Major player in your age group.

F. You may be required to supply a roster from a national promotor confirming players ratings.

G. Players can petition for Re-Class at anytime before October 1st by filling out this form. [Player Reclass Petition Form](#)

H. Any Adult C Conference or rated C or higher player will be considered as a Major Plus player.

20. Tournament Delay:

A. If any event of delay or suspension of play by an occurrence outside of Directors control (ie weather, disaster, field condition, etc) the game may be resumed at the exact point where it was stopped. It is the manager's responsibility to contact the Tournament Representative at the field for rescheduled game information.

B. In the event the tournament can't be completed within the scheduled time frame and more than forty-percent (40%) of the scheduled bracket games have been completed, the official final order of finish will be determined by the position of the teams in the bracket. The following procedures will be used to break ties and among teams in the same spot in the bracket:

- Won-loss records except among undefeated teams.
- If only two teams are tied for a position and have played each other, the winner of that game. If still tied pool play tie breakers will be followed

C. We will do everything we can to complete the event due to a delay including modifying game time length, pitch count, format, etc.

D. If an event cannot be completed per above the Director will advise teams of a rescheduled or credit towards a future event in a timely manner.

E. STALLING If director or umpire feels your team is intentionally stalling they can minus runs from your team and or give you a loss and call ball game! (SPORTSMANSHIP Is Key with NCS)

21. Team Entries and Cancellations

A. Teams are encouraged to register early. Promoters are encouraged to offer a pay now, pay later or deposit option. Your spot is not guaranteed until payment in full is received. You will be notified if a tournament is nearing a SELL OUT for payment in options above.

B. Should a team withdraw for any reason from our tournament once the team has been entered, the cancellation/ withdrawal must occur prior to the tournament deadline, being "SOLD OUT" and prior to the brackets/game times being posted on the association's website or no later than 5:00pm on the Wednesday prior to the tournament, whatever comes first.

C. Cancellation email must be sent and be confirmed by the tournament promoter.

D. If a team withdraws after the specifications listed above, the team maybe responsible for the entire entry fee unless a fully paid replacement team can be found.

E. Refunds for withdraws listed above will be subject to a \$50 fee plus any direct costs of refund or a full credit will be issued for future events by that promoter.

D. Annual team registration fees are NON REFUNDABLE!

22. Team Names

Any team name that is explicit or offensive will be modified by site admin.

We believe in free speech and will allow for an appeal but also run a business that does not want to alienate anyone based on race, sex, gender or religion.

Please consider that team names are on publicly posted schedules and must meet reasonable guidelines.

23. UNSPORTSMANLIKE CONDUCT

NCS Directors have the right to suspend any players or teams from play at anytime for abuse or any unsportsmanlike conduct!