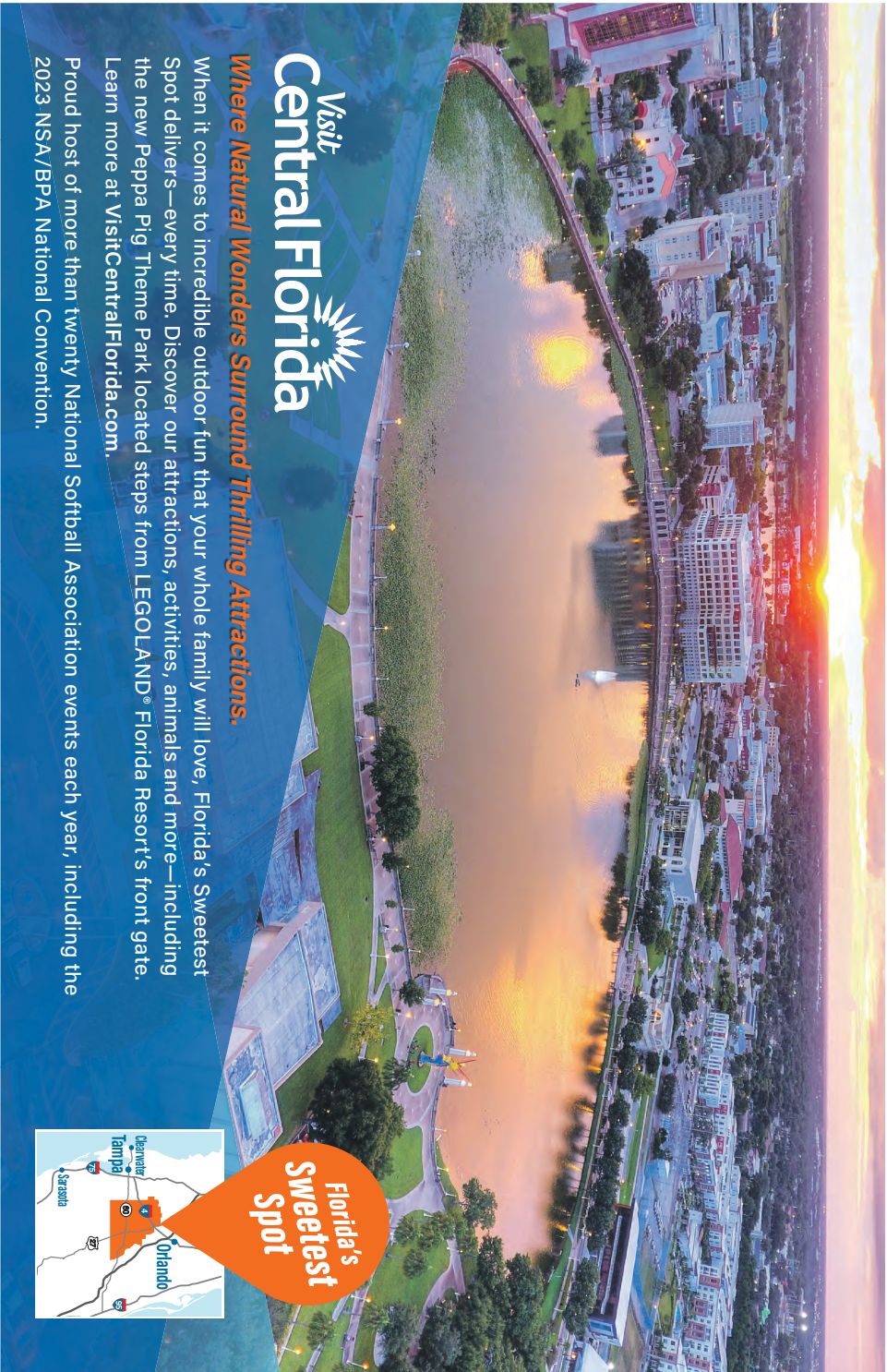




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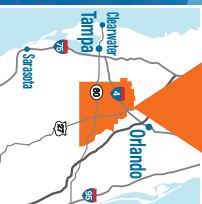
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Proper insurance is a concern of all the NSA Teams, Leagues, and Field Owners who host the NSA sanctioned competitions.

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2024 NSA SLOW PITCH RULE BOOK

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Official playing rules can be found at www.PlayNSA.com. All updates or corrections can be found there as this book is only a guide.

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NSA – The Players Association

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The National Softball Association

GENERAL PLAYING RULES

Official playing rules can be found at www.PlayNSA.com. All updates or corrections can be found there as this book is only a guide.

It is the responsibility of coaches, managers, sponsors and players to know the NSA Rules and By-Laws. Ignorance of these Rules and By-Laws is not grounds for protest or appeal. Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks.

New Rule Changes & Additions are shown in bold highlighted print

RULE 1 DEFINITIONS

SECTION 1 ALTERED BAT

A bat is considered altered when the physical structure of a legal bat has been changed, or an illegal or non-approved bat has been changed to resemble a legal bat. Compressing a bat in a vise or similar instruments, rolling, beating a bat with a rubber mallet, on a post or another bat; or any other process that exerts more pressure on the bat other than typical bat and ball collision is considered altering a bat.

SECTION 2 APPEAL PLAY

A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before all infielders (including the pitcher) have left the field (crossed the foul lines). Any dead ball appeal as a game ending play must be made before the umpires have left the field. The appealed play does not change the type of out that is being appealed. There is such a thing as a fourth out appeal. This appeal is only done in order to prevent a run from scoring. An appeal may be made after the 3rd out, to negate a run if appealed properly.

SECTION 3 APPROVED BAT

A bat model becomes approved after the bat manufacturer submits the bat to the NSA after being tested by the official test facility and said model meets the requirements of a legal bat as defined in Rule 3, Sec. 1.

SECTION 4 BALL ROTATION

A pitcher will have a choice of balls at the start of each half inning, with the exception that if both balls do not get into play in the first half inning, the pitcher, in the bottom of the first inning, must pitch the unused ball. Thereafter, every third out, the ball in play must be returned to the pitcher's plate. The pitcher, now taking the field, has a ball to start the next half inning. Before throwing a warm-up pitch, the pitcher may request the other ball, giving the ball in his/her possession to the plate umpire. A choice has now been made, and the pitcher must pitch this ball until it goes out of play or becomes blocked.

NOTE: Refer to Rule 3 Section 2(a) for **HIT YOUR OWN BALL** tournaments.

SECTION 5 BASE PATH

The imaginary direct line, as well as three feet to either side of the direct line, between a base and a runner's position at the time a defensive player is attempting to apply a tag.

SECTION 6 BASERUNNER

A player on the team at bat who has finished his/her batting turn, reached first base, and has not yet been put out.

SECTION 7 BATTER'S BOX

The area that the batter is restricted to while in position to bat. The batter must have both feet entirely within the lines of the box prior to the pitch. The lines are considered to be within the box.

SECTION 8 BATTER-RUNNER

A player who has finished his/her turn at bat but has not yet been put out or touched first base.

SECTION 9 BATTING ORDER

The batting order is the official lineup of offensive players, listing the order in which team members must come to bat. A lineup card must include each player's name, number, and defensive position. Extra Player(s) (EP) must also be included.

SECTION 10 BLOCKED BALL

A live ball that is touched, stopped or handled by a person not engaged in the game; or which touches any object that is not part of the official equipment or playing area.

NOTE: *A blocked ball is not called when a live ball strikes a base coach unintentionally.*

SECTION 11 BUNT

A bunt is a fair ball in which the batter does not take a full swing but holds the bat in such a manner in the path of the ball to tap the ball slowly to the infield.

SECTION 12 CATCH

A catch is a legally caught ball that occurs when a fielder secures a batted or thrown ball with his/her hand or glove. If the ball is merely held in the fielder's arms, or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not complete until the ball is in the grasp of the fielder's hand or glove. It is not a catch if a fielder, immediately after he/she contacts the ball, collides with another player, or wall (fence), or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall have complete control of the ball, and his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch.

SECTION 13 CATCHER'S BOX

The catcher's box is the area in which the catcher must stay until the pitched ball is batted or reaches the catcher's box (the lines of the box are considered within the box). All of the catcher's body and equipment must be within the catcher's box until the ball is batted or reaches the catcher's box. An illegal pitch is called if the batter does not swing.

SECTION 14 CHARGED CONFERENCE

A charged conference takes place when:

- a) Defensive Conference - the defensive team requests a suspension of play for any reason, and a representative, not in the field, enters the playing field and delivers a message, by any means, to the pitcher. It is not a conference when the representative enters the field and removes the pitcher or when the defensive team confers while the offense is in conference.

- b) Offensive Conference - the offensive team requests a suspension of play to allow the manager or other team representative, on or off the field, to confer with the batter or baserunner. It is not a charged conference when an offensive pitcher is putting on a warm-up jacket on base or if the offensive team confers while the defensive team is in conference.

SECTION 15 CHOPPED BALL

When the batter strikes downward with a chopping motion so that the ball bounces high into the air, this is considered a chopped hit ball. The chopping motion should resemble that of chopping a piece of wood lying on the ground.

SECTION 16 COACH

A member of the team at bat who takes his place in the coach's box to direct his/her players in running the bases. Two coaches are allowed, one positioned at first base and one positioned at third base. One coach can have in his possession a scorebook and an indicator, which shall be used for scorekeeping purposes only. The defensive coaches/manager must remain in the dugout, as their normal position, when their team is playing defense. Failure to obey this rule, after a warning is issued, will result in the coach/manager being ejected.

SECTION 17 DEAD BALL

The ball is not in play and not considered in play again, until the pitcher has the ball in his possession and the umpire has called "play ball".

SECTION 18 DELAYED DEAD BALL

An infraction, signaled by the umpire, in which the ball remains alive until all play has been completed and the umpire calls time.

SECTION 19 ELECTRONIC DEVICES

An electronic device is any device capable of making or transmitting still or moving photographs, video recordings, or images of any kind any device capable of creating, transmitting, or receiving text or data; and any device capable of receiving, transmitting, or recording sound.

SECTION 20 FAIR BALL

A fair ball is a legally batted ball that:

- Settles on fair territory between home plate and 1st base or home plate and 3rd base. Home plate is in fair territory.
- Is on or over fair territory, including any part of 1st and 3rd bases, when bounding toward the outfield, or touches 1st, 2nd or 3rd base.
- First falls in fair territory beyond 1st or 3rd base.
- While in or over fair territory, touches the person of any umpire or player.
- While over fair territory, passes out of the playing field beyond the outfield fence.
- Hits an outfield fence on or between the foul poles.
- Shall be judged according to the relative position of the ball and foul line and not as to the position of the fielder at the time he/she touches the ball.

SECTION 21 FLAGRANT PLAYER OBSTRUCTION

Is the act of a defensive fielder flagrantly, and with excessive force, impedes the runner or batter/runner.

PENALTY: Immediate ejection of the defensive player.

SECTION 22 FORCE OUT

A force out is an out which can be made only when a baserunner loses the right to the base he/she is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding baserunner has been put out.

SECTION 23 FOUL BALL

A foul ball is a legally batted ball that:

- Settles on or is first touched in foul territory between home plate and 1st base or home plate and 3rd base.

- b) Bounds past 1st and 3rd base on or over foul territory.
- c) Falls first on foul territory beyond 1st or 3rd base.
- d) While on or over foul ground, touches an umpire, player or foreign object to the natural ground.
- e) Shall be judged according to the relative position of the ball and foul line and not as to the position of the fielder at the time he/she touches the ball.

SECTION 24 FOUL TIP

A foul tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hands or glove, and is legally caught by the catcher. A foul tip is a strike. The batter is out if it is the third strike. A foul tip is a dead ball.

SECTION 25 ILLEGAL BAT

An illegal bat is one that does not meet the requirements of Rule 3, Sec.1

SECTION 26 ILLEGALLY BATTED BALL

An illegally batted ball occurs when:

- a) A batter's entire foot is completely out of the box on the ground when he/she hits the ball, fair or foul.
- b) Any part of the batter's foot is touching home plate when he/she hits the ball.
- c) The batter hits the ball with an illegal, altered, or non-approved bat.

SECTION 27 ILLEGAL PLAYER

A player who enters the line-up without the right to the offensive or defensive position. Examples of an illegal player(s) but not limited to are:

- a) Illegal use of the re-entry rule.
- b) Using a player to pitch who was removed from the pitching position.
- c) Unreported substitute.

SECTION 28 INELIGIBLE PLAYER

A player who is unregistered or who does not meet requirements to register.

Use of an ineligible player will result in a forfeit of the game if protested properly. Examples of an ineligible player but not limited to are:

- a) Playing under an assumed name.
- b) Players not on the team roster.
- c) Violating residence requirements.
- d) Violating divisional age requirements.
- e) Player(s) that are listed on two (2) official NSA sanctioned rosters without an official release form on file in the State Director's Office.
- f) An ejected player

SECTION 29 IN JEOPARDY

A term indicating that the ball is in play and an offensive player may be put out.

SECTION 30 INFIELD FLY

An infield fly is a fair ball, not including a line drive, which can be caught by an infielder with ordinary effort when 1st and 2nd or 1st, 2nd, and 3rd bases are occupied before two are out. Any fielder can catch an infield fly.

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "INFIELD FLY – BATTER IS OUT" to aid the runners. If the ball is near the foul lines, the umpire shall declare "INFIELD FLY – BATTER IS OUT, IF FAIR". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball.

SECTION 31 INNING

An inning is that portion of a game within which the teams alternate between offense/defense and there are three outs for each team. A new inning begins when the third out of the bottom of an inning is declared.

SECTION 32 INTENTIONAL DROPPED BALL

A ball that has first been caught, by the definition of a catch, and is then intentionally dropped in an attempt to confuse or obtain additional outs.

SECTION 33 INTERFERENCE

Interference is the act of an offensive player or team member, who impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may be called.

SECTION 34 LEGAL TOUCH

A legal touch occurs when a runner or batter-runner, who is not touching a base, is touched by the ball while the ball is held securely in a fielder's hand(s). The ball is not considered as being securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the fielder to touch the runner with the glove which holds the ball.

SECTION 35 NON - APPROVED BAT

A non-approved bat is one that does not bear the NSA 2012 logo (See Rule 3 Section 1 (h)) or one that bears the NSA 2012 logo from a bat company that is not listed on the approved bat companies list found at www.PlayNSA.com

SECTION 36 OBSTRUCTION

Obstruction is the act of: A defensive team member who hinders or impedes a batter's attempt to make contact with a pitched ball or who impedes the progress of a runner or batter-runner legally running the bases, unless the fielder is in possession of the ball or is fielding a batted ball, or executing a play. The act may be intentional or unintentional, physical or verbal. Prior to the pitch, catcher obstruction does not apply, a dead ball shall be called and allow the batter to reset themselves.

SECTION 37 OVERSLIDE

An over slide is the act of the offensive player sliding over and beyond a base he is attempting to reach. This is usually caused when his/her momentum causes him/her to lose contact with the base, which then causes him/her to be in jeopardy. The batter-runner may over slide 1st base, without being in jeopardy, if he/she immediately returns to that base.

SECTION 38 OVERTHROW

An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and goes into foul territory beyond the boundary lines of the playing field.

SECTION 39 PLAYER PARTICIPATION

NSA considers a player to be a participant of a game when the line – up card with substitutions is turned in to the umpire, or official scorekeeper, or is announced.

SECTION 40 QUICK PITCH

A quick pitch is made by the pitcher with the attempt to catch the batter off balance. This would be before the batter takes his/her position in the batter's box, or while he/she is still off balance as a result of the previous pitch.

SECTION 41 STRIKE ZONE

The strike zone is that space over any part of the plate between the batter's highest shoulder and his/her front knee when the batter assumes a natural batting stance. Where the ball contacts the ground or glove has no bearing on the actual strike zone.

SECTION 42 THREE-FOOT LINE

Is a line parallel to, and three feet from the base line, starting at a point halfway between home plate and 1st base. The batter-baserunner is declared out when he/she runs outside the three foot line, and in the judgment of the umpire interferes, intentionally or unintentionally, with the fielder attempting to field a batted ball, or interfering with a thrown ball.

SECTION 43 TIME

The term used by the umpire to order suspension of play.

SECTION 44 TURN AT BAT

A player's turn at bat begins when he/she enters the batter's box and continues until he/she is put out or becomes a baserunner.

RULE 2 PLAYING FIELD

SECTION 1 DEFINED

The playing field is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines.

ADULT DIVISION

Male

Female

MINIMUM DISTANCE

275 feet

250 feet

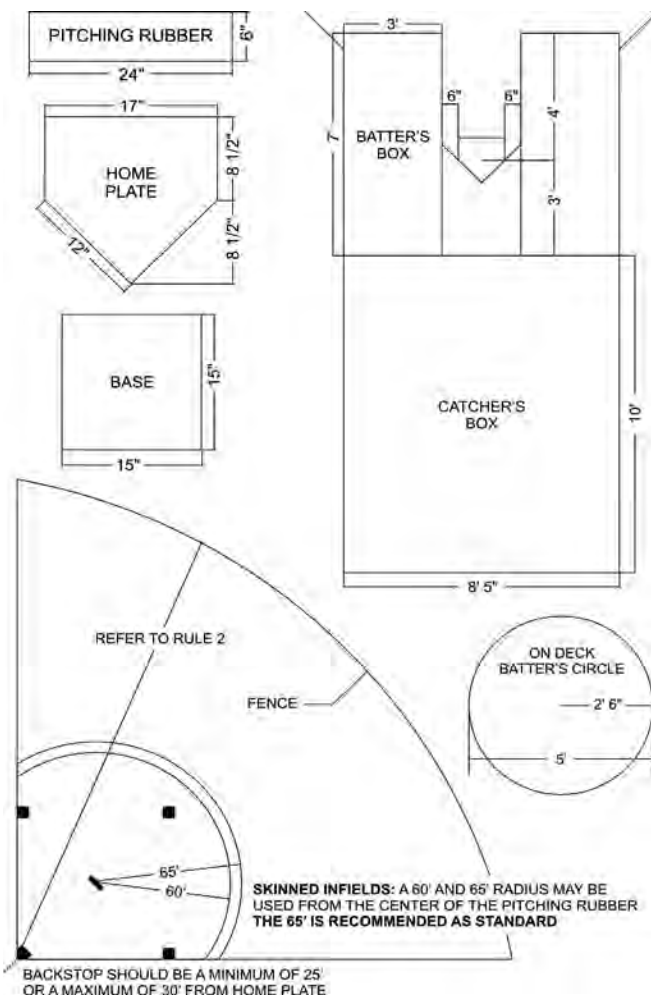
SECTION 2 GROUND RULES

Ground rules or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

SECTION 3 LAYOUT

The playing field layout should include, in addition to marking for foul lines, the following:

- a) THE THREE-FOOT LINE is drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1st base.
- b) THE BATTER'S ON-DECK CIRCLE is a 5 foot circle placed between home plate and 1st base and between home plate and 3rd base.
- c) THE BATTER'S BOX, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate.
- d) The lines are considered as being in the box.
- e) THE CATCHER'S BOX shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.
- f) THE COACHES BOX is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and eight feet from, the foul lines extended from the bases toward home plate.



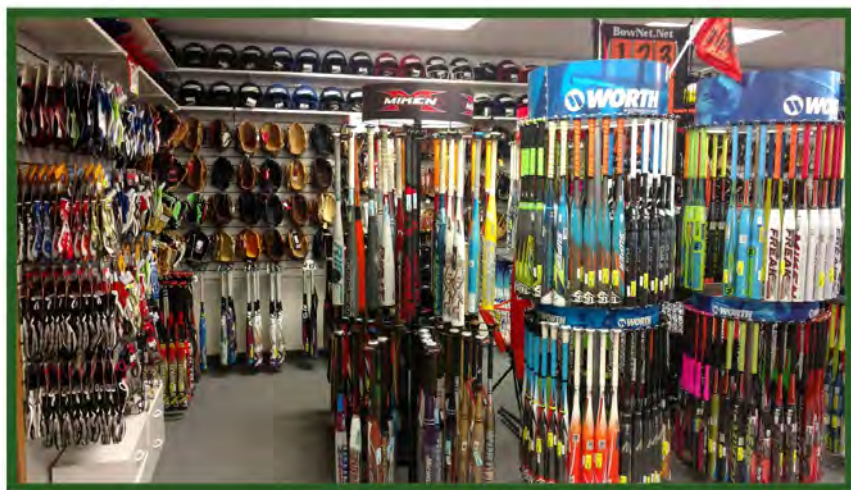
SECTION 4 DISTANCES

The official diamond shall have base lines as follows:

- a) MEN AND WOMEN ADULT DIVISIONS – 70 FEET.
- b) Distances from Home Plate to 2nd Base:
 - 90' bases – 127' 3 1/4"
 - 85' bases – 120' 2 1/2"
 - 80' bases – 113' 1 3/4"
 - 75' bases – 106' 1 3/4"
 - 70' bases – 99'
 - 65' bases – 91' 11"
 - 60' bases – 84' 10 1/4"
 - 55' bases – 77' 9 1/2"
 - 50' bases – 70' 8 1/2"
- c) The official diamond shall have Men and Women adult pitching distance of 53 feet from the rear tip of the plate to the front edge of the pitching rubber.



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EQUIPMENT HEADQUARTERS FOR NSA

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NOTE: *If during the course of any game, the base distance or pitching distance is found to be in error, the error should be corrected immediately, and the game should continue. This is not a point to be protested.*

RULE 3 EQUIPMENT

By taking the field (no matter if a pre-game conference with the coach/manager was held or not, or if an equipment check was performed or not) the coach and/or team manager automatically verifies that his/her team is legally and properly equipped.

NSA Altered Bat and Altered Ball Procedures

For the past several years the NSA has embarked on more stringent test procedures for bats and balls. NSA feels that it has the very best testing procedures in the game; however, there are always players, coaches and outside agencies who will do their best to get around these rules. The rules were implemented to keep our patrons safe and to make this game the safest it can be. With the one word "SAFETY" in mind, NSA will not tolerate anyone who would embark in any manner that would put our patrons in peril. As a Director, UIC or Umpire, if you feel that a player may be using an altered bat or ball in NSA play, the Director or UIC will have the authority to inspect the bat or ball and to suspend the suspected player(s). The offending player(s) will have two choices only: 1) He/she can allow the NSA representative to inspect the bat or ball and the NSA representative can reach a conclusion as to whether the bat or ball may be altered or he/she can refuse to allow the representative to inspect the bat or ball and take an immediate five (5) year suspension from any and all NSA play with no right of appeal. In addition to the immediate five (5) year suspension by the offending player and/or team, failure to allow a site inspection of the bat or ball or failure to allow the bat or ball to be sent into the NSA National Office for further inspection, will result in forfeit of the game in progress, and forfeiture of all remaining games in the tournament; WITH NO REFUND of entry fees. 2) He/she may after allowing the NSA representative to inspect the bat or ball and the NSA representative has decided that the bat or ball "could be" altered; the player may allow the director to send the bat or ball to the NSA National Office for inspection. If the NSA National Office decides that the bat or ball may be altered, the NSA will then send the bat or ball to the Manufacturer of the bat or ball for a final determination on whether the bat or ball is altered, or he/she can accept an immediate two (2) year suspension without the right of appeal. During the time of the examination of the bat or ball by NSA and/or the Manufacturer, depending on the sole discretion of the NSA National Office, the NSA may suspend the suspected offending player pending the findings from the Manufacturer and or NSA or final decision of the NSA. If the NSA and/or the Manufacturer determine in their sole discretion that the bat or ball has been altered, the NSA may suspend a first time offender no less than two (2) years and no more than five (5) years. A suspension decision may be appealed by contacting the Executive VP of the National Softball Association and scheduling an Appeal hearing at the convenience of the National Softball Association at the NSA National Office, which is located at 103 Bradley Drive, Nicholasville, Kentucky 40356. A second time offender under this altered bat/ball suspension process will be suspended for life.

The responsibility for knowing whether a bat or ball is altered is that of the user and/or the owner of the bat or ball. If an individual uses a bat or ball in NSA play or is the owner of a bat or ball that is brought into an NSA game or facility, the suspensions will be imposed without regard to what the individual knew about the bat or ball being altered. An individual must know that his/her bat or ball is not an altered bat or ball, if he/she brings either into an NSA facility or game. If not, the individual can be suspended from any and all NSA activities. The fact that the individual did not know that the bat or ball was altered is not a factor in imposing the suspension. The question is only whether the bat or ball is altered or not.

An altered bat is considered altered when the physical structure of the legal bat has been changed in any way, or when an illegal or non-approved bat has been made up in such a way as to appear to be a legal bat. Examples of altering a bat are, but not limited to the following: Painting a bat, replacing the handle rolling, compressing the bat in any way that is not done during the act of batting/hitting a softball or shaving the handle or barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means, removing or replacing the plug or changed in any way other than factory repairs, had the knob removed/replaced or changed in any way or had anything removed or added to the inside or outside of the bat other than the legal way to tape the bat the specified and appropriate place as described in the NSA Rule Book.

Examples of an altered ball (but not limited to) are: Any ball frozen, or kept cold in a cooler to make the core harder or livelier or any ball that has been cooked in a microwave oven, or the seams/stitches or cover that has been altered in any way. If the physical structure of the ball (inside or outside) has been altered in any way other than the alterations that is caused by usage, that ball is to be considered altered. Should an umpire or player be thrown a ball that is colder than the outside temperature, that ball is to be immediately thrown out of the game, the game forfeited and the offending person(s) suspended for altering a softball. At any time during any NSA game an umpire has the authority to not allow a ball to be played with if the umpires suspects in any way shape or form that some sort of altering has been done to the approved NSA softball that is presently being played with or attempted to be played with.

NOTE: *For every Division contained inside the cover of this Rule Book and Specialty Divisions on the PlayNSA.com website all equipment must be 100% conforming, 100% of the time. The NSA reserves the right to approve or reject any softball related equipment for its intended use in the NSA Program. Equipment does not merely need to meet industry standards, but must meet NSA Standards before approval for its use is granted. If the NSA should believe in any way shape or form that a particular piece of equipment is dangerous and/or not acceptable for fair play, the NSA reserves the right to ban such equipment immediately.*

***NOTE:** *The NSA has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or less for the entire length of the barrel or hitting surface with a field compression of 220 or 240 are approved for use in the NSA Program, unless the NSA believes in any way shape or form that a particular bat is dangerous and/or not acceptable for fair and safe play.*

****NOTE:** *The NSA reserves the right to ban such equipment immediately. All bats used in NSA Play must be stamped with the NSA 2012 stamp.*

EXCEPTION: *Wooden Bats do not have to be stamped with a BPF of 1.20 and must be stamped “Softball” or “Official Softball”. Wooden Bats are legal in all NSA Play if they meet the standards set forth in Rule 3 Sec 1 a-n).*

SECTION 1 OFFICIAL BAT

The official bat shall bear the NSA 2012 logo and be a bat manufactured by a bat company that is listed on the Approved Bat Company list found at www.PlayNSA.com. The official bat cannot be a bat from a company that is not listed as an Approved Bat Company. The official bat shall be of one piece or interchangeable construction and can be made of wood (hardwood) or other materials approved by the NSA, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive, in such a way, that the grain direction of all pieces is essentially parallel to the length of the bat. When the interchangeable barrel bat is joined together properly, the two piece bat must meet all NSA official bat requirements. Below is a list of additional requirements for all approved NSA BATS:

- a) The bat shall not be more than 34 inches in length and no more than 38 ounces in weight and shall meet the NSA bat standards. (See Above ***NOTE** and ****NOTE** for further bat standards.)

EXCEPTION: *Wooden bats must be stamped “Softball” or “Official Softball” and meet the standards described in Rule 3.*

- b) The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.
- c) The grip shall not be less than ten inches long and shall not extend more than 15 inches from the knob or bottom or the bat.
- NOTE:** *Spray or Pine Tar or other approved substances may be applied to the handle of the bat to enhance the players’ ability to grip the bat (i.e. Pine tar, Spray or other sticky substances). However, the application of such substances may not exceed 15 inches from the knob or bottom of the bat and at no time will such substances be applied to the barrel of the bat.* **PENALTY:** The bat will be deemed an illegal bat.

- d) In the case of well used bats, sufficient markings must remain to make the bat identifiable as an NSA Approved bat. (Bat name and/or model number along with the NSA 2012 logo should suffice for this purpose.) Any bat which cannot be identified by markings on the bat as an approved bat shall be considered illegal.
- e) The bat may be made of metal or other materials approved by the NSA and may be angular; however, the NSA must approve any material before it is used in sanctioned events.
- f) All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, DEEP DENTS OR DANGEROUS DENTS, fractures/cracks of any type, hairline or otherwise, sharp edges or any type of exterior fastener that would present a safety hazard. Those bats are to be removed from the game immediately.

EXCEPTION: *At the umpires discretion slightly dented metal bats may be considered legal.*

- g) All Bats manufactured on or later than 1/1/2012 must be fitted with a tamper proof end cap or roll over end and tamper proof knob combination. Unless the bat is made of one-piece construction or interchangeable two piece barrel construction with the barrel end closed, it should have a tamper resistant rubber or plastic insert in the barrel.
- h) Bats manufactured on or after 1/1/2012 must also bear the NSA Approved 2012 logo. See Graphic Below



- i) A one-piece rubber grip and knob combination is illegal.
- j) Metal or other approved material bats, if made with a knob on the handle, the knob must be welded or mechanically fastened.
- k) The knob portion of the bat may be taped as long as the bat does not exceed 34 inches in length; however, the umpire may request the tape to be removed from both the handle and knob, if there is any question concerning the bat being altered or illegal. After determining the bat to be legal, the player may tape the bat back to his/her preference, providing the bat meets the requirements set forth by Rule 3, Sec. 1 (a-m).
- l) A flare or cone grip may be attached from the factory or a factory flare or cone may be attached to the bat by the player, but the flare or cone must be installed properly to the bat. The flare or cone must be taped or covered by an approved bat grip. Taped bats do not have to be of consistent thickness on the handle **EXAMPLE:** *A player may place 5 layers of tape beginning at the knob portion of the bat and 2 layers where the player's top hand would rest on the bat.* A flare or cone grip that does not meet the specifications of Rule 3 is considered an altered bat.
STINGERS ARE APPROVED FOR NSA PLAY PROVIDED THEY ARE PROPERLY INSTALLED.
- m) Shall be rounded, and shall be smooth. Shall not be more than 2 1/4 inches in diameter at its largest part. A tolerance of 1/16 inch is permitted, to allow for expansion on the round bat.
- n) All bats must be 100% conforming to all of Rule 3 and remain 100% conforming 100% of the time. Only those model bats from licensed NSA Bat Companies that bear the NSA 2012 logo will be considered legal for NSA play. (Field compression testing of 220 and 240 are both legal)
EXCEPTION: *Senior Division bats must have a Bat Performance Factor (BPF) of 1.21 or less stamped on the bat or the SSUSA senior stamp. However, Senior Bats from a non-licensed NSA bat manufacturer are illegal. Only companies listed on the Official NSA Approved Bat Company List are considered licensed.*

NOTE: *Sec. 1 (a-n) Any bat that does not comply with these guidelines or that is not listed on the Official NSA Approved Bat Companies List (REFER TO: www.PlayNSA.com for approved bat companies list) must be removed from the game, penalties (if any) administered, and the bat may no longer be used in any NSA Sanctioned Play.*

***NOTE:** *Any player using a Senior Bat during any division of play that is not considered a Senior Division Tournament (all participants being 50 yrs. old and older per the Official NSA Rule Book) will be suspended for one (1) year immediately on the spot with NO right to an appeal.*

EXCEPTION: *Senior bats are allowed in 40 & over events.*

SECTION 2 OFFICIAL BALL

The official softball shall be a smooth seam, concealed-stitched, or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or

mixture of cork and rubber, and/or machine wound, with a fine twisted yarn and covered with latex or rubber cement or it may be made of other materials approved by the NSA. The single layer cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the NSA, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black stitched softball. The softball MAY NOT be multi layered. The solid core ball must be stamped with one of the official NSA logos. The ball **MAY NOT** bear any other logos except for the NSA official logo unless otherwise approved by the Executive Director or the Executive Vice President of the NSA.

REFER TO: PlayNSA.com for Approved Ball Companies list -- See below for approved logos



NOTE: *The Men's division will use the twelve (12) inch softball. The Women's division will use the eleven (11) inch softball.*

- a) During "hit your own ball" tournaments, the pitcher will be responsible for ensuring the correct legible ball is being used. If the ball cannot be identified or is illegal, or otherwise does not conform to Rule 3, the pitcher will notify the umpire and a proper, legal ball will be entered into the game.

EFFECT: *If the ball is hit, the play will stand.*

SECTION 3 GLOVES

All fielders must wear gloves made of leather or other approved materials. Gloves with optic yellow circles on the outside, giving the appearance of a ball, may not be worn by any player and will be considered illegal. Maximum height of the glove shall be 15".

SECTION 4 SHOES

All players, coaches, and participants must wear shoes. Sandals are considered proper shoes for non-players. A shoe shall be made with either canvas or leather uppers or similar materials. The sole may be either smooth or have soft or hard rubber or polyurethane cleats. Metal cleats or any type of shoe that has exposed metal on the sole, other than a rivet, may not be worn in any division of play. Shoes that have steel or any type of metal tips on the cleats such as (not limited to) soccer shoes, golf shoes, football, and track shoes are illegal.

PENALTY: If it is discovered that an offensive or defensive player is wearing metal cleats, the player will be ejected. If the player is an offensive player and has entered the batter's box or is on the bases, an out will be called and any baserunner(s) must return to the last base occupied at the time of the pitch. If the offending player is discovered after the player was called out, any baserunner(s) must return to the last base occupied at the time of the pitch. The defense will keep any out(s) earned on the last play prior to the discovery of the player wearing cleats. A defensive player wearing metal cleats will be ejected.

SECTION 5 EQUIPMENT/OTHER

- a) No Equipment shall be left lying on the field, either in foul or fair territory.
- b) THE NATIONAL SOFTBALL ASSOCIATION STRONGLY RECOMMENDS THAT ANY TYPE OF JEWELRY NOT BE WORN IN ANY NSA PLAY.
- c) Casts, (plaster, metal or other hard substances) or other items judged dangerous by the Tournament Director/UIC may not be worn during the game, by any coach coaching the bases or by any player.
- d) Coaches in wheelchairs MAY be on the field of play during live ball situations. NSA recommends, though not mandatory, that coaches who choose to coach on the field who are in wheelchairs would pad exposed metal that potentially may be dangerous to other participants.
- e) Prosthesis may be worn; however, any metal that is part of a brace or support must be covered by ½” soft foam or soft material and taped.

SECTION 6 UNIFORM

- a) A pitcher shall not wear any item on the pitching hand, wrist, arm or thigh, which may be distracting to the batter. Optic Yellow or Lime Green pin stripes or side leg trim will be permitted. Players may wear multi colored undergarments under their uniform shirts or shorts. It is not mandatory that all players wear these undergarments, but if worn, they shall not be ragged, frayed, or slit on the exposed areas.
- b) Distinguishable numbers must be worn on all uniforms. No players on the same team may wear identical numbers. **EXAMPLE:** #07 and # 7 are distinguishable numbers and are NOT identical.

SECTION 7 PROTECTIVE EQUIPMENT RECOMMENDATION

The National Softball Association **HIGHLY RECOMMENDS** protective equipment for **ALL DIVISIONS** of softball. All players are permitted to wear any approved protective equipment including catcher’s equipment, batter’s helmet, and soccer style shin guards. If used, the equipment must not be detached. Detached equipment can be an obstruction. Repeated acts could be grounds for ejection.

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team’s official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

NOTE: Any player participating in any NSA sanctioned event must be physically able to participate. By being physically able, the player must be able to walk on and off the field and play the game as intended. This is intended to keep injured people from further injury.

SECTION 1 LINE UP

A team shall consist of eight (8), nine (9), ten (10), eleven (11), or twelve (12) players if the optional extra player(s) (EP) is used.

- a) Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. No part of the defensive player's foot (except catcher) may be on or outside the foul line from the time when the pitcher steps on the rubber or until the pitch is released.
- b) Teams can play a maximum of ten (10) players on defense and a minimum of eight (8).
 - 1) In the case where a team starts a game with eight players, the vacant 9th and 10th spot(s) in the batting order shall be declared an OUT for the entire game.
 - 2) Should the 9th and 10th player(s) arrive, the team may insert the 9th and 10th player(s) into the line-up with no penalty. Inserting the 9th and 10th player(s) into the line-up would eliminate the automatic out(s).
 - 3) **Under no circumstances may a team play with less than eight (8) players.**
- c) Players listed in the starting line-up and not available at game time may be substituted for and re-entered later.
- d) Official line-up cards are to be completed and submitted to the official scorekeeper or the umpire at the start of each game. The line-up card shall contain, at minimum, last name, position and uniform number of each player and all available substitutes.

NOTE: If a wrong number is on the line-up card, correct it and continue playing ball with no penalty.
- e) Eligible roster members may be added to the available substitute list any time during the game.

SECTION 2 EXTRA PLAYER (EP)

- a) Any team may use one (1) or two (2) Extra Players (EP) per game provided it is made known prior to the start of the game and properly indicated in the lineup.

NOTE: If a team begins the game with eight (8) players, you may not, at any time during the game, use the Extra Player(s).
- b) The EP must remain in the same position in the batting order for the entire game.
- c) The EP may play defense at any time without his/her status being affected. He/she may go in and out of the defensive lineup as often as needed as long as his/her position in the official batting order is not altered.
- d) The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player who has not been in the game.

SECTION 3 RE ENTRY

Any of the starting players may be withdrawn from the game and re-entered once (including the starting EP), provided that the players occupy the original position in the batting order whenever in the game.

NOTE: The original player and his/her substitute cannot be in the game at the same time.

- a) Violation of the re-entry rule results in the use of an illegal player.

EFFECT: *An illegal player violation results in the immediate ejection of the illegal player when the violation is brought to the attention of the umpire. In youth play the coach is also ejected.*

- b) Violation of the re-entry is handled as an appeal, which can be made anytime during the game.

SECTION 4 REQUIREMENTS TO START OR CONTINUE A GAME

A team must have the required number of players to start or continue a game. Requirements are:

- a) A team must have a minimum of eight (8), nine (9), ten (10), eleven (11), or twelve (12) players with which it started the game with the exception of vacated spots where players are removed for any reason. At no time may a team play more than ten (10) players defensively.
- 1) If a team starts with the EP'S and any player is removed, injured, or ejected from the game with no substitute to replace the removed, injured or ejected player, the vacated spot automatically becomes an out each time the vacant spot comes to bat or anytime a runner is removed from the base with no legal substitution.
 - 2) When a team is left with a vacant spot in the lineup because of the removal of a player, for any reason, the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter, in order to get to the "automatic out(s)" created by the vacant spot(s) in the batting order.
 - 3) If the previous batter is walked, the vacant spot(s) in the batting order is skipped, the "automatic out(s)" is waived, and the next batter is the player whose name follows the vacant spot(s) in the batting order. This only applies when there are two (2) outs.
 - 4) When either team has started or is playing with eight (8) players, the following will apply:
 - 1) If with NO outs and the 8th batter is walked, then spots 9 and 10 will be declared out and Batter 1 comes to the plate with 2 outs.
 - 2) If with one (1) out and the 8th batter is walked the 9th batter will be declared out and the 10th batter will be skipped because you cannot intentionally or unintentionally walk the previous batter to get the automatic out with 2 outs.
 - 3) If with 2 outs and batter 8 is walked, then spots 9 and 10 are skipped and Batter 1 comes to the plate with 2 outs.

SECTION 5 SUBSTITUTION

A player shall be officially in the game when his/her name has been entered on the official score sheet or has been announced. The following regulations govern the substitution of players:

- a) The manager or team representative shall notify the plate umpire at the time a substitute enters the game. Failure to notify the umpire of a substitution would create an illegal player.

NOTE: *Re-entry is considered a substitution, and if an illegal entry occurs, the penalty is the immediate ejection of the illegal player.*

- b) Substitute players will be considered in the game as follows:
- 1) Batter - when he/she takes his/her place in the batter's box.
 - 2) Fielder - when he/she takes the place of the fielder he/she is substituting.
 - 3) Runner - when he/she replaces the player on the base he/she is holding.
 - 4) Pitcher - when he/she takes his/her place on the pitcher's plate.

NOTE: *In 1-4 above, a pitch has to be thrown or a play has to have been made.*

- c) Each pitcher (starter or substitute) must pitch until the first batter facing him/her has completed his/her turn at bat, the side has been retired or he/she has been removed from the game, unless the pitcher sustains an injury or illness which in the judgment of the home plate umpire incapacitates the pitcher from pitching. A pitcher removed from the game, by rule or ejection, may not return to the pitching position for the remainder of that game.
- d) A player substituted for in the game shall not participate in the games except as a coach.

SECTION 6 DIVISIONS OF PLAY/ELIGIBILITY/ROSTERS

The National Softball Association has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages 16 and older, and the women's division is specifically designed for women ages 16 and older. Except for the Coed division, women may not compete in the men's program and men may not compete in the women's program of any division. Local Men's Leagues must notify the NSA National office if planning to offer this option. This also applies to the Youth Program. Player eligibility is determined by the player's birth certificate.

FOR COMPLETE PLAYER ELIGIBILITY/ROSTER INFORMATION REFER TO THE BYLAWS

EXCEPTION: *Women may participate in MEN'S LEAGUE play only. If Men's League Directors decide to use this option, you must submit the league rules to the NSA National Office for approval.*

NOTE: *The Tournament Director or the Tournament Umpire-in-Chief may declare a higher-class player ineligible immediately without having a team protest, no matter their roster status.*

SECTION 7 ILLEGAL PLAYER

The use of an illegal player is handled as an appeal that can be made at any time while the player is in the game. A player will not violate the illegal player provision until he/she enters the game and one (1) pitch is thrown. Any action before one (1) pitch is thrown is correctable. **An illegal player violation results in the immediate ejection of the illegal player (in youth play the coach is also ejected).** In addition, the following penalties will apply:

- a) If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-runner is nullified. Any additional outs recorded on the play stand.
- b) If the illegal player has made a defensive play and before the next pitch (or the defensive team or the umpires have left the field), the offensive team has the option of 1) the result of the play or 2) replaying the last pitch.

NOTE: *The illegal player can be legally replaced by any eligible substitute.*

PLAY (1) Smith enters the game in the 4th inning and was not reported. In the 6th inning the opposing team reports this to the umpire.

RULING: *The player (Smith) is immediately ejected from the game. All play by or on Smith is legal.*

PLAY (2) Smith enters the game in the 4th inning and was not reported. Smith legally reaches 1st base and before the next pitch is reported to the Home Plate Umpire.

PLAYERS SERIES



RULING: *The player Smith is called out and immediately ejected from the game. All runners must return to the base occupied when Smith first came to bat.*

SECTION 8 COMMUNICABLE DISEASE PROCEDURES

When a player is bleeding or has an open wound, the bleeding must be stopped, and the open wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate and a suspension of play for a **reasonable amount of time* will be awarded the team. Should the treatment of this wound exceed a **reasonable amount of time*, the affected player must be substituted for. If no substitute is available and the team is using the EP, the team may play on with ten players until the affected player can continue, with all penalties as set forth by Rule 4, Sec. 4 in effect. When the affected player can continue, he may re-enter the line-up. Return to play will be determined by appropriate medical personnel or the home plate umpire. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding and must have that uniform changed, if determined necessary, before returning to the game.

***NOTE:** *A reasonable amount of time will be determined by the home plate umpire and will be no less than 5 minutes. Soiled clothing must be changed, and the change of clothing need not be matching team clothing. This is not a point of protest.*

SECTION 9 COURTESY RUNNER

A Courtesy Runner (which is not recorded as a substitute in the line-up) may be used for 1 player per inning. An additional courtesy runner (which is not recorded as a substitute in the lineup) may be used for the pitcher of record per inning. The Courtesy Runner can be any player on the team roster who is present, eligible and not been ejected and may be used for 1 player per inning per team. The Courtesy Runner DOES NOT have to be the same player each time the player in need of the courtesy runner becomes a runner. The player requiring a courtesy runner must reach/touch the base entitled to before calling time and requesting a Courtesy Runner. The courtesy runner will be entered into the game by the Head Coach through the home plate umpire before play resumes. Once play resumes by the umpire declaring play ball; that courtesy runner will be officially entered. If the courtesy runner comes to bat while on base, the courtesy runners spot in the batting order becomes an out and the next batter listed in the batting order comes to bat. The courtesy runner "MAY NOT" under any circumstances be substituted for. The defensive team "MAY" walk to get to the vacated spot in the line-up. Rule 7 Section 3 is not in effect for this rule.

NOTE: *A player needing a Courtesy Runner is not restricted to any certain number of times per inning that he/she may have a Courtesy Runner.*

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of Softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of

*participants understand these risks. To reduce the risk of Injury; the National Softball Association **HIGHLY RECOMMENDS THAT EVERY PLAYER WEAR PROTECTIVE EQUIPMENT!***

NOTE: *It is the option of the Tournament Director to use or not use an official scorekeeper. If an official scorekeeper is not used, the home team will be the official scorer and it is the obligation of the visiting team to verify the score at the end of each half inning. **Scorekeepers are NOT mandatory in Super World Series Tournaments if the host has operable scoreboards.***

SECTION 1

No alcoholic beverages will be allowed in the dugouts or on the field during any NSA sanctioned event. No tobacco products, including Electronic Cigarettes (Vaping), are allowed on the field during and NSA sanctioned event.

SECTION 2

The choice of the first or last bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played.

EXCEPTION: *Prior to the start of the tournament (and must be included in tournament rules), the TD has the option of allowing the undefeated team the choice of home or visiting team in the Championship game. If an 'IF' game is required, a double coin toss will be required.*

SECTION 3

The fitness of the grounds for a game shall be decided by the Tournament Director, Tournament Umpire-In-Chief and the Home Plate Umpire.

SECTION 4

A regulation game shall consist of seven (7) innings. A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) play ball. A full seven (7) innings need not be played if the home team (the team second at bat) scores more runs in six innings or before the third out of the seventh inning.

NOTE: *The game is officially over when BOTH umpires have left the playing field.*

EXCEPTION: *In the Men's C, D, and E divisions of play and all other adult classes, unless otherwise stated in their particular Division of play, the NSA will play with a Run Rule of 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings. Men's B Division play, the run rule will be 20 after 3 innings, 20 after 4 innings and 12 after 5 innings. If the home team is trailing, by any number of runs, they get to bat in their half of the inning.*

- a) A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning.

SECTION 5 FORFEIT/SUSPENDED GAME

- a) The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that place the patrons or players in peril.
- b) These provisions do not apply to any acts on the part of the players or spectators that might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.
- c) The umpire shall forfeit a game in favor of a team not at fault in the following cases:
 - 1) If a team fails to appear on the field, or being on the field refuses to begin a game at the time the team is scheduled to play, or within a

time set for forfeitures (grace period) by the organization in which the team is playing.

- 2) If after the game has started, one team refuses to continue play unless the game has been suspended or terminated by the umpire.
 - 3) If after the umpire has suspended the game, one side fails to resume playing within two minutes after the umpire has called "play ball".
 - 4) If a team uses tactics to delay or to hasten the game.
 - 5) If, after being warned by the umpire, any one of the rules is willfully violated.
 - 6) If the order for the removal of a player or manager/coach from the game, is not obeyed within one minute.
 - 7) If because of the removal of a player by the umpire, or for any reason, there are less than eight (8) players on the team.
 - 8) The score of a forfeited game will be 7-0 to the winning team.
- d) During all tournament play (Qualifying, State, Regional, NIT'S, World Series, Super World Series), in the event of rain or any other causes which interrupt a game, the game must be resumed at the exact point where it was stopped unless the teams mutually agree to accept the existing score as the final score.

NOTE: *Players not listed in the lineups, and not available at game time, may be substituted for when the game is resumed.*

NOTE: *In the event that a tournament cannot be completed, an official game may be called after 5 innings of play or 4 ½ innings of play, if the home team is ahead.*

SECTION 6 WINNER DETERMINED

The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

SECTION 7 A RUN SHALL NOT SCORE

- a) No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.
- b) A baserunner shall not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding runner has not been put out.
- c) A run shall not be scored if the third out of the inning is a result of:
 - 1) The batter is put out before legally touching 1st base.
 - 2) A baserunner being forced out due to the batter becoming a baserunner.
 - 3) A baserunner leaving base before a pitched ball reaches home plate or before the pitched ball is batted.
 - 4) An appeal play at 1st base on the batter/runner for the 3rd out of the inning.
 - 5) If the 3rd out is declared on an appeal play resulting in a force out, this play takes precedence if enforcing this appeal would negate a score.
 - 6) When there is more than (1) out to end the half inning (i.e. the 4th out appeal) the defensive team may choose the out which is to their advantage.

SECTION 8 OFFENSIVE CONFERENCE

A manager and/or team representative, on or off the field, shall be allowed only one (1) charged conference with a batter or baserunner in any one inning.

PENALTY: A strike will be called on the batter if more than one conference occurs.

SECTION 9 HOME RUN LIMITS

Home run limits for independent teams: (Any untouched ball hit over the fence)

A	Eight	(8)	and one-up
B	Six	(6)	and one-up
C	Four	(4)	and one-up
D	Two	(2)	and one-up
E	One	(1)	then inning ending out

COMBINATION TOURNAMENT HOME RUN LIMITS:

E vs D	One	(1)	and one-up
E vs C	Two	(2)	and one-up
D vs C	Three	(3)	and one-up
D vs B	Four	(4)	and one-up
D vs A	Five	(5)	and one-up
C vs B	Five	(5)	and one-up
C vs A	Six	(6)	and one-up
B vs A	Seven	(7)	and one-up

EFFECT: *E Division: The inning ending out is in effect during the half inning that the offensive team is at bat.*

NOTE: *The one-up home run rule is in effect once both teams have reached their respective home run limits, either team may hit an additional home run; however, no team may ever go more than one home run up on the other team. Any additional home runs above the one-up will be scored as an out.*

EXAMPLE: *During C Division Play; if both teams have hit their respective four (4) home runs by the bottom of the fourth inning, during the 5th inning, the visiting team is now allowed to hit another home run to go one up. In the bottom of the 5th the home team can now hit 2 home runs to go one-up. If one team does not hit their allotted home run limit, the one-up home run rule will not be used. The home team, in the bottom of the 7th or later innings, may hit one home run to pull even in the number of home runs as the opposing team, but may not hit a home run to go one up.*

***NOTE:** *In the case of inclement weather or other circumstances, and a time limit is implemented, the home team cannot go one-up once the time limit has expired.*

EXCEPTION: *For all Home Run Rules: If a player has batted out of turn or has been substituted for illegally and has been called out by proper appeal after hitting a home run, that home run DOES NOT count against the teams total.*

SECTION 10

Each untouched ball over the fence, exceeding a team's home run limit, will be scored as an out.

NOTE: *Any untouched batted ball that goes over the fence in fair territory shall be considered a home run against the teams home run total, regardless if the batter/baserunner or baserunners miss a base, pass a runner or otherwise get called out in the act of running the bases.*

SECTION 11 FOUR BASE ERROR

Any ball touched by a defensive player which then goes over the fence in fair territory, shall not be included in the total of over the fence home runs.

EFFECT: *The ball is dead. The batter is awarded 4 bases. All other runners are entitled to advance to home plate without liability to be put out.*

SECTION 12

The tournament director can declare that the homeruns do not have to be run out for all divisions. This would include the Competitive Division in special programs. *IF THIS RULE IS INSTITUTED, THE PLAYERS SHALL BE INSTRUCTED TO "HIT AND SIT". In all "Hit and Sit" play; the Batter-runner and all baserunners are not required to touch the succeeding base.*

EFFECT: *In all "Hit and Sit" play, each over the fence home run is a dead ball.*

SECTION 13 EQUALIZER

Equalizer Rule is an option for the tournament director to utilize when there is a tournament with combined classes.

RULE: *Spot a lower class team 3 runs for each class below the higher class team.*

EXAMPLE: B vs C - C is awarded 3 runs to start the game
B vs D - D is awarded 6 runs to start the game
B vs E - E is awarded 9 runs to start the game
Upper vs Lower - Lower is awarded 3 runs to start the game

SECTION 14 AMPLIFIED SOUND/MUSIC

Players and fans are prohibited from broadcasting excessive external electronic amplified sound or music through any type of electronic system during the game including between innings.

PENALTY: *1st offense is a warning, 2nd offense is an ejection of the coach, and 3rd offense is forfeiture of the game.*

SECTION 15 ELECTRONIC DEVICES

Electronic devices of any kind are prohibited on the playing field with the exception of dugout or behind the fences.

EFFECT: *1st offense – removal of device; 2nd offense – ejection of coach and whoever has the device.*

No DRONES are to be flown over playing fields during any NSA event.

EFFECT: *Person flying the drone will be removed from the ballpark.*

RULE 6 PITCHING REGULATIONS

The National Softball Association HIGHLY RECOMMENDS THAT THE PITCHER (as well as all other players) use protective equipment at all times.

SECTION 1

The pitcher shall take a position with one or both feet in contact with the pitcher's plate.

- Preliminary to pitching, the pitcher must come to a full stop with the ball held in the pitching hand or both hands in front of the body.
- This position must be maintained at least one (1) second and not more than five (5) seconds before making the delivery.

EXCEPTION: *Sixteen (16) inch program will use ten (10) seconds.*

- The pitcher shall not be considered in the pitching position unless the catcher is in the catcher's box.

SECTION 2

The pitch starts when the pitcher makes any motion that is part of his/her wind-up after the required pause. Prior to the required pause any wind up may be used. The pivot foot must remain in contact with the pitcher's plate until the ball leaves the hand.

- a) It is not necessary to step, but if a step is taken, the step may be forward, backward or sideways as long as the ball remains within six (6) inches of the hip.

SECTION 3

A legal delivery shall be delivered with an underhand motion.

- a) The pitch shall be released at a moderate speed. The speed is left up to the judgment of the umpire who shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he/she shall be removed from the pitcher's position for the remainder of the game.
- b) The hand shall be below the hip.
- c) The ball must be delivered with an arch and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
- d) Any action or motion by the pitcher (i.e. stops or pauses in the pitching motion or fakes a pitch or any other illegal action prior to the release of the pitch) while on or off the pitching rubber shall result in:
EFFECT: *Dead ball, a ball shall be called on the batter and a warning issued to the pitcher, that a similar act would be grounds for removal from the pitching position. These acts are considered illegal pitching actions, and are not to be considered illegal pitches.*
- e) The catcher must be within the lines of the catcher's box until the pitched ball reaches the plate or until the ball is batted.
PENALTY: The ball is dead, a ball is called on the batter, and a warning given to the catcher and the defensive coach that if the catcher repeats such an act after this warning, they will be removed from the catcher's position for the remainder of that game.
- f) The catcher shall return the ball directly to the pitcher after each pitch, except after a strike out or put out made by the catcher. The pitcher has five seconds to release the next pitch.

EFFECT: *An additional "BALL" is awarded to the batter.*

SECTION 4

The pitcher may use any wind-up desired providing:

- a) He/she does not make any motion to pitch without immediately delivering the ball to the batter whether on or off the pitching rubber.
- b) His/her wind-up is a continuous motion.
- c) He/she does not use a windup in which there is a stop or reversal of the forward motion.
- d) He/she delivers the ball on the first forward swing of the pitching arm past the hip.
- e) He/she does not pitch the ball behind his/her back or between his/her legs.

SECTION 5

The pitcher shall not deliberately drop, roll, or bounce the ball to the batter either on or off the pitching rubber.

SECTION 6

The pitcher shall not at any time during the game be allowed to use tape or other substances on the ball, the pitching hand or fingers nor shall any other player apply a foreign substance to the ball. Rosin may be used to dry the hands.

SECTION 7

At the beginning of each half inning or when a pitcher relieves another, not more than 1 minute may be used to deliver not more than 3 pitches to the catcher or other teammate. Play shall be suspended during this time.



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EFFECT: *Sec. 5-6 is an illegal pitch and the ball is dead. A ball shall be called on the batter and baserunners do not advance.*

EXCEPTION: *If a batter strikes at any illegal pitch, it shall be a strike and there shall be no penalty. The ball remains in play if hit by the batter.*

NOTE: *The umpire shall not or will not give a vocal warning or a delayed dead ball signal to the batter on an illegally pitched ball. An umpire will declare “Dead Ball, No Pitch” on any illegal pitching action. These are illegal actions by the pitcher prior to the release of the pitched ball. A pitched ball that hits the ground or home plate is a dead ball and may not be hit by the batter.*

SECTION 8

No pitch shall be declared when:

- a) The pitcher pitches during the suspension of play.
- b) The runner is called out for leaving the base too soon.
- c) The pitcher pitches before a base runner has retouched his/her base after a foul ball and the ball is dead.
- d) The ball slips from the pitcher’s hand during his/her wind-up or during the back swing.
- e) No player, manager or coach shall call “Time”, employ any other word or Phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

EFFECT: *No pitch shall be declared and a warning issued to the offending team. A repeat of this type of act shall result in the offender being removed from the game.*

SECTION 9 DEFENSIVE CONFERENCE

There shall be only one charged conference between the manager or other team representative from the dugout with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

NOTE: *It is not a charged conference when the coach or team representative enters the field of play and removes the pitcher from the pitching position. The player may return to the pitching position.*

SECTION 10

At no time during the game shall an offensive or defensive player or coach be allowed to leave their positions on the field or come from the dugouts to argue whether a pitch was a strike or a ball. The three players involved (pitcher, catcher, batter) may be allowed to question balls or strikes.

NOTE: *Anyone other than the pitcher, catcher or batter who leaves his/her positions on the field or the dugout to question balls and strikes, will be immediately ejected.*

RULE 7 BATTING

SECTION 1

The batter shall take his/her position within the lines of the batter’s box. In taking his/her position in the batter’s box, the batter automatically assumes a one (1) ball and one strike (1) count.

- a) The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter’s box or touching home plate when the ball is hit.
- b) The batter shall not step directly across in front of the catcher to the other side of the batter’s box while the pitcher is in position to pitch.

EFFECT: *Sec. 1(a-b) The ball is dead, the batter is out, baserunners may not advance.*

- c) The batter shall not enter the batter's box with an illegal bat.

EFFECT: *The ball is dead, batter is out and ejected, baserunners may not advance.*

- d) The batter shall not enter the batter's box with an altered bat or non-approved bat.

EFFECT: *The ball is dead, the batter is out, and without warning, is ejected from the game. Baserunners may not advance. (In youth play the coach is ejected).*

- e) The batter must take his/her position within five (5) seconds after the umpire has called "play ball". He/she must have both feet within the lines of the box before the start of the pitch. He/she may touch the line, but no part of his/her foot may be outside of the lines prior to the pitch.

EFFECT: *The ball is dead. The umpire will call a strike on the batter, also issue a warning to the batter to take his/her position or risk being called out. If the batter refuses to take his/her position after the warning, he/she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player, will result in an out being called. This rule is intended to help speed up the play of the game, and umpires, while using good judgment in enforcement of the rule, must prohibit the batter from delaying the game by taking an excessive or unnecessary amount of time entering the batter's box.*

SECTION 2

Each player of the side at bat shall become a batter in the order in which his/her name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player he/she is replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

NOTE: *Batting out of order is an appeal play which may be made by the defensive team only.*

- a) If the error is discovered while the incorrect batter is at bat, the correct batter takes his/her place and legally assumes any balls and strikes.
- b) If the error is discovered after the incorrect batter has batted, and before the next pitch to the following batter, the player who should have batted is out, and any out(s) that has been made prior to the discovering the infraction remains an out(s). Any advance or score made because of a batted ball by the improper batter's advance to 1st base on a hit, error or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.
- c) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

SECTION 3

No baserunner shall be removed from the base he/she is occupying to bat in his/her proper place. He/she merely misses his/her turn at bat with no penalty. The batter following him/her in the batting order becomes the legal batter.

SECTION 4

When the third out of the inning is made before the batter has completed his/her turn at bat, he/she shall be the first batter in the next inning and shall have the ball and strike count on him/her canceled.

SECTION 5

A strike is called by the umpire:

- a) For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the ball touches home plate and is not swung at.
- b) For each pitched ball swung at and missed by the batter.
- c) For each foul tip held by the catcher. The batter is out if it is the third strike. The ball is dead on any strike.
- d) For each foul ball not legally caught, including the 3rd strike.
- e) For each pitched ball swung at and missed which touches any part of the batter.
- f) When any part of the batter's person is hit with his/her own batted ball, when he/she is in the batter's box, and he/she has less than two strikes.
- g) When a pitched ball hits the batter while the ball is in the strike zone.

EFFECT: *Sec. 7 (d-g) The ball is dead, and baserunners must return to their bases without liability to be put out.*

NOTE: *A pitched ball that hits the ground or home plate is a dead ball and may not be hit by the batter.*

SECTION 6

A ball is called by the umpire:

- a) For each pitch, which does not enter the strike zone, or touches home plate, which is not hit or swung at by the batter.
- b) For each illegally pitched ball not hit or swung at by the batter.
- c) When a pitch hits the batter outside of the strike zone.
- d) When the catcher fails to return the ball directly to the pitcher as required in Rule 6, Sec. 3 (f).
- e) When the pitcher fails to pitch within five (5) seconds.
- f) For each excessive warm-up pitch. (See Rule 6, Sec. 7)
- g) When the pitcher attempts a quick return pitch, the pitcher shall be given a warning.

EFFECT: *Rule 7, Sec. 6 (a-g). The ball is dead and baserunners may not advance.*

SECTION 7

A fair ball is a legally batted ball which:

- a) Settles or is touched on fair ground between home plate and 1st base or home plate and 3rd base.
- b) First hits foul ground, and before being touched, rolls into fair territory between home and 1st where it settles.
- c) Bounds past 1st or 3rd base on or over fair ground.
- d) Touches 1st, 2nd or 3rd base.
- e) While on or over fair ground, touches the person or clothing of an umpire or player.

PLAY (1) The batter hits a sharp line drive, which after passing F4 strikes the umpire over fair ground. The ball ricocheted and is caught by F4 while still in flight.

RULING: *No catch. Ball is alive and batter would have to be thrown out or tagged out. A ball which strikes anything other than a defensive player, while in flight, is ruled the same as having struck the ground.*

- f) First falls on fairground beyond 1st or 3rd base. A ball must be judged according to relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.
EFFECT: *Rule 7, Sec. 7(a-f) the ball is in play and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a baserunner unless the infield fly rule applies.*
- g) While on or over fair ground, lands behind a fence or into a stand beyond the outfield fence, this is a home run.
- h) Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

SECTION 8

A foul ball is a legally batted ball which:

- a) Settles on foul ground between home plate and 1st base or between home plate and 3rd base.
- b) Bounds past 1st or 3rd base on or over foul ground.
- c) First touches on foul ground beyond 1st or 3rd base.
- d) While on or over foul ground, touches the person or clothing of an umpire or player, or it is blocked.

EFFECT: *Rule 7, Sec. 8 (a-d) The ball is dead. A strike is called on the batter for each foul ball, including the third strike. Baserunners must return to their bases without liability to be put out. Baserunners may not advance on a third strike foul ball, including a legally caught foul ball.*

- e) Is caught, with less than two strikes, allowing all runners to tag-up and advance at their own risk of being put out.

SECTION 9

The batter is out:

- a) When the batter has three strikes.
- b) When the 3rd strike is struck at, missed including if the ball touches any part of the batter's person.
- c) When any batter, officially in the game or not, appears in the batter's box with, or is discovered using an illegal bat, altered bat or a non-approved bat, prior to or after hitting the ball. The batter is also ejected from the game for using an altered or non-approved bat. *In Youth Divisions, the coach is ejected.*
- d) When a fly ball is legally caught.

PLAY (1) A batted fly ball, before touching the ground, strikes F5 on the head, and while still in the air, is caught by F6.

RULING: *A legal caught fly ball by F6. Batter is out.*

- e) Immediately when he/she hits an infield fly and the umpire has declared "Infield Fly". Refer to Rule 1, Sec. 30.
- f) If a fielder intentionally drops, or let's drop, a pop fly ball, a line drive, which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd or 1st, 2nd & 3rd bases occupied with less than two outs.

EFFECT: *Rule 7, Sec. 9 (f). The ball is dead, the batter is out and baserunners must return to the last base touched at the time of the pitch. This does not apply to an infield fly; the dropped ball remains alive on an infield fly.*

NOTE: *A trapped ball shall not be considered as having been intentionally dropped.*

- g) If a preceding runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to

throw a ball in an attempt to complete a play, the preceding runner and the batter are both declared out.

- h) When the batter bunts or chops the ball downward.

EFFECT: *The ball is dead, the batter is out, and baserunners may not advance.*

- i) When hit by his/her own-batted ball, in fair territory, outside the batter's box.

- j) The batter shall not hit a fair ball a second time with the bat in fair territory.

EFFECT: *The ball is dead, the batter is out and baserunners may not advance.*

EXCEPTION: *If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, it is a foul ball even if the ball is hit a second time over fair territory.*

NOTE: *If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpires judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.*

SECTION 10

The batter or baserunner is not out if a fielder making a play on him/her uses an illegal glove.

PENALTY: If an illegal glove is involved in a play, a delayed dead ball signal will be signaled, and 3 bases awarded to the batter unless the batter gains 4 bases or the ball is deflected by the illegal glove and goes over the fence. The Coach in both instances has the option to take the result of the play. If illegal glove is spotted prior to a play, the umpire shall remove the glove and resume play.

SECTION 11 ON-DECK BATTER

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

- a) The on-deck batter shall take a position within the lines of either of the on deck circles without interfering with the view of any manager or coach.
- b) The on-deck batter may loosen up with two official softball bats, an official warm up bat, or the player may use the Power Wrap, Worth WBS, H & B BW1, Swing Sock, or any other official warm-up bat or product that has been approved by the NSA National Office. Nothing else may be attached, such as a donut, fan etc. when loosening up.
- c) The on-deck batter may leave the on-deck circle when he/she becomes the batter or to direct baserunners advancing from 3rd base to home plate.
- d) When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference is declared out.
- e) The provision of Rule 7, Sec. 3 shall apply to the on-deck batter.



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OFFICIALLY LICENSED NSA SOFTBALLS AND BPA BASEBALLS

RULE 8 BASERUNNING

The National Softball Association does NOT require baserunners to slide. See Sec 7 (t)

SECTION 1 BASERUNNER REQUIREMENTS

The baserunner must touch bases 1st, 2nd, 3rd and Home Plate in that order.

EXCEPTION: *The batter-runner and all baserunners do not have to run the bases on a homerun in “Hit and Sit” play.*

- a) When a baserunner must return to bases while the ball is in play, he/she must touch the bases in reverse order.
EFFECT: *The ball is in play and baserunners must return with liability to be put out.*
- b) When a baserunner acquires the right to a base by touching it before being put out, he/she may hold the base until he/she has legally touched the next base in order or is forced to vacate it for a succeeding runner.
- c) When a runner dislodges a base from its proper position neither he/she nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance with liability of being put out.
- d) A baserunner may not run the bases in reverse order, either to confuse the fielders, or to make a travesty of the game.
EFFECT: *The ball is dead and the runner is out.*
NOTE: *A runner in a double play situation who stops or retreats back towards the base left is not to be considered as running the bases in reverse order or considered making a travesty of the game.*
- e) Two baserunners may not occupy the same base simultaneously.
EFFECT: *The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball.*
- f) Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
- g) No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
- h) When the ball is dead, no runner may return to touch a missed base, a base he/she has left illegally, even after the ball becomes alive. However, when a dead ball occurs, a runner may return to a missed base or a base he/she left illegally, if he/she is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to return to.
- i) No runner may return to touch a missed base or one left illegally once he/she enters his/her dugout or bench area.
- j) When the umpire has called four (4) balls or when a walk is issued, all runners must touch all bases in legal order. Baserunners do not advance unless forced.
- k) Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases. Awarded bases must also be touched in proper order.

- l) When the batter-runner passes 1st base, the batter-runner is considered to have touched 1st base, this also applies to an awarded 1st base.

NOTE: *The batter-runner is in jeopardy to be put out when returning to the base.*

SECTION 2

The batter becomes a batter-baserunner:

- a) As soon as he/she hits the ball.
- b) When the umpire has called four (4) balls, the ball is dead. Baserunners do not advance unless forced. A batter may be awarded an intentional walk by the defensive team by merely notifying the umpire. A second intentional walk cannot be administered until the first walked batter reaches 1st base.
- c) When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball.
 - 1) The umpire will signal “delayed dead ball”.
 - 2) The offensive team manager has the option of taking the base awarded the batter for catcher’s obstruction or he/she may take the result of the play.
 - 3) If the batter reaches first base safely and all other runners advance at least one base on the batted ball, catchers’ obstruction is canceled and no other options are given.
- d) When a fair ball strikes the umpire or baserunner on fair ground.
 - 1) If the ball hits the umpire or baserunner after passing an infielder, other than the pitcher or touches an infielder, including the pitcher, the ball is in play.
 - 2) If the ball hits the umpire or baserunner before passing an infielder, the ball is dead and the batter is entitled to first base without liability of being put out. Runners not forced by the batter-runner must return to the base last occupied at the time of the pitch.

SECTION 3

Baserunners are entitled to advance with liability to be put out:

- a) When the ball is thrown into fair territory or foul territory and is not blocked.
- b) When the ball is batted into fair territory and is not blocked.
- c) When a legally caught fly ball is first touched.

EXCEPTION: *Baserunners may not advance on a caught third strike foul ball.*

- d) If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.
- e) If while the ball is in play, he/she fails to touch the base he/she is entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1st base or any other runner forced to advance because of the batter-runner at 1st base, or any other runner, forced to advance because of the batter-runner, this is a force out.
- f) If after over running 1st base, the batter-runner attempts to continue to the next base.
- g) If after dislodging the base, the batter-runner attempts to continue to the next base.

SECTION 4

Baserunners are entitled to advance without liability to be put out:

- a) When forced to vacate a base because the batter was awarded a base on balls, the ball is dead.

- b) When forced to vacate a base because the batter was awarded a base for catchers obstruction.
- c) When a fielder contacts or catches a batted or thrown ball with an illegal glove or with his/her cap, glove or any part of his/her uniform while detached from its proper place.

NOTE: *The umpire(s) will give the “delayed dead ball” signal.*

EFFECT: *If an illegal glove is involved in a play, a delayed dead ball signal will be given and 3 bases awarded to the batter unless the batter gains 4 bases or the ball is deflected by the illegal glove and goes over the fence. The Coach in both scenarios has the option to take the result of the play. If an illegal glove is spotted prior to a play, the umpire shall remove the glove and resume play.*

EFFECT: *For a player making a play with his/her cap, detached glove or uniform, a runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball. In either case, runners may advance further, at their own risk. If an illegal catch was made of a fair ball; that, in the judgment of the umpire, would have cleared the outfield fence in flight, a home run shall be awarded. The umpire will signal a delayed dead ball.*

- d) When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

EFFECT: *Awarded bases shall be determined by the position of the baserunners at the time of the infraction.*

EFFECT: *For offensive equipment or an offensive player causing a blocked ball, the player closest to home plate is declared out, and all other runners must return to the last base touched when the ball becomes blocked.*

- 1) The ball is dead. In all cases where a thrown ball goes into the spectators’ seats, goes over, through or under any fence surrounding
- 2) the playing field hits any person or object not engaged in the game, including bats lying near benches, goes into the players benches, whether the ball rebounds onto the playing field or not, or remains in the meshes of any wire screen, each and every baserunner shall be awarded two (2) bases.
- 3) When the first throw is made by an infielder, two (2) bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one (1) base when the infielder makes the wild throw on the first play after a pitch, the award shall be governed by the position of the runners when the wild throw was made.
- 4) When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two (2) base award shall be governed by the position of each runner and the last base he/she has touched at the time the throw was made. If two runners are between the same bases, the award is based on the position of the lead runner
- 5) When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his/her original base, the

original base he/she left is considered the “last base touched” for the purposes of an overthrow award.

- e) When a ball bounds or rolls into a stand, over, under, or through a fence; bounds out of play unintentionally off a defensive player or other structure marking the boundaries of the playing field.

EFFECT: *The ball is dead and all baserunners are awarded two (2) bases from the time of the pitch.*

- f) When a live ball is unintentionally carried by a fielder from playable territory into a dead ball area, the ball becomes dead immediately. All baserunners are awarded one base from the last base touched at the time the fielder enters dead ball territory. If, in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all baserunners are awarded two (2) bases from the last base touched at the time he/she entered the dead ball area.

NOTE: *A fielder carrying a live ball into the dugout or team area to tag a player is considered to have intentionally carried it there. A dead ball line is considered in play.*

SECTION 5

A baserunner must return to his/her base:

- a) When a foul ball is illegally caught and so declared by the umpire.
- b) When the umpire declares an illegally batted ball.
- c) When a batter or baserunner is called out for interference, other baserunners shall return to the last base touched at the time of the interference.
- d) When a pitched ball that is swung at and missed, touches any part of the batters’ person.
- e) When a foul ball is not caught.

EFFECT: *Sec 6 (a – e) The ball is dead, and baserunners must return to last base occupied prior to the pitch except when forced by the batter becoming a baserunner. Baserunners need not touch the intervening bases in returning, but must return promptly; however, they must be allowed sufficient time to return.*

SECTION 6

Batter – baserunner is out:

NOTE: *1st base double base – At facilities that use the white and orange double bag at 1st base, the following rules will be implemented. If the first play is at 1st base, either from the infield or outfield, a batter/runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation or possible continuation toward 2nd base. The batter/runner running toward 1st base may cross over to the inside bag to avoid a collision if a wild throw occurs. The fielder may tag the outside of the bag to record the out in this situation. This is only permissible on the initial play at 1st base. If a batter/runner on the first play at 1st base touches “ANY” part of the orange bag, that runner is considered to have touched the bag legally. If the runner touches “ANY” part of the white bag in a continuation or possible continuation to 2nd base, the runner is considered to have touched the bag legally.*

***NOTE:** *Once the batter – baserunner becomes a baserunner, the double base becomes one bag.*

- a) When after hitting a fair ball, he/she is legally touched with the ball before he/she touches 1st base.

- b) When after hitting a fair ball, the ball is held by a fielder touching 1st base with any part of his/her person, before the batter-baserunner touches 1st base.
- c) When, after a fly ball is hit, a fielder catches the ball before it touches the ground or any object other than a fielder.
- d) When, after hitting a fair ball or a base on balls is awarded, he/she fails to advance to the next base.

EFFECT: Rule 8, Sec. 6(a – d). The ball is in play and the batter-runner is out.

- e) When he/she runs outside the three (3) foot line, and in the judgment of the umpire, interferes with the fielder taking the throw at 1st base; however, he/she may run outside the three foot line to avoid a fielder attempting to field a batted ball.
- f) When he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall be called out.
- g) When a batter runner interferes with a play at home in an attempt to prevent an obvious out at home plate, the runner is also out.
- h) Members of the team at bat shall not interfere, either physically or vocally, with a player attempting to field either a fair or foul ball. This includes a base coach.

EFFECT: The ball is dead, the batter is out, and any baserunner(s) must return to the base that they occupied at the time of the pitch.

- i) When he/she moves back towards home plate to avoid or delay a tag by a fielder.
- j) When he/she is discovered using an altered or illegal bat.

EFFECT: Rule 8, Sec. 6(e–j). The ball is dead and the batter-runner is out. Other baserunners must return to the last base legally touched at the time of the illegal action.

- k) Any batter-runner who carries the bat and legally reaches or touches first base, while still holding the bat, during a live ball situation (including a homerun, **SEE EXCEPTION**), will be declared out. Should this be the 3rd out of an inning, no preceding runner shall score.

EFFECT: If less than two (2) outs, a delayed ball signal will be given and the ball will remain alive.

EXCEPTION: “Hit and Sit” tournaments the home run ball is a dead ball.

- l) When a legal appeal is made after the 3rd out, to negate a run from scoring.

SECTION 7

The baserunner is out:

- a) When in running to any base, he/she runs more than three (3) feet from a direct line between that base and the next base in regular or reverse order to avoid being touched by the ball in the hand of a fielder. When a play, such as a rundown, is made on a runner who has “rounded” a base, and that runner is outside of a direct line between bases, the runner establishes his/her baseline as a direct line between him/her and the next base in regular or reverse order.
- b) When, while the ball is in play, he/she is legally touched by the ball in the hand of a fielder while not in contact with a base.
- c) When on a force out, a fielder tags him/her with the ball or tags the base.
- d) When the baserunner fails to return to touch the base he/she previously occupied when play is resumed after suspension of play.

- e) When a baserunner physically passes a preceding runner before that runner has been put out.
- f) When anyone, other than another baserunner, physically assists a baserunner while the ball is in play.
- g) When the baserunner leaves his/her base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base, or a fielder legally touches the baserunner before he/she returns to his/her base.
- h) When the baserunner fails to touch the intervening base or bases, in regular or reverse order, and the ball is in play and legally held on that base, or the baserunner is legally touched while off the base he/she missed.
- i) When the batter runner legally over runs 1st base attempts to run to 2nd base and is legally touched while off the base.
- j) In running or sliding for home plate, he/she fails to touch home plate and makes no attempt to return to the base, when a fielder holds the ball in his/her hand while touching home plate and appeals to the umpire for a decision.

EFFECT: Rule 8, Sec. 7(g – j). These are appeal plays, and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. The pitcher must have the ball in his/her possession, around the area of the pitcher’s plate. Any player in the game, coach or manager may then make an appeal by announcing to the umpire, which runner is being appealed, which base has been missed, or which base has been left too soon. Any player may also make an appeal while the ball is still alive, and before the ball becomes dead by tagging the runner or the base being appealed with the ball.

- k) When the baserunner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, and occurs before the baserunner is put out, the immediate succeeding runner shall be called out also.
- l) When a baserunner is struck with a fair-batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.
- m) When a runner intentionally kicks a ball, which an infielder has missed.
- n) When the batter interferes with a play being made at home plate with less than two (2) outs.
- o) When the coach near 3rd base runs in the direction of home plate, on or near the baseline, while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The baserunner nearest to 3rd base shall be declared out.
- p) When one or more members of the offensive team stand or collect at or around a base, which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the bat boy/girl or any other person authorized to sit on the team’s bench.
- q) When any baserunner runs the bases in reverse order to confuse the defensive team, or to make a travesty of the game. This includes the batter-runner moving backward toward home plate to avoid or delay a tag.
- r) If a coach intentionally interferes with a thrown ball.

- s) When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.
EFFECT: Rule 8, Sec. 7(k – s) The ball is dead, and the baserunner is out. Other runners must return to the last base legally touched at the time of the illegal action.
- t) When a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all runners must return to the last base touched at the time of the collision.
NOTE: IF THE ACT IS DETERMINED TO BE FLAGRANT, THE OFFENDER SHALL BE EJECTED.
- u) When the baserunner fails to keep contact with his/her base until a legally pitched ball has reached home plate, the ball is dead. "No Pitch" is declared and the baserunner is called out.
- v) When he abandons a base, does not attempt to advance to the next base, and enters the team area or leaves the field of play, the base runner shall be called out immediately.
- w) If hit by an infield fly when not in contact with the base, the ball is dead and the runners and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.
- x) When prior to a pitch being made to the next batter, it is discovered that the previous batter used an altered, illegal or a non-approved bat.
PENALTY: The baserunner is declared out. If the bat was altered or non-approved bat, the player is ejected from the game and in the NSA youth divisions, the coach is also ejected. Any out(s) made on the play shall remain an out(s). All other baserunner(s) must return to the last base legally touched at the time of the illegal action.

SECTION 8

Baserunner is not out:

- a) When a baserunner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- b) When a baserunner does not run a direct line to the base, providing the fielder, in the direct line, does not have the ball in his/her possession.
- c) When more than one fielder attempts to field a batted ball, and the baserunner comes into contact with the one who, in the umpires judgment, was not entitled to field the ball.
- d) When a baserunner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher.
- e) When a fair-batted ball hits the baserunner, after it touched or touches any fielder, including the pitcher
- f) When a baserunner is touched with a ball not securely held by a fielder.
- g) When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- h) When a batter runner over runs 1st base, after touching it, and makes no attempt to advance to the next base.
- i) When the baserunner is not given sufficient time to return to a base, he/she shall not be called out for being off the base before the pitcher pitches the ball. The umpire shall call no pitch.

- j) When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by stepping on the plate with the ball in his/her possession.
- k) When a baserunner holds his/her base until a fly ball touches a fielder, and then attempts to advance.
- l) When a runner is in contact with the base, and is hit by a batted ground ball or fly ball in fair territory, the baserunner is not out and the ball is dead. All runners advance one (1) base if forced.
EFFECT: *Ball is dead; Batter is awarded 1st base and all runners advance one (1) base, if forced.*
- m) When a baserunner slides into a base and dislodges it from its proper place. The base is considered to have followed the runner. See Rule 8, Sec. 1 (c) and Rule 8, Sec. 3 (g).
- n) When a fielder makes a play on a batter or baserunner while using an illegal glove. See Rule 7, Sec. 10 for option given to the manager of the offensive team.

SECTION 9 OBSTRUCTION

Is the act of a fielder who obstructs a baserunner from making a base, (including a run-down) unless the fielder is trying to field a batted ball or has the ball ready for a tag.

EFFECT: *When obstruction occurs, the umpire shall call "OBSTRUCTION" and give a delayed dead ball signal for obstruction.*

NOTE: *Failure of the umpire to call Obstruction DOES NOT negate the Obstruction.*

- a) If the obstructed runner is put out prior to reaching the base they would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each runner affected by the obstruction shall be awarded the base(s) in the umpire's judgment, the runner(s) would have reached had there not been obstruction. An obstructed runner cannot be called out between the bases where they were obstructed.

EXCEPTIONS:

- 1) *When an obstructed runner safely obtains or returns to the base that h/she would have been awarded in the umpires judgment had there been no obstruction, and there is subsequent play on another runner, the obstructed runner no longer has protection by the umpire between the bases in which the obstruction occurred and may be put out.*
- 2) *When properly appealed for missing or leaving a base early on a fly ball.*
- 3) *When the runner interferes with the defense.*
- 4) *When the runner physically passes another runner.*
- 5) *When the batter flies out for the 3rd out.*
- 6) *When the batter is obstructed between 2 bases and he/she flies out.*
- b) If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, as in his judgment, will nullify the act of obstruction.
- c) If a fielder without the ball fakes a tag, the umpire may award the obstructed runner and each other runner affected by the obstruction, the bases they would have reached had there been no obstruction.
NOTE: *In case of a "fake tag", the fielder will be automatically ejected from the game.*

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- d) If the obstructed runner is put out after obtaining the base he/she would have reached in the umpires judgment had there not been obstruction, the obstructed runner shall be called out and the ball shall remain alive.
- e) When a runner while advancing or returning to a base is obstructed, the obstructed runner and all other runners affected by the obstruction will be awarded the base(s) which he/she would have reached in the umpires' judgment had obstruction not occurred.

RULE 9 DEAD BALL / BALL IN PLAY

SECTION 1

The ball is dead and not in play:

- a) When the ball is batted illegally.
- b) When a batter steps from one box to another when the pitcher is ready to pitch.
- c) When a ball is pitched illegally.
EXCEPTION: *If the batter swings at an illegal pitch, the play stands.*
- d) When the umpire declares "No Pitch".
- e) When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- f) When a foul ball is not caught.
- g) When a baserunner is called out for leaving a base too soon on a pitched ball.
- h) When the offensive team causes interference.
- i) When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.
- j) In case of interference with the batter or fielder.
- k) When the batter bunts or chops a pitched ball.
- l) When the umpire calls time.
- m) When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.
- n) When any part of the batters person is hit by his own batted ball while he is in the batter's box.
- o) When a runner runs the bases in reverse order.
- p) When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.
- q) When a baserunner fails to keep contact with his/her base until the pitched ball has reached home plate.
- r) When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he/she reaches first base.
- s) When a blocked ball is declared.
- t) When the batter enters the batter's box with, or uses, an illegal bat or altered bat.
- u) When a caught fair ball, including a line drive, which can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner on 1st, 1st and 2nd, 1st and 3rd or 1st, 2nd or 3rd bases.
- v) When a fielder carries a live ball into dead ball territory.
- w) When a foul ball is caught and the batter has 2 strikes.

- x) When a batter is hit with his/her own-batted ball in fair territory outside the batter's box.
- y) When a fair ball strikes an umpire or baserunner on fair ground before passing or touching an infielder.

SECTION 2

The ball is in play:

- a) At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "Play Ball".
- b) When the infield fly rule is enforced.
- c) When a thrown ball goes past a fielder and remains in playable territory.
- d) When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.
- e) When a fair ball strikes an umpire on foul ground.
- f) When the baserunners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
- g) When a baserunner is called out for passing a preceding runner.
- h) When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
- i) When the batter legally hits a fair ball.
- j) When a baserunner must return, in reverse order, while the ball is already in play.
- k) When a baserunner acquires the right to a base by touching it before being put out.
- l) When a base is dislodged while runners are running the bases.
- m) When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- n) When a runner is forced or tagged out.
- o) When the umpire calls the baserunner out for failure to return and touch the base when play is resumed, after a suspension of play.
- p) When a live ball strikes a groundskeeper, photographer, policeman etc., assigned to the game.
- q) When a thrown ball strikes an offensive player.
- r) If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
- s) When a thrown ball strikes an umpire.
- t) When a thrown ball strikes a coach.
- u) As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time". Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
- v) When a foul ball is caught and the batter has less than two strikes.
- w) When, in the judgment of the umpire, a coach touches or physically helps a runner.

EFFECT: *A delayed dead ball signal will be given and play shall continue. The touched or assisted runner shall be ruled out and all other subsequent play will be ruled upon accordingly.*

SECTION 3

The ball remains alive until the umpire calls "time", which should be done when the ball is held by a player in the infield area, and in the judgment of the umpire, all play has ceased.

RULE 10 UMPIRES

NOTE: *Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for the umpires.*

SECTION 1 POWERS AND DUTIES

The umpires are the representatives of the league or organization for the particular game that they have been assigned. They are authorized and required to enforce the rules contained in this book. The umpires have the power to order a player, coach, captain, or manager to do or refrain from doing any act that is necessary to enforce any of these rules; and to inflict any penalties prescribed. The plate umpire shall have the authority to rule on any situation not specifically covered in these rules.

NOTE: *An umpire shall not be a member of either team (i.e. player, coach, officer scorekeeper, or sponsor.)*

- a) The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams and managers/coaches prior to the start of the game.
- b) Each umpire shall have the power to make decisions on violations committed anytime during playing time or suspension of play until the game is over.
- c) No umpire has the authority to set aside or question decisions made by another umpire within the limits of his/her respective duties.
- d) An umpire may consult with his/her partners at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpires.
- e) The plate and base umpires shall have equal authority to :
 - 1) Call a runner out for leaving a base too early.
 - 2) Call "time" for suspension of play.
 - 3) Remove a player, manager, coach, or other team member from the game for violation of the rules.
- f) Unless appealed, the umpire shall not call a player out for having failed to touch a base, leaving a base too soon on a caught fly ball, batting out of order or making an attempt to go to second base after reaching first base, as provided in these rules

SECTION 2 THE PLATE UMPIRE

- a) Shall take a position behind the catcher and have full responsibility for the proper conduct of the game.
- b) Shall call all balls and strikes.
- c) Shall be in agreement and in cooperation with the base umpire(s) call on plays, fair or foul balls, legally or illegally caught balls. On plays, which require the base umpire to leave the infield, the plate umpire shall assume the duties that the base umpire is normally required to cover.
- d) Shall determine and declare whether a batter chops or bunts a ball, whether a batted ball touches the person or clothing of the batter, and also whether a fly ball is an infield fly.
- e) Shall render decisions on the bases when required by the instruction in the umpire's manual.
- f) Shall determine when a game is forfeited.

SECTION 3 THE BASE UMPIRE

- a) Shall take a position(s) on the playing field as outlined in the Umpire's Manual.
- b) Shall assist the plate umpire in every way to enforce the rules of the game.
- c) Can call an Infield Fly.

SECTION 4 CHANGING OF UMPIRE

Umpires cannot be changed during a game unless injury or illness incapacitates an umpire, or for other unforeseen circumstances.

SECTION 5 UMPIRES JUDGMENT

There shall be no appeal of any decision of any umpire on the grounds that he/she was not correct in his/her decision that a batted ball was fair or foul, a baserunner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he/she is convinced it is in violation of a rule. If the manager, captain, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his/her associates before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his/her associates, nor shall any umpire criticize or interfere with the duties of his/her associates, unless asked to do so.

SECTION 6 SUSPENSION OF PLAY

- a) An umpire may suspend play when, in his/her judgment, conditions justify such action.
- b) Play shall be suspended when the plate umpire leaves his/her position to brush the plate or to perform other duties not directly related with the calling of a play.
- c) The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.
- d) The umpire shall not call "Time" after the pitcher has started his/her pitching motion, or while play is in progress. "Time" shall not be called until all action, in progress by either team, has been completed.
- e) When in the judgment of the umpire, all immediate play is apparently completed should he/she call "Time".

SECTION 7 VIOLATIONS AND PENALTIES

- a) Players, managers, coaches or other team members shall not make disparaging or insulting remarks to or about any opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.
- b) There shall be no more than two coaches for each team to give words of assistance and direction to the members of the team while at bat. One coach shall be stationed near first base and the other near third base. Each coach must remain in the coach's box.
- c) The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first violation the manager or coach may be warned. For a second offense the player is removed from the game. The offender shall go directly to the dressing room (if available) for the remainder of the game or leave the grounds. Failure to do so will warrant a forfeiture of the game.

- d) Any player or coach who leaves his/her position on the field, including the dugout, to argue balls and strikes, or to argue whether a batter stepped on or over home plate, will be ejected. Only the three players involved with the pitch (pitcher, catcher, and batter) will be allowed to question balls and strikes.

SECTION 8 OFFICIAL UMPIRE GEAR

All NSA Umpires must be registered and have a valid membership number, prior to taking the field. ALL NSA OFFICIAL UMPIRE GEAR MUST BE PURCHASED THROUGH NATIONAL HEADQUARTERS. All NSA Umpires must wear an Official NSA umpiring uniform consisting of the following:

- a) **Official NSA logoed umpire shirt.**
NOTE: Any clothing worn under the official umpire shirt must be plain white with no writing or graphics of any kind.
EXCEPTION: Official embroidered NSA undergarments.
- b) **Charcoal or Heather grey trousers with belt loops (SP & FP).**
NOTE: Trousers do not include jeans, sweatpants, jogging pants, or other pants or slacks that would not be considered dress trousers.
- d) **Charcoal or Heather grey shorts with belt loops.**
***NOTE:** Charcoal or Heather grey shorts, with belt loops, may be worn at all levels of NSA sanctioned play.
EXCEPTION: Fastpitch Softball. It is up to the discretion of the Tournament Director to allow umpires to wear shorts or trousers during all post season play. It is recommended that Umpires, in cooperation with the league/tournament Umpire-In-Chief, coordinate their uniforms to look alike, i.e. one Umpire wears shorts, both wear shorts. This is the same for trousers. When shorts are worn, solid white crew socks or white or black socks that cover the ankle must be worn. No show socks are not acceptable as part of the NSA OFFICIAL UNIFORM.
- e) **Black Belt.**
- f) **Black socks with trousers and white crew socks or white or black socks that cover the ankle with shorts. Partners' sock color MUST match if shorts are worn.**
- g) **Black jacket w/official NSA logo.**
- h) **Black half sleeve jacket w/official NSA logo.**
- i) **Black shoes. Black official (umpire) shoes bearing the white logo, a trademark or manufacturer's name is legal. NO WALKING BOOTS OR CASTS PERMITTED.**
- j) **White/black mock with official NSA logo or plain white/black regular turtleneck.**
- k) **Black rain gear (top and bottom).**
- l) **Black cap w/official NSA Logo.**
- m) **Black ball bag w/official NSA logo. Ball bag must be worn on the hip or slightly to the rear of the hip.**
- n) **Any umpire apparel (hat, jacket, etc) that is issued to an umpire for being assigned to a special event (NIT, World Series, a Super World Series, etc) may NOT be worn after the conclusion of said special event as a part of the official NSA Umpire uniform.**
- o) **The following item sold by NSA that bears the official NSA logo is mandatory wear and MUST be purchased from the NSA National Headquarters. NSA Official Jacket, NSA Official Shorts, NSA Official Half Sleeve Jacket, NSA Official Cap, NSA Official Shirt, NSA Official**

Rain Gear, NSA Official Mock Turtle Neck, NSA Official Ball Bag. To place an order, go to www.NSASportingGoods.com

SECTION 9

No umpire during the course of any **NON NSA sanctioned** softball event (League, Tournament, friendly or scrimmage) may not wear any part of the NSA official umpire's uniform.

SECTION 10

No player during the course of any NSA sanctioned softball event may wear any part of the NSA official umpire's uniform.

RULE 11 PROTESTS

SECTION 1

Protests shall not be allowed or considered if they are based solely upon a decision involving judgment on the part of any umpire.

NOTE: *Examples of a protest, which will not be considered, are:*

- a) **Whether a batted ball was fair or foul.**
- b) **Whether a baserunner was safe or out.**
- c) **Whether a pitched ball was a strike or ball.**
- d) **Whether a runner did or did not touch a base.**
- e) **Whether a runner left his/her base too soon on a caught fly ball.**
- f) **Whether a fly ball was or was not legally caught.**
- g) **Whether it was or was not an infield fly.**
- h) **Whether there was or was not interference.**
- i) **Whether the field is fit to continue or resume play.**
- j) **Whether there is sufficient light to continue play.**
- k) **Any other matter involving only the accuracy of the umpire's judgment.**

SECTION 2

Protests that shall be received and considered concerning matters of the following types:

- a) Misinterpretation of a playing rule to a given situation.
- b) Failure of an umpire to apply the correct rule to a given situation.
- c) Failure to impose the correct penalty for a given violation.

SECTION 3

The notification of intent to protest must be made immediately before the next pitch.

EXCEPTION: *Player eligibility.*

- a) The manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire will then notify the scorekeeper and the opposing manager.
- b) It is the umpire's responsibility to record the surrounding conditions to aid in the correct determination of the issue. (i.e. inning, outs, names of players involved, runners on base, score, etc.)

NOTE: *On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. This would mean when the pitcher and all infielders have left fair territory on the way to the bench or dugout area.*

SECTION 4

In League play, the official protest must be filed within a reasonable time:

- a) Within forty-eight (48) hours after the scheduled time of the contest is generally considered a reasonable amount of time in league play.

- b) The formal written protest should contain the following information:
 - 1) The date, time, and place of the game.
 - 2) The names of the umpires and scorekeeper.
 - 3) The rule and section of the Official Rules or local rules under which the protest is based.
 - 4) The decision and conditions surrounding the making of the decision.
 - 5) All essential facts involved in the matter protested.

SECTION 5

In tournament play, all play ceases until the protest is resolved.

- a) A protest fee of seventy-five dollars (\$75.00) cash will be paid in all qualifying and championship play tournaments sanctioned by the NSA. In tournament play, the fee must be paid immediately. If the protest is upheld, the protest fee shall be returned. If protesting player eligibility, the fee is \$75.00 cash per player. Bat protests are \$200.00 per bat.

EXCEPTION: *In the event a Bat compression test machine is on site, bat protests are \$75 per bat. Ball protests will be \$75.00 per ball.*

- b) In tournament play, protests concerning player eligibility must be filed before the end of the game being protested.

NOTE: *The Tournament Director/Coordinator or Tournament UIC may require a copy of the birth certificate or Government Issued Picture I.D. at any time. Play ceases until the protest is resolved.*

SECTION 6

The decision made on a protested game must result in one of the following:

- a) The protest is found invalid and the game stands as played.
- b) When protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
- c) When protest for eligibility is allowed, the team shall forfeit the game played to the offended team.

COED SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official NSA Rulebook.

CLASSIFICATION OF COED SOFTBALL TEAMS: THE YOUTH DIVISION OF COED IS ESTABLISHED FOR EACH AGE BRACKET (10 & UNDER THRU 19 & UNDER), AND WILL PLAY UNDER EXISTING ADULT COED RULES IN CONJUNCTION WITH YOUTH SLOW PITCH RULES.

RULE 3 EQUIPMENT

The men will use the twelve (12) inch softball. The women will use the eleven (11) inch softball.

EXCEPTION: *The tournament director has the option of allowing the women players to hit the 11 or 12 inch softball for the entire tournament.*

NOTE: *Any player using a Senior Bat during any division of play that is not considered a Senior Division Tournament will be suspended immediately on the spot with NO right to an appeal.*

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team's official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player be in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

5/5 COED

A team shall consist of:

- a) Coed (Slow pitch) with extra players. Twelve (12) players - six (6) males and six (6) females. In Coed Indoor, a male player must play the pitching position. Or if the team uses the extra player rule; teams will be permitted to use seven (7) males and five (5) females

NOTE: *If the "EP" is used in Coed, twelve (12) players must be used. It is not permissible to use eleven (11) players.*

- b) Coed (Slow pitch). Ten (10) players - five (5) males and five (5) females.
- c) A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player (EP) rule.
- d) Five (5) male and five (5) female players must play defense at all times.
- e) There must be two (2) of each sex in the outfield and infield positions during 5/5 tournaments, however the positioning is left up to the individual manager.

EXCEPTION: *There cannot be a Rover (male or female). There must be two male and two female outfielders in the outfield at the time the ball is pitched and it is the umpire's discretion to determine if the defensive team is in compliance.*

PENALTY: This is a Delayed Dead Ball Situation. The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count he/she had prior to the pitch he/she hit (baserunners return), or taking the result of the play.

- f) Outfielders may not be on the infield surface.
- g) Each team must have a male/female pitcher/catcher combination.

6/4 COED

- a) A Tournament Director can host tournaments in which there are six (6) males and four (4) female players.

NOTE: *Females can play any position without regard to any specific number of infielders or outfielders being male or female, but must still have 1 female in both infield and outfield.*

- b) The Batting order in 6/4 tournaments shall be no more than two (2) male batters in a row. After two (2) male batters, there MUST be a female batter. If the male batter walks, and another male batter succeeds the walked male batter in the batting order, the walked male batter would only

be awarded one (1) base. If a female batter succeeds the walked male batter, the male batter will be awarded two (2) bases.

- c) No more than six (6) male player may play defense at one time

7/3 COED

- a) A tournament director can conduct a seven (7) male and three (3) female tournament or an eight (8) male and four (4) female if the two optional EP's are used.
- b) A female CANNOT be a pitcher in the 7/3 format, but can be the catcher. The other female players can play any other position other than pitcher without regard to any specific number of infielders or outfielders being male or female.
- c) The batting order in the 7/3 format shall be no more than three (3) male batters in a row. After 3 male batters, there MUST be a female batter. Should the male batter walk with another male batter succeeding him in the batting order the male batter who was walked will only be awarded 1 base. Should a female batter succeed the walked male batter in the batting order, the male batter would be awarded two (2) bases.
- d) There shall be no more than seven (7) male batters on defense.

SECTION 2 EXTRA PLAYER (EP)

If the extra player (EP) is used, a team must use two (2) extra players, one male and one female. These players may play defense at any time, but they must retain their original positions in the batting order. The batting order must remain the same unless a substitution is used in the offensive line-up.

NOTE: When a team is using the extra player(s) (EP), and in the event a player or players are removed for any reason during the course of the game and no substitution is available, the player removed shall be scored as an out when his/her turn comes up in the batting order. In the event this occurs, the player immediately following the removed player is simply bypassed as a batter, but may still remain in the game as a defensive player.

SECTION 3 COURTESY RUNNER

A Courtesy Runner (which is not recorded as a substitute in the line-up) and of the same sex, may be used for one (1) male player and one (1) female player per inning. The Courtesy Runner can be any player on the team roster who is present, eligible and not been ejected and may be used for one (1) male and one (1) female player per inning per team. The Courtesy Runner DOES NOT have to be the same player each time the player in need of the courtesy runner becomes a runner. The courtesy runner will be entered into the game by the Head Coach through the home plate umpire before play resumes. Once play resumes by the umpire declaring play ball; that courtesy runner will be officially entered. If the courtesy runner comes to bat while on base, the courtesy runners spot in the batting order becomes an out and the next batter listed in the batting order comes to bat. The courtesy runner "MAY NOT" under any circumstances be substituted for. The defensive team "MAY" walk to get to the vacated spot in the lineup. Rule 7 Section 3 is not in effect for this rule.

NOTE: A player needing a Courtesy Runner is not restricted to any certain number of times per inning that he/she may have a Courtesy Runner.

RULE 5 THE GAME

SECTION 1

Based on a team's player points total of the top 6 Men and top 6 Women players to establish a guideline for team point classification. Combination division could be utilized by tournament Directors.

Division	TEAM VALUES	PLAYER MAX	Homerun Limits
E	24-31.99	4	1 then Inning Ending Out
D	32-47.99	6.5	2 w/one up then Out
C	48-71.99	9	4 w/ one up then Out
B	72-101.99	ALL	6 w/ one up then Out
A	102 plus	ALL	8 w/ one up then Out

NOTE: See Rule 5, Sec. 9, for explanation of home run rules.

SECTION 2

Coed Program run rule is as follows:

- Fifteen (15) runs after 3 innings
- Twelve (12) runs after 4 innings
- Ten (10) runs after 5 innings

RULE 7 BATTING

SECTION 1

Each player on the side at bat shall become a batter in the order in which their names appear on the score sheet. Refer to Rule 4 5/5, 6/4 and 7/3 for batting requirements.

- Male and female players must alternate in the batting order. Either a male or female batter may bat first in the line-up. This order must also be maintained when using the extra player (EP) rule.
- When a male batter is walked intentionally or unintentionally, the male batter is awarded second base, and the following female batter must bat.

EFFECT: *The ball is dead and the male batter may go directly to the awarded 2nd base without touching 1st base.*

EXCEPTION: *WITH TWO OUTS the following female batter has the option to bat or walk.*

- It is the defensive team's responsibility to know whether or not the wrong ball is in the game. Only the team at bat shall be allowed to make the appeal on the wrong ball being pitched.

EFFECT: *The offensive team shall have the choice to either take the result of the play or bat again.*

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WOMEN'S SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part 1 of the Official NSA Rule book. The National Softball Association has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages 16 and older, and the women's division is specifically designed for women ages 16 and older. With the exception of COED division, women may not compete in the men's program and men may not compete in the women's program of any division.

RULE 2 PLAYING FIELD

SECTION 1

Fence Distance – Women's Adult Slow Pitch Divisions

- a) Minimum Fence Distance – 250 feet

SECTION 2

The Official Diamond shall have base lines as follows:

- a) Women's Adult Slow Pitch Divisions – 70 feet

SECTION 3

The Official Diamond shall have a pitching distance as follows:

- f) Women's Adult Slow Pitch Divisions – 53 feet

g)

RULE 3 EQUIPMENT

NOTE: Any player using a Senior Bat during any division of play that is not considered a Senior Division Tournament will be suspended one (1) year immediately on the spot with NO right to an appeal.

SECTION 1

The Official Softball shall be the eleven (11) inch softball.

No other changes, Refer to Rule 3, General Playing Rules.

RULE 5 THE GAME

Women's Slow Pitch Softball will be based on a team's player points total of the top 12 Women players to establish a guideline for team point classification. Combination division could be utilized by tournament Directors.

Division	TEAM VALUES	PLAYER MAX	Homerun Limits
E	24-31.99	4	1 then Inning Ending Out
D	32-47.99	6.5	2 w/one up then Out
C	48-71.99	9	4 w/ one up then Out
B	72-101.99	ALL	6 w/ one up then Out
A	102 plus	ALL	8 w/ one up then Out

CHURCH SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official NSA Rulebook.
All Church World Series Tournaments will be held on the same weekend.

CLASSIFICATION OF CHURCH SOFTBALL TEAMS: Competitive & Recreational.

RULE 5 THE GAME

SECTION 10 HOME RUN LIMITS FOR CHURCH PLAY

(Any untouched ball hit over the fence is considered a Home Run)

Competitive 2 with the One-up Home Run Rule

Recreation 1 with the Progressive Penalty Home Run Rule

NOTE: See Rule 5, Sec. 12 for explanation of each home run rule.

SECTION 14 CHURCH ELIGIBILITY

- a) A player or team is eligible to play Church Softball if he/she, or they, meet the active membership of the Church, certified by the signature of the Official of the Church.

SECTION 15 QUALIFICATIONS FOR POST SEASON

- d) A team must compete in a Qualifying or State Tournament to qualify to play in the NSA Church World Series.

NOTE: If there are no qualifying or state tournaments in a state or region, invitations can be issued by the National Headquarters for a team to participate in the World Series.

SECTION 16

The roster should be frozen by the State Director when that church team qualifies to play in the NSA Championship Play Tournament.

YOUTH SLOWPITCH

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official NSA Rulebook.

NOTE: No alcoholic beverages will be allowed in the dugouts or on the field during any NSA sanctioned event. No tobacco products, including Electronic Cigarettes (Vaping), are allowed in the dugouts or on the field for the entire NSA Youth Program, and no youth player will be charged admission to any NSA youth tournament above and beyond the team entry fee.

RULE 2 PLAYING FIELD

SECTION 1

The playing field is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area with a radius of the prescribed fence distances from home plate between foul lines.

THE FENCE DISTANCE (Slow pitch)

<u>YOUTH DIVISION</u>	<u>MINIMUM FENCE DISTANCE</u>
Girls 8 & Under thru 12 & Under	200 feet
Boys 8 & Under thru 12 & Under	200 feet
Girls 14 & Under	225 feet
Boys 14 & Under	275 feet
Girls 16 & Under	250 feet
Boys 16 & Under	275 feet
Girls 19 & Under	250 feet
Boys 19 & Under	275 feet

The official diamond shall have base lines as follows:

<u>YOUTH DIVISION</u>	<u>BASE DISTANCE</u>
Girls 8 & Under	60 feet
Boys 8 & Under	60 feet
Girls 10 & Under	60 feet
Boys 10 & Under	60 feet
Girls 12 & Under	60 feet
Boys 12 & Under	60 feet
Girls 14 & Under	65 feet
Boys 14 & Under	65 feet

<u>YOUTH DIVISION</u>	<u>BASE DISTANCE</u>
Girls 16 & Under	70 feet
Boys 16 & Under	70 feet
Girls 19 & Under	70 feet
Boys 19 & Under	70 feet

The official diamond shall have pitching distances as follows:

<u>YOUTH DIVISION</u>	<u>PITCHING DISTANCES</u>
Girls 8 & Under	35 feet with 8' circle around the pitching
Boys 8 & Under	35 feet mound – both 8 & Under only
Girls 10 & Under	40 feet
Boys 10 & Under	40 feet
Girls 12 & Under	46 feet
Boys 12 & Under	46 feet
Girls 14 & Under	46 feet
Boys 14 & Under	46 feet
Girls 16 & Under	53 feet
Boys 16 & Under	53 feet
Girls 19 & Under	53 feet
Boys 19 & Under	53 feet

RULE 3 EQUIPMENT

SECTION 2

Softballs see RULE 3 Section 2 of General Rule section

In the girls division of youth softball, all divisions will use the eleven (11) inch softball.

- a) In the boy's division of youth softball, the eleven (11) inch softball will be used in the 8 & Under, 10 & Under, and 12 & Under age groups.
- b) In the boy's division of youth softball, the twelve (12) inch softball will be used in the 14 & Under, 16 & Under, and the boys 19 & Under age groups.

SECTION 3

All players, coaches and participants must wear shoes.

- a) No metal spikes are allowed in any Youth Division Softball play. No hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed in any Youth Division play.

PENALTY: If it is discovered during the game that an offensive player is wearing metal cleats an out will be called and the player will be ejected and any baserunner(s) must return to the last base occupied at the time of the pitch. A defensive player who is wearing metal cleats will be ejected.

SECTION 4 UNIFORM

- a) Casts (plaster, metal or other hard substances) or other items judged dangerous by the umpires may not be worn during the game, by any coach coaching the bases or by any player. Coaches in wheelchairs MAY be on the field of play during live ball situations. NSA recommends, though not mandatory, that coaches who choose to coach on the field who are in wheelchairs would pad exposed metal that potentially may be dangerous to other participants.

SECTION 5 HELMETS

A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, players, and youth coaches in the coaches' boxes, and all runners. The batting helmet worn by each batter, on-deck batter, player, youth coach in the coach's box, and all runners must have extended ear flaps which cover both ears and temples. If a pitcher wears a batting helmet while pitching, the outer covering must have a non-glare surface. Plastic visors are prohibited for players, coaches, and managers. At all times the batting helmet must be worn properly.

PENALTY: The umpire will issue a team warning if any player is found to be in noncompliance. All subsequent violations of the warned team will result in the ejection of the player not in compliance with this rule.

NOTE: When an umpire detects a runner (including the batter/runner) deliberately removing his/her batting helmet during playing action, a dead ball will be declared immediately.

PENALTY: The violator is declared out immediately, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be declared out, with other runners returning to the base occupied at the time of the pitch.

NOTE: No runner shall score a run when a batter/runner or runner has been declared the 3rd out of an inning for deliberately removing his/her batting helmet.

SECTION 6 CATCHER'S PROTECTIVE EQUIPMENT

It is mandatory for the catcher to wear a NOCSAE approved head protector and protective mask, with throat protector (commercially manufactured, properly attached, and not altered in any manner), body protector, baseball/softball shin guards and the male catcher or any male player warming up a pitcher shall wear an approved protective cup. Any player warming up a pitcher at any location within the confines of the park or facility will be

required to wear an approved head protector and an approved mask with throat protector. All protective equipment must conform to industry standards.

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the teams official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

NOTE: *In the youth division only: Violation of an ineligible player constitutes the immediate forfeiture of the game. Violation of an illegal player constitutes the immediate ejection of both the illegal player and his/her coach.*

***NOTE:** *Any team may use two (2) extra players per game. All other rules pertaining to the extra player remain as written.*

RULE 5 THE GAME

***NOTE:** *THE NSA HAS ESTABLISHED A YOUTH COED DIVISION FOR EACH AGE DIVISION.*

SECTION 1

A regulation game shall consist of seven innings.

- a) A game will be forfeited if, because of the removal of the player(s) from the game by the umpire, or for any cause, there are less than ten (10) players on either team.
- b) During all tournament play (Qualifying, State, Regional, NIT, World Series) in the event of rain or any cause which interrupts a game, the game must be resumed at the exact point where it was stopped.
- c) In the event that a tournament cannot be completed, an official game may be called after 5 innings of play or 4 ½ innings of play if the home team is ahead.

NOTE: *Players listed in the line-up and not available at game time may be substituted for.*

- d) At the discretion of the Tournament Director a 1 hr. and 15 min. time limit is recommended by the National Softball Association.
- e) Run Rules for Youth Slow Pitch are Fifteen (15) runs after three (3) innings; Twelve (12) runs after four (4) innings; Ten (10) runs after five (5) innings.

SECTION 2 YOUTH AGE ELIGIBILITY

The youth sanction year is August 1st to July 31st. The cutoff date for the youth age eligibility is December 31st of the current sanction season. The player age on December 31st during the CURRENT SANCTIONING SEASON will be the age group the player is eligible for during the ENTIRE sanction year. All players must meet the age requirements to be put on a current year's roster.

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EXAMPLE: If a player turns 15 years old on December 31st of 2023, they CANNOT be put on a 14u roster for the 2024 sanction year that begins August 1st, 2023.

A copy of the original birth certificate and/or a Government Issued photo ID must accompany youth players at all times.

- a) All players can play in only one age group
- b) A player cannot play in two (2) age divisions in one tournament.
- c) A player may play up one age group but not down in an age group.
EXCEPTION: *A player who turns 11, 13, or 15 years of age in the current year may move up two (2) divisions and may play in the 14, 16, or the 19 Under age divisions, respectively.*
- d) Teams may have no more than twenty (25) players on their rosters.
- e) Proof of age must be verified by one of the following: government issued I.D. and/or birth certificate copies. Proof of age must accompany the player at all times.

SECTION 3

At all levels of Youth Slow Pitch play, a certificate of team insurance must be presented to either the League or Tournament Director prior to participating in any NSA event.

NOTE: *Youth teams are required to be covered by NSA Westpoint Insurance to meet the NSA coverage requirements. Teams that don't have NSA Westpoint policy, the team will be required to supply the Director with their current insurance certificate-no matter the company. The director is then required to use the weekend program to ensure the team meets the NSA Insurance requirements.*

SIXTEEN-INCH SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official NSA Rulebook.

RULE 2 THE PLAYING FIELD

SECTION 4

The official diamond shall have base lines as follows:

- a) Sixteen (16) inch softball base lines will be sixty (60) feet.

SECTION 5

The official diamond shall have pitching distance as follows:

- a) Sixteen (16) inch softball pitching distance will be thirty-eight (38) feet.
- b) There shall be no batter's box in the 16" Program

RULE 3 EQUIPMENT

SECTION 1 THE OFFICIAL BAT

- a) The bat shall have a safety grip of cork, tape or any combination of materials.
- b) The grip should not be less than ten (10) inches long and shall not extend more than fifteen (15) inches from the small end of the bat.
- c) The bat can be any ounce and length and does not have to meet the ABI /BPF standards.

- d) The bat can be made of wood, metal or other materials approved by the NSA.

SECTION 2 THE OFFICIAL SOFTBALL

- a) The sixteen (16) inch ball shall be between 15 $\frac{3}{4}$ and 16 $\frac{1}{4}$ inches in circumference and weigh between 9 and 10 ounces.

SECTION 3 GLOVES

- a) Gloves are optional at the state tournament and above in the Men's 16 Inch Program.
- b) No gloves are allowed in the Chicago land area for men or women. Other states or teams outside the Chicago land area may wear gloves. In the World Series, the teams from the Chicago land area can wear gloves when they play a team from outside the Chicago land area but cannot wear gloves when playing teams from within the Chicago land area. When teams from outside the Chicago land area play against each other, gloves are approved for play.

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury; the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

CLASSIFICATIONS

Men's Major – Class "A" – Recreational

Women – Class "A"

RULE 6 PITCHING REGULATIONS

SECTION 2

A legal delivery shall be delivered with an underhanded motion.

- a) The pitcher must present the ball to the batter while standing on the pitching rubber.
- b) After presenting the ball for one (1) second, the pitcher may take one (1) step in any direction.
- c) Once a pitcher has taken the step, the ball must be presented again before the ball is delivered.
- NOTE:** *The non-pivot foot may be placed in any direction except in front of the pivot foot.*
- d) The minimum and maximum pitching arcs from the ground are six (6) feet and twelve (12) feet, respectively.
- e) The pitcher shall be allowed two (2) fake delivery motions to either home plate or an occupied base. On the third motion, the ball must be delivered to home plate.
- f) At no time may a pitcher use a windmill motion.

RULE 8 BASERUNNING

SECTION 1

Base stealing is not permitted

- a) A baserunner is permitted to lead off the base but is subject to being picked off of that base.
- c) If a pick-off delivery is made on a baserunner off first, second, or third base, he/she may advance at his/her own risk to the next base if it is unoccupied.

COED SIXTEEN-INCH SOFTBALL

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team's official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

SECTION 1

A team shall consist of:

- a) 9, 10, or 12 with the extra players. If a team uses the optional EP rule and plays twelve (12) players, six (6) must be male and six (6) must be female.

NOTE: *It is never permissible to use eleven (11) players.*

- b) If the team uses 10 players, five (5) must be male and five (5) must be female.
- c) A team can start a game with a minimum of Nine (9) players. If a team has only nine (9) players, the 10th position in the batting order is scored as an out.

NOTE: *When a team is left with a vacant 10th spot in the lineup, for any reason, the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacant spot in the batting order.*

- d) There must be one (1) female in the outfield at all times. All other positioning is left up to the individual manager.
 - 1) If a female plays first base, she has the option of wearing a glove.
 - 2) Each team has their choice of using any combination (Male/Female) for the catcher and pitcher.

SECTION 10 COURTESY RUNNER

A Courtesy Runner of the same sex may be used once per inning for a total of two (2) courtesy runners per inning one (1) male and (1) female. The courtesy

runner must be the same sex. A Courtesy Runner (which is not a substitute) may be used once per inning. The Courtesy Runner can be any player on the team roster who is present, eligible and not been ejected and may be used once per inning per team. The courtesy runner will be entered into the game by the Head Coach through the home plate umpire before play resumes. Once play resumes by the umpire declaring play ball; that courtesy runner will be officially entered. If that courtesy runner comes to bat while on base, it is an out. The courtesy runner “MAY NOT” under any circumstances be substituted for. The defensive team “MAY” walk to get to the vacated spot in the lineup. Rule 7 Section 3 is not in effect for this rule.

35 & OVER MASTERS SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official NSA Rulebook.

35 & Over Men, Women and COED Divisions of Play: AA, AAA, Major, and Major Plus

A player is eligible to play in any particular division if the player’s birthday falls within the calendar year. (i.e.—If a player turns 35 years of age on December 31st that player is eligible to compete in the 35 and Over Division for the entire year.)

All divisions shall be offered with the Tournament Director having the right to combine divisions due to the lack of teams. The Executive Director or the National Headquarters must approve any change in the format or the combining of the divisions.

RULE 3 EQUIPMENT

NOTE: *Any player using a Senior Bat during any division other than for NSA Senior League or Tournament play (40, 50, 55, 60, 65, 70, 75 & Over Senior age divisions) will be suspended immediately on the spot with NO right to an appeal.*

RULE 5 THE GAME

SECTION 3 MASTERS RUN RULE:

- a) AA, AAA, and Major Divisions and All Combo Divisions
Fifteen (15) runs after Three (3) innings
Twelve (12) runs after Four (4) innings
Ten (10) runs after Five (5) innings
- b) Major Plus Division
Twenty (20) runs after Three (3) innings
Fifteen (15) runs after Four (4) innings
Twelve (12) runs after Five (5) innings

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NOTE: *If the Tournament Director is running a combination tournament, the run rule used will be the Lesser Home Run Rule of the Divisions involved in the combination tournament.*

SECTION 10 CLASSIFICATION & HOME RUN LIMITS

35 & Over Program: *In the event a player has no NSA history or established point value, the points will be given by the (PPC) Player Point Committee*

Division	TEAM POINTS Not to exceed	PLAYER MAX	Home Run Limits
AA	34.99	4	2 w/one up then Inning Ending
AAA	49.99	5	3 w/one up then Out
MAJOR	64.99	6.5	4 w/ one up then Out
MAJOR +	94.99	No Limit	5 w/ one up then Out
OPEN	No Limit	No Limit	7 w/ one up then Out

COMBINATION HOME RUN LIMITS

AA & AAA	2 w/ one up then Out
AAA & MAJOR	3 w/one up then Out
MAJOR & MAJOR PLUS	4 w/ one up then Out

Equalizer Rule is an option for the tournament director to utilize when there is a tournament with combined classes.

RULE: Spot a lower class team 3 runs for each class below the higher class team.

SENIOR SOFTBALL and 40 & Over

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official NSA Rulebook.

The NSA 40 & Over program will be now included in the NSA Senior Program. This program will be governed by the 50 & Over AAA and Major Division Rules of play.

NSA has added a Women's Senior Program, which will be governed by the existing NSA Senior rules, except where noted.

RULE 1 40 & Over Classifications

40 & Over Program: In the event a player has no NSA history or established point value, the points will be given by the (PPC) Player Point Committee.

Team points based on the highest 12 player values on a roster.

Division	TEAM POINTS Not to exceed	PLAYER MAX	Home Run Limits
AA	34.99	4	One (1) then an Out
AAA	49.99	5	Three (3) then an Out
MAJOR	64.99	6.5	Six (6) w/ One Up Rule – Over limit is an Out
MAJOR +	94.99	No Limit	Ten (10) w/ One Up Rule – Over limit is an Out

RULE 2 PLAYING FIELD

SECTION 4

The Official Diamond will have base distances of 70 feet.

NOTE: *The NSA Senior Division will use a double base at 1st base.*

- If the first play is at first base, either from the infield or outfield a runner will be called out for touching the inside of the base.
- If the play is elsewhere the inside of the base may be tagged in a continuation toward 2nd base.
- A runner running toward 1st base may cross over to the inside of the base to avoid a collision if a wild throw occurs.
- The batter-runner or the baserunner can use the inside of the base if they are attempting to get back to 1st base.
- If in the judgment of the Umpire, the batter-runner touches the inside bag solely in an effort to avoid collision, the play will be called as though the batter-runner actually touched the outside base.

SECTION 5

The Official Diamond will have a pitching box fifty-three (53) feet from home plate and extending back seven (7) feet perpendicular to the pitcher's mound towards second base. The pitching distance for Senior Women will be 50 feet from home plate and extending back ten (10) feet perpendicular to the pitcher's mound towards second base.

SECTION 6

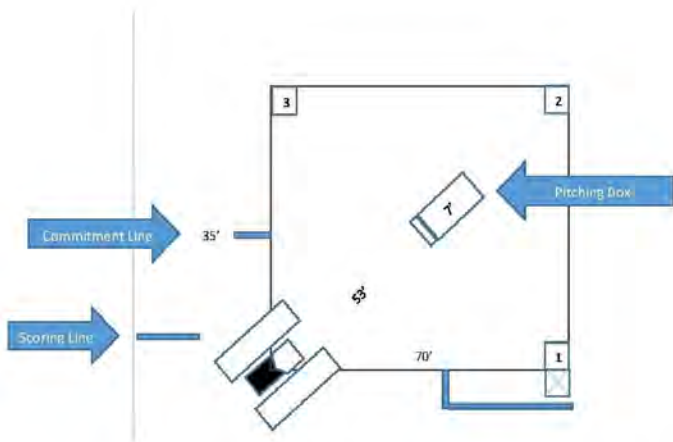
A strike mat will be used in all senior play and will be 17" wide by 32.5" long to include home plate. Strike mat includes the plate.

SECTION 7

The **Tournament Director has the option** to provide pitching nets beginning with the 55+ age division. The teams will have the option to use the net, but both teams must agree to use it. Pitching net must be in contact with the pitching rubber on the pitcher's glove side. The pitching net must be 48" wide and Minimum seven (7) feet to maximum eight (8) in height. If the ball hits the net during an at bat then the ball will be declared a foul ball if less than two (2) strikes. If the ball hits the net during a live play from a throw from the infield or outfield, including a blocked ball, then it is still a live ball.



Senior Softball Diamond



The Pitcher's Box comprises a rectangular area from the front of the Pitcher's Plate, 53 feet from Home Plate, and extending back 7 feet behind the Pitcher's Plate. Pitcher's Box shall be marked with chalk.

The Commitment Line shall be 35 feet from 3rd Base.

The Scoring Line shall be placed evenly with the front left tip of Home Plate and to the left of the Batter's Box.



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Barrel Type: 12" Barrel, End-Loaded, 2 Piece Design
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RULE 3 EQUIPMENT

NOTE: *For every Division contained inside the cover of this Rule Book **All equipment must be 100% conforming, 100% of the time.** The NSA reserves the right to approve or reject any softball related equipment for its intended use in the NSA Program. Equipment does not merely need to meet industry standards, but must meet NSA Standards before approval for its use is granted. **If, should the NSA believe in any way shape or form that a particular piece of equipment is dangerous and/or not acceptable for fair play, the NSA reserves the right to ban such equipment immediately.** Refer to Part I of the Official Playing rules for complete information concerning all equipment.*

SECTION 1

*Senior Division bats must have a Bat Performance Factor (BPF) of 1.21 or less stamped on the bat or the SSUSA senior stamp. However, **Senior Bats from a non-licensed NSA bat manufacturer are illegal.** Only those companies listed on the Official NSA Approved Bat Company List are considered licensed.*

The Senior Division 40 years old and older divisions may use the Senior bats. Seniors MAY NOT use Senior Bats in any tournament or league that is NOT a Senior (all participants 40 & Over) tournament or league. Anyone caught using a Senior Bat in anything other than Senior Competition will be suspended for one (1) year immediately on the spot with no right of Appeal.

SECTION 2

The official softball shall be a smooth-seamed, raised seam, concealed-stitched, or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and/or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the NSA. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the NSA, cemented to the ball by application of cement to the underside of the cover and sewn with one black waxed cotton or black linen thread and a Second Contrasting waxed cotton linen thread to be determined by NSA to form a dual colored stitched softball. The solid core ball must be stamped with the NSA ICON, NSA Official Softball or NSA Senior logos.

NOTE: *The men's division will use the twelve (12) inch softball. The women's division will use the eleven (11) inch softball.*

SECTION 6

Players must wear visible numbers of a minimum of six (6) inches in height with no number being identical on the same team.

SECTION 7

Pitchers MUST wear a protective FACE MASK while pitching and must wear the mask consistent with the manufacturer's intended usage of their product.

EFFECT: *If the player, in the pitching position, refuses to wear a protective mask, they will be removed from the pitching position.*

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team's official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

SECTION 1

- a) A team is allowed 10 players on defense in the 40+, 50+, 55+ and 60+ divisions.
- b) A team is allowed 11 players on defense in the 65+, 70+ and 75+ divisions.
- c) Senior WOMEN'S teams are allowed 11 players for all divisions of play.
- d) A team is allowed 15 players on offense in the 40 +, 50+, 55+, 60+, 65+ and 70+ and 75+ divisions.

NOTE: Teams have the option of having their entire line up to bat and anyone listed on the lineup may also play defense.

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury, the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

SECTION 1

National Softball Association Senior teams 50+ to 70+ must participate in a NSA sanctioned tournament to be eligible to advance to the NSA World Series. All teams and their rosters will be subject to the National Senior Softball Ratings.

The NSA Senior Softball Program will use a three (3) to five (5) tournament game format.

- a) If a five (5) game format is used, the tournament format will consist of a three (3) game pool play and then a double elimination championship bracket.
- b) Teams must play in pool play to participate in the bracket play. Failure to participate in the pool play (round robin) will result in elimination from the tournament and a last place finish.

SECTION 2

In the 40+ to 70+ age divisions: A regulation game shall consist of seven (7) innings. A full seven (7) innings need not be played if the home team (the team

2nd at bat) scores more runs in six (6) innings or before the third out of the seventh (7th) inning.

NOTE: *In seeding games, if a team forfeits, they will receive fifteen (15) runs as their runs allowed.*

- a) When the time limit has expired, the home plate umpire will notify the teams that they will finish the inning in progress and play one (1) additional inning which will be an open inning.
- b) Semi Final, Championship and IF games will be played without a time limit.
- c) A game that is tied at the end of seven innings or time limit will use the tie-breaker rule in the top of the succeeding inning and continues with each successive inning.
- d) **TIE BREAKER RULE:** The last batter of the previous inning whose turn at bat had been completed, assumes 2nd base with no outs and the game continues until one team scores more runs at the end of a completed inning (bottom of the inning). This inning and any further extra innings will be open innings.

SECTION 3

The NSA Senior Softball Division will have the following run rules:

- a) Twenty (20) runs after 4 and a half and fifteen (15) runs after 5 innings. (5) innings.

EXCEPTION: *Flip Flop Rule – If the home team is losing by ten (10) or more runs in the bottom of the 6th inning, then the Flip Flop Rule will come into effect. This will allow the home team to bat in the top of the 7th inning.*

- b) Senior games will have the following maximum run rule of five (5) runs scored in an inning.

EXCEPTION: *When the last inning is reached or declared or is in the tie breaker; this inning will be an “open run inning” which allows the team unlimited runs scored.*

SECTION 9

Senior Competition shall begin at the age of 40 and will advance each five years thereafter to include the following age divisions of play: 50+, 55+, 60+, 65+ and 70+ and 75+. Eligibility for all senior players pertaining to age shall be the calendar year. Senior players must have a legal picture identification card (i.e., photo ID, in their possession at all sanctioned events.

- a) A senior Player can only play on one team in the same age division in the same Qualifying and Championship Play tournaments.

EFFECT: *If protested and it has been discovered that a player has violated the rule, that player and the manager will be disqualified from that game and the remainder of the tournament. The team that the player played illegally on will forfeit that game.*

- b) Senior Player’s may participate with two (2) teams (playing down) in a Qualifying and Championship Play tournaments. They MUST maintain the same classification level.

EXAMPLE: *A 60+ Major could play in a 55+ or 50+ Major but would not be permitted to play in a 55+ or 50+ AAA or AA.*

- c) Senior 70+ teams can have three (3) 69 year old players on their roster
- d) Senior 75+ teams can have three (3) 74 year old players on their roster
- e) Senior WOMEN: All Classifications
 - 1) The Senior Women’s 50+ comprises two (2) classification levels, Major and AAA.

- 2) The Senior Women's 55+, 60+, 65+, 70+ and 75+ are comprised of two classification levels, Open and Un-Rated.
- 3) In a tournament with fewer than four (4) 55+ teams, the 55+ teams may be combined with the 50+ or 60+ age division.
- 4) In any tournament with fewer than four (4) 60+ teams, the 60+ teams may be combined with the 55+ or 65+ age division.

f) An official Senior roster shall not exceed twenty-five (25) players.

SECTION 10 SENIOR SOFTBALL TEAM CLASSIFICATIONS

- a) Major Plus
- b) Major
- c) AAA
- d) AA

SECTION 11 SENIOR HOME RUN LIMITS

- a) Major Plus – Ten (10) home runs plus the one up home run rule.
- b) Major – Six (6) home runs plus the one up home run rule.
- c) Class AAA - Three (3) home runs then an out.
- d) Class AA - One (1) home runs then an out

Combination Tournament Home Run limits:

- a) Major Plus vs Major – Eight (8) and one-up.
- b) Major vs AAA – Four (4) and one-up.
- c) AAA vs AA – Two (2)

PENALTY: Each home run over the limit will be an out.

SECTION 13 EQUALIZER

Lower class team will receive five (5) total runs (1 run per innings 2-6) or an extra fielder. The team giving the equalizer will be the designated home team. Only for the 40+, 50+, 55+, 60+, 65+, 70+, and 75+ divisions.

EXCEPTION: *65AA vs 75AA – 75AA team will receive seven (7) total runs (innings 2-3, 2 runs per inning and innings 4-6, 1 run per inning), and they will be the designated home team.*

EXCEPTION: *70AA vs 75AA – 75AA team will receive seven (7) total runs (innings 2-3, 2 runs per inning and innings 4-6, 1 run per inning), and they will be the designated home team.*

RULE 6 PITCHING REGULATIONS

SECTION 1

- a) The pitcher must take a position with at least one foot in contact with the pitcher's plate/box
- b) Once position is established, the pitcher must come to a complete stop, facing the batter, with the ball in front of the body for at least one (1) second before starting the pitching motion.
- c) The pivot foot must remain in contact with the pitcher's plate/box until the pitched ball leaves the hand. If a step is taken, it can be forward, backwards or to the side, provided the pivot foot remains in contact with the pitcher's plate/box and the step is simultaneous with the release of the ball.
- d) The ball must be delivered in an underhand motion and reach a height of at least six (6) feet from the ground while not exceeding a maximum height of ten (10) feet from the ground.

NOTE: *Umpires will indicate, verbally, if a pitch is too high or too low.*

- e) The catcher must remain within the lines of the catcher's box until the pitched ball is swung at or reaches the plate.

PENALTY: Any infraction of a-e is an illegal pitch. A warning will be issued for the first offense and if a second offense occurs, then a ball shall be called on the batter and then each time the illegal pitch occurs during the batters' time at bat.

If, anytime during the course of the game the pitching distance is found to be in error, the error should be corrected immediately, and the game should continue. THIS IS NOT A POINT OF PROTEST.

RULE 8 BASERUNNING

SECTION 1

The three (3) foot commitment line shall be marked across and perpendicular to the foul line and placed thirty five (35) feet from home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advance to the scoring plate.

NOTE: If a runner retreats across the commitment line, he/she will be declared out and the ball will remain alive.

SECTION 2

A scoring plate shall be located with its right corner eight (8) feet from the back of home plate. The scoring plate shall be situated on an imaginary extension of the first base foul line. The scoring plate should be anchored to the ground to prevent slippage and changes of position of the plate during the game. The offensive team must always touch the scoring plate when scoring a run. Or facilities that do not have a scoring plate may use a scoring line that is an extension of the first base line. The scoring line should begin at the back line of the right handed batter's box and extend to the fence. If the runner touches home plate or runs through the batter's box, the runner is out and no run shall be scored.

EFFECT: If the runner touches home plate, that runner is automatically out. The defensive team must have possession of the ball and always touch either home plate or the pitching mat to record the out. If the defensive team attempts to tag the runner, the runner is automatically safe.

SECTION 9

Sliding is permissible at second base, third base and returning to 1st base. No sliding at home plate or going to 1st base the first time.

EFFECT: The runner is declared out.

SECTION 10

Running off or through a base is not permissible in Senior Competition. It is permissible at 1st base and home plate.

SECTION 11 COURTESY RUNNER(S)

In the NSA Senior Division an unlimited number of courtesy runners shall be allowed in all divisions. A courtesy runner may not be used more than once per inning. Any courtesy runner caught running more than once per inning, or when it is their turn to bat will be declared out. If a courtesy runner is on base when it's their time to bat an out will be recorded on that runner on base with the runner being allowed to bat. In all Senior Divisions, the courtesy runner may not run for another courtesy runner, with the exception of a courtesy runner being injured. If a courtesy runner is substituted for illegally, the infraction must be caught before the next pitch.



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MILITARY RULES

Any softball rules not covered or found in this section will be covered or found in Part I of the official NSA Rulebook.

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team's official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

SECTION 10 DIVISIONS OF PLAY

- a) MEN'S MILITARY OPEN: The Open Division teams will be a team comprised of male players that can provide a valid Common Access Card or Department of Defense Card.
EXCEPTION: *This will not be a Department of Defense Service team.*
- b) MEN'S VARSITY "A": The Varsity A Division teams will be a team comprised of male players from one (1) installation or a team that is comprised of male players from combining of two (2) installations from the same State.
- c) MEN'S VARSITY "B": The Varsity B teams will be a team comprised of male players from one (1) installation.
- d) MEN'S INTRAMURAL: The Intramural Division teams will be a team comprised of players (teams may have women play) from the same unit.
The following levels of Command apply:
- | | |
|-----------------|--|
| 1) Air Force | Squadron or lower |
| 2) Army | Company or lower |
| 3) Navy | Command, squadron or unit of 1,000 or less |
| 4) Marine Corps | Division or lower |
| 5) Coast Guard | Group of 1,000 or less |
- e) WOMEN'S VARSITY "A": The Varsity A Division teams will be a team comprised of female players from one (1) installation or a team that is comprised of female players from combining two (2) installations from the same State.
- f) WOMEN'S VARSITY "B": The Varsity B Division teams will be a team comprised of female players from one (1) installation.
***NOTE:** *To participate in the NSA Military World Series a team will have to play in one (1) Military Tournament or two (2) NSA Sanctioned Tournaments.*

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the

game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury, the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

SECTION 11 PLAYER ELIGIBILITY/ROSTERS

- a) An Official Men's Military team will consist of Active Duty, Reserves, National Guard, Active Duty dependents (18 years or older), Military Retirees along with Department of Defense civilians assigned to the same duty installation.
- b) An Official Women's Military team will consist of Active Duty, Reserves, National Guard, Active Duty dependents (18 years or older), Military Retirees along with Department of Defense civilians assigned to the same duty installation.
- c) All players must have a valid ID card or a Common Access card (CAC) for verification. Retired military personnel and retired Department of Defense civilians are eligible to play with a team from the State where they retired or a team from the State of their proven place of residence. If the distance of that installation is over a reasonable distance away, the player with the Military Program Director's approval may be able to play with the installation geographically closest to their residence.
- d) Personnel who are on Temporary Duty (TDY) for 45 days or more may participate in any NSA Military Tournament. Personnel will present a copy of their orders to the tournament director for eligibility. Personnel who have Permanent Change of Station (PCS'D) have a 30 day grace period in which they may participate in any NSA Military Tournament with the installation that they have left. Personnel will present a copy of their orders to the tournament director for eligibility.
- e) A person who wants to participate in the NSA Military World Series and they do not have a base team that is participating in the tournament must submit in writing to the NSA Military Program Director to request to play. If approved the Director will put the Personnel in a players pool, that any Open or Varsity "A" teams may be able to pick up.

***NOTE: All players must have a Department of Defense ID Card.**

SECTION 12 HOME RUN LIMITS

MEN'S PROGRAM

OPEN	Seven	(7)	one-up home run rule
Varsity "A"	Five	(5)	one-up home run rule
Varsity "B"	Three	(3)	one-up home run rule
Intramural	One	(1)	progressive home rule

*Refer to Rule 5, Section 12

WOMEN'S PROGRAM

Varsity "A"	Three	(3)	one-up home run rule
Varsity "B"	One	(1)	one-up home run rule

****NOTE: When a lower Class team plays an upper Class team, the home run rule will be the split difference between the 2 teams.**

EXAMPLE: Team "A" versus team "B". The home run rule will be four (4) with the one-up home run rule.

EXAMPLE: If an Intramural team plays any Varsity team, the home run rule will be two (2) with the one-up home run rule.

INDUSTRIAL RULES

Any softball rules not covered or found in this section will be covered or found in Part I of the official NSA Rulebook.

RULE 3 EQUIPMENT

SECTION 6

Industrial teams can have uniforms that have additional sponsors' names on them. The entry form should show the team's employer company name with a (/) then the additional sponsors' names.

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury; the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

SECTION 3 INDUSTRIAL RUN RULE

Industrial Run Rule is as follows:

- a) 20 runs after three (3) innings
- b) 15 runs after four (4) innings
- c) 10 runs after five (5) innings

SECTION 9

NOTE: Industrial teams participating in Post Season Tournaments must submit with their roster, a letter signed by an executive of the Personnel Department or an officer of the company in order to certify that each player listed on that team's roster is a bona fide full-time employee with more than sixty (60) days of continuous service with that team's sponsor.

Industrial guidelines for player eligibility:

- a) Full time employee of the team sponsor at the time the tournament is played. This would include any Board of Director(s) of the mentioned corporation sponsor.
- b) A full time employee with less than sixty (60) days of continuous service with the team sponsor will not be eligible to compete in the Industrial Program as an employee, but is eligible to play if he/she is listed on the roster as one of the three (3) non-employee players.
- c) Industrial sponsors, that would include full-time or retired personnel of corporations, unions, businesses, government, hospital, and military teams, shall be allowed to compete in the Industrial Program.
- d) Any of the agencies and/or organizations that operate in more than one location within a state may be considered as one sponsor. Such sponsors will not be allowed to combine teams with an out of state location.

- e) If any team members are also from a registered Men's "B" or above team, they must participate in the NSA Class "A" Industrial Program.
- f) Industrial team will be allowed to have three (3) non-employees on their roster for any Industrial Tournament play.

NOTE: *The team must designate those three (3) nonemployee player(s) on the roster.*

***NOTE:** *Union teams are eligible to participate in the Industrial Program as long as they meet the following requirements:*

- 1) *All players must be active members of the union they are representing.*
- 2) *All players must have sixty (60) days of continuous service with the union they are representing.*

SECTION 10 INDUSTRIAL HOME RUN RULE

- a) Industrial Class A - Four (4) with the one-up rule
- b) Industrial Class B - One (1) with progressive penalty

BLACK AMERICAN SOFTBALL

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official NSA Rulebook.

NOTE: *A four (4) game format will be used in all post season play.*

RULE 4 PLAYERS & SUBSTITUTIONS

NOTE: *Black American Rosters are allowed four (4) non-blacks. No more than three (3) non-blacks may be in the line-up at one time. If origin is in question, a birth certificate must be supplied to show proof of origin.*

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in the design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury, the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

SECTION 10 HOME RUN LIMITS

Upper Class	Eight (8) Home runs + 1
Lower Class	Two (2) Home runs then progressive penalty
Women's	16-Inch Unlimited
Men's 50+	Super Division Unlimited

***NOTE:** *In Class Upper the one-up home run rule will be in effect.*

****NOTE:** *In Class Lower the progressive homerun penalty will be in effect.*

NATIVE AMERICAN

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official NSA Rulebook.

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who are the team's official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager or player representing the team is responsible for ensuring that the non-player is in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

NOTE: *Native American Rosters are allowed three non-Native Americans on any team.*

RULE 5 THE GAME

Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in design of approved bats and softballs. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an NSA roster, the participants or parents of participants understand these risks. To reduce the risk of Injury; the National Softball Association HIGHLY RECOMMENDS THAT EVERY PLAYER wear protective equipment!

SECTION 1 CLASSIFICATION

Class A will be the only division in Native American.

SECTION 2

Federally recognized tribes are eligible to participate in the Native American Program.

SECTION 10 HOME RUN LIMITS

- a) Class Upper - Eight (8) Home runs with the one up rule in effect

Outlaw Softball (OS) powered by NSA

These tournaments are run as “OUTLAW” Paper Roster Tournaments with teams utilizing a roster of up to 20 players per weekend. The roster for each “OUTLAW SOFTBALL” weekend is a different team.

- a) ONLY LEGAL SOFTBALL: Dudley Thunder Advance Multi Layered Ball with “OS” Outlaw Logo stamped
- b) Softballs are purchased through the National Office ONLY! Dudley Thunder Advance with “OUTLAW” SOFTBALL Logo can only be purchased by an approved “OUTLAW” or NSA Director for Approved “OUTLAW” Softball Tournaments from the NSA National Office.
- c) Class of play
 - 1) Class 4 an Out
 - 2) Class 1 an out
- d) NSA Rule Book with these exceptions
 - 1) Designated Runner (DR)
 - 2) Designated Home Run Hitter (DHH) – If DHH is walked then the team gets a free HR in that inning by any player.
 - 3) One 1 DHH in Class 1 an out
 - 4) Two 2 DHH in class 4 an out
 - 5) 3’ Pitchers Box (Floating)
 - 6) 1 n 1 count with 1 to waste
 - 7) All players can bat – If a player leaves or is ejected from the game the spot in the line-up will be an out, you can’t walk the open spot in the line-up to get to a 3rd out. If you walk and it is third out in spot you skip.
 - 8) Home Run Rules
 - 9) 4 an Out with two (2) DHH
 - 10) 1 an out with one (1) DHH
 - 11) NSA Approved Equipment
 - 12) NSA Approved Bats
 - 13) Strike Mat is the Tournament Director’s Approval if they want to use
 - 14) Rules not covered above will be referred back to the NSA Rule Book

250’ Fence Tournament Rules

- 1) Time Limit will be utilized and set by the Tournament Director.
- 2) Home Runs over the 250’ fence are unlimited.
- 3) Home Run Rule over 300’ fence & Penalties set by Tournament Director.
- 4) Fifteen (15) runs per inning maximum.
- 5) Run Rule is 31 after 3, 20 after 4 and 10 after 5
- 6) Coed will be played as a 7/3 or 6/4. No other combinations allowed
- 7) Other than special 250’ rules, all other NSA rules will apply.

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THE OFFICIAL SOFTBALL OF THE NATIONAL SOFTBALL ASSOCIATION

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ADULT BYLAWS PERTAINING TO NSA SANCTIONED TOURNAMENTS

It is the responsibility of coaches/managers/sponsors to know the NSA Rules and Bylaws. Ignorance of these Rules and Bylaws is not grounds for protest or appeal.

NSA is not responsible for a player or teams travel expenses to any tournament, to include a cancellation, weather related or a team elects to drop.

ARTICLE XIII INDIVIDUAL PLAYER ELIGIBILITY

SECTION 1

Player Eligibility is determined by the player's birth certificate.

SECTION 2

A player is eligible to compete as an amateur player, as long as he/she does not accept payment for participating in the game of softball.

SECTION 3

A player is considered an amateur if he/she plays the game solely for the pleasure, physical, mental and social benefits derived from participation.

SECTION 4

An amateur player may be reimbursed by his team manager for actual necessary expenses incurred for travel, lodging or meals.

SECTION 5

An amateur player is eligible to participate in the NSA program, as long as he/she is **listed on an official online roster of a team(s) membership** by the association. The player's name must be entered on the online roster identical to his/her state driver's license, military id or a government issued picture id.

SECTION 6

An amateur player is not permitted to accept awards other than a ring, watch, charm, trophy, jacket, bat or other like award that is acceptable to the association, as an award in which amateur status should be retained.

- a) Travel Money Tournaments: The award of travel money must be given to the team at the time they have participated in the respective Super/National Regional, World Series or Super World Tournament.
- b) Money Tournaments will be permitted in NSA – MUST be approved by the appropriate Regional Director and have all details of how money will be awarded posted on www.Playnsa.com. Directors must also have team representatives sign off that they received money at the tournament site.

SECTION 7

Under the guidelines set by the President/CEO, Regional Director and /or State Director, an equitable system of classifying teams and controlling team rosters will be instituted. Teams will be classified A, B, C, D, E, REC, Open, Competitive, Recreational or Upper and Lower depending on the overall strength of the team offensively and defensively. Teams are not to be classified strictly on the number of home run hitters or the number of home runs produced. **Programs utilizing the player point system will be classified based on the team classification totals. The player point system is a guideline and a State Director, Regional Director and President/CEO can re-classify a player or team at ANY time.**

SECTION 8

A player may not participate in a sanctioned NSA Tournament with more than one team in a program (Men's, Women's, Coed etc...) during the same tournament, on the same weekend. (Masters 40+ and Seniors 50+, 55+, 60+, 65+, 70+ are considered different tournaments on same weekend)

SECTION 9

A Tournament Director, Tournament Umpire-in-Chief or an Umpire of the The National Softball Association may not manage, coach, play, or umpire in any tournament in which he/she serves as part of the tournament committee staff.

However, if the tournament director or other tournament committee staff is a NSA sanctioned umpire, they may, due to emergencies or other special circumstances, umpire until replacements arrive. All NSA Championship Play tournaments must have a tournament Umpire-in-Chief present during the playing of that tournament.

SECTION 10

A player is eligible to participate in any church sanctioned tournament, as long as the player is a member of the church for which he/she is playing, prior to July 1st of any given year, and conforms to any other requirements as outlined in these bylaws.

SECTION 11

All teams must participate in an Approved NSA Sanctioned league, Qualifier or an NIT during the current season in order to be eligible to play in an NSA State Championship. This refers to Men's and Women's C, D, E and COED Divisions only. Teams that participate in any NSA Specialty Softball Programs (Church, Senior, 35 & Over, Masters, Open, Industrial/Military etc.) can compete in that Specialty State Tournament.

SECTION 12

Adult Male & Female players must register for a Player ID Number (Player Membership/Player Profile Account) at www.PlayNSA.com to participate in Men's, Women's, Coed, 35 +, 40+ and Senior Qualifying and Championship Play Tournaments.

SECTION 13

A player who is under contract to play professional softball or any player playing professional softball is ineligible to participate as a player in the NSA program. Any player who has been released as a professional softball player may apply for reinstatement as an amateur player with the NSA. The player must submit a written request to the National Office of the National Softball Association, applying for reinstatement to be eligible to compete as an amateur. If reinstatement is approved, the player may participate as an amateur player in NSA sanctioned events. If a player has been released for two or more years, that player is automatically reinstated to participate as an amateur player in NSA sanctioned events, is not required to apply for written reinstatement as outlined above.

ARTICLE XIV ROSTERS

SECTION 1

The National Softball Association Official Roster. Teams are limited to twenty-five (25) players per roster. Rosters must be entered online with Player Number which is the player responsibility to make sure all information correct and complete or the player(s) and/or team(s) will be considered ineligible to

participate in any National Softball Association sanctioned tournaments, including Qualifiers, NIT's or Championship Play Tournaments.

- a) Coaches must invite players to their online roster and have Player and Parent/Guardian ACCEPT the invitation to change the STATUS of the player from invited or pending to APPROVED.
- b) ALL players must be invited to the online roster at PlayNSA.com and have an APPROVED STATUS to be eligible for participation. All coaches/managers must be listed online.
- c) Rosters must be finalized and if required a copy turned in at ALL NSA sanctioned leagues and tournaments prior to their scheduled start or they will not be allowed to participate. Teams playing in tournament events must have their complete and correct roster entered online with all players having an APPROVED status to be eligible to participate. The Player/Parent/Guardian and coach/managers could be required at any time to physically sign a printed copy of the roster. If a league/tournament is using an NSA paper roster, all the information must be filled in completely with all signatures of player/parent/guardian and coach/managers. **No Written Additions to the Online Roster.**
- d) Teams not qualifying before their State Tournament date will have their rosters frozen immediately by the State Director, Regional Director and/or President/CEO. All rosters will be frozen by final State Tournament deadline.
- e) When a team accepts a berth for World Series or the Super World Series, the team's roster will be frozen and no player on the qualified team's roster will be eligible to transfer to another qualified team during the current year. **A team manager may not release a player from a Men's or Women's team roster after September 1st, of the current year.** The NSA President/CEO or Executive VP of the National Softball Association must approve any exceptions to the above.
- f) Teams are limited to twenty-five (25) players per roster. PLUS Championship Play additional players: If team participates
 - 1) Two (2) may be picked up for Super/National Regional.
 - 2) Two (2) may be picked up for the World Series.
 - 3) Two (2) pick up for Super Worlds—See Article XVIII Section 2.
- f) Adult Division (male/female) softball players are eligible for adult play when they have reached their sixteenth (16th) birthday.
- g) **PLAYER RELEASE:** Men's and Women's A, B, C, D & E
A team manager may release any player(s) provided the player submits a request on the PlayNSA online roster. A Men's or Women's team manager **may not release a player(s) after September 1st of the current year.** This release must be submitted through the PlayNSA system and approved by the State and/or Regional Director prior to the player(s) participating in a game with a new team.
 - 1) Player(s) can only be released two (2) time(s) per current playing season.
 - 2) Released player(s) from an unqualified team can be added to any roster of same class or higher with approval of State Director.
 - 3) Released player(s) from any team Qualified or Unqualified can be added to **any roster of a higher classification** with approval of the State Director.

- 4) Released player(s) from a World Series or Super World qualified team can only be added to an unqualified team with roster space available and player point value MUST be within the classification range of team adding. **EXCEPTION: Super World player additions, see Super World Rosters.**
- h) **DISBANDED TEAM** (Disbanded team is a bulk team release) must have letter of disbandment on file and signed by the listed team manager. **Team may not disband after September 1st**
- 1) **Teams** that disband lose any berths, points and travel monies they have earned.
 - 2) Teams being reformed with players from disbanded teams must be reclassified by the State Director with approval of the Regional Director.
 - 3) Team must re-qualify to participate in the state tournament.
- i) **DISBANDED PLAYER:** A player from a team that has been officially disbanded with State Director approval.
- 1) Player(s) from a disbanded unqualified team may be added to any team roster that has not meet their Roster Limits and meets the team classification point value.
 - 2) Player(s) from a disbanded World Series or Super World qualified team can be added to any unqualified roster that has not met their Roster Limits and meets the team classification point value.
 - 3) Player(s) from a disbanded team may still be released twice during that year. A disbanded roster doesn't count towards the player's two (2) releases per year.
 - 4) Player(s) from any team can be added to any roster of a higher classification with approval of the State Director.
 - 5) Player(s) from a disbanded team that has qualified for the Super Worlds may not be added to another team that has qualified for Super Worlds.
- j) **Players/teams not participating in the NSA program for one (1) or more seasons will be researched by the Player Point Committee and be given a value for time not participating in NSA.**
- k) After State, two (2) additional players may be picked up for Super/National Regional if the team participates, then two (2) additional players may be picked up for the World Series if the team participates and is done prior to the tournament deadline. See Super World Rosters in **Article XVIII Section 2**. Players don't require a release after the 9/1 release deadline to be added to a Super World Roster and players added **MUST** stay in the team's player point classification. **EXCEPTION: Participation Berth IS NOT WINNING A BERTH it is an AWARDED BERTH.**
- l) Any player(s) release or addition to the team's roster must be approved by the appropriate State or the Regional Director.
- m) Teams "home state" shall be determined by:
- 1) NSA League Registration.
 - 2) Where the majority of player reside with their primary residence.
 - 3) Where the coach resides with his/her primary residence.

SECTION 2

The appropriate NSA State or Regional Director must approve the roster and entry forms of any team participating in NSA Championship Play events.

SECTION 3 FUN/FESTIVAL “HYBRID” ROSTERS (non-qualifying)

- a. Teams must have a FUN/FESTIVAL “HYBRID” Membership Number.
- b. FUN/FESTIVAL rosters **cannot** be used for Qualifiers or Championship Play.
- c. Roster will have 20 spots. Players will be required to get an NSA Player Account #, prior to playing or being added to a team.
- d. No Individual player points required to be added to a FUN/FESTIVAL Roster - Just requires a NSA Player Number.
- e. If a player already has a player account/# they can be invited and sign up on the FUN/FESTIVAL roster online. The FUN/FESTIVAL roster membership will not interfere with the annual qualifying tournament roster.
- f. FUN/FESTIVAL rosters don’t affect Qualifying tournament team rosters. They are two different types of programs.
- g. NO 2024 Player points will be given at end of the year for a Fun/Festival Roster.
- h. FUN/FESTIVAL Rosters CAN’T be used in a Qualifier, NIT, State, Championship, Regional, National, World or Super World Tournament.
- i. FUN/FESTIVAL Tournaments must be TAGGED on the online Tournament search as a “FUN” Tournament.
- j. Rosters MUST be signed and the Director will upload the signed rosters to the PlayNSA online tournament system.
- k. National Points WILL NOT be awarded for a FUN/FESTIVAL Tournament.
- l. Cash may be awarded in FUN/FESTIVAL tournaments and MUST be approved in advance by the State and Regional Director.

NOTE: *Any changes to FUN/FESTIVAL bylaws MUST have prior approval by the NSA President/CEO.*

SECTION 4 INDUSTRIAL/MILITARY

Industrial/Military teams participating in Championship Play tournaments, must submit, with their roster, a letter signed by an Executive of the Personnel Department certifying that each player listed on the team roster is a genuine full time employee of the teams sponsor. Department of Defense service teams are not allowed to enter and/or participate in the NSA Military World Series. An Official Men’s Military team can consist of Retirees, Active Duty, Reserve and/or Guard Personal, along with Department of Defense civilians assigned to the same duty installation. Military dependents eighteen (18) years of age or older are authorized to participate with their sponsor’s installation.

EXCEPTION: *A person who wants to participate in the NSA Military World Series and their unit/installation does not enter a team in that year’s Military World Series must submit a written request to participate with another unit/installation for approval to his MWR Director. Once approved, the request then must be forwarded and approved by their new unit/installation MWR Director. The request must then be sent to the NSA Office for final approval. The above request must be completed prior to the team’s entry into the NSA Military World Series. All players must have a Department of Defense ID Card. Military teams participating in any Championship Play Industrial/Military tournament, must submit with*

their roster, a letter signed by their Installation Personnel Officer certifying each player's status, (i.e. active duty, retired, reserve, etc.), and that each active duty member and DOD civilian's personnel records are maintained by his/her installation.

SECTION 5 CHURCH

Church teams participating in Championship Play tournaments must submit with their roster a letter signed by the Church Elder, Pastor or Minister certifying that each player is presently a member of the Church being represented.

SECTION 6 OUTLAW

Outlaw Softball is a division of the National Softball Association.

SECTION 7 AGE RESTRICTIVE PROGRAMS

Age restrictive programs i.e., Masters or Senior, player eligibility is based on the birth date in the calendar year of participation.

SECTION 8 35 & OVER PROGRAM

35 & Over Program: *In the event a player has no NSA history or established point value, the points will be given by the (PPC) Player Point Committee.*

Division	TEAM POINTS Not to exceed	PLAYER MAX	Home Run Limits
AA	34.99	4	Two (2) w/ One Up - then Inning Ending
AAA	49.99	5	Three (3) w/ One Up Rule
MAJOR	64.99	6.5	Four (4) w/ One Up Rule
MAJOR +	94.99	No Limit	Five (5) w/ One Up Rule
OPEN	No Limit	No Limit	Seven (7) w/ One Up Rule

World Champions in AA, AAA, Major must move to the next classification if they retain 50% of the checked in roster.

SECTION 9 40 & OVER PROGRAM

40 & Over Program: *In the event a player has no NSA history or established point value, the points will be given by the (PPC) Player Point Committee.*

Division	TEAM POINTS Not to exceed	PLAYER MAX	Home Run Limits
AA	34.99	4	One (1) then an Out
AAA	49.99	5	Three (3) then an Out
MAJOR	64.99	6.5	Six (6) w/ One Up Rule
MAJOR +	94.99	No Limit	Ten (10) w/ One Up Rule

ARTICLE XV PLAYER POINT SYSTEM

SECTION 1 PROGRAMS UTILIZING PLAYER POINT SYSTEM

Programs utilizing the player point system will be classified based on the team classification totals. The player point system is a guideline and a State Director, Regional Director and Player Point Committee (PPC) can re-classify a player or team at ANY time.

SECTION 2 PLAYER POINT AND TEAM CLASSIFICATION APPEALS

Player Points and Team Appeals are to be submitted in a detailed email to the Player Point Committee (PPC). The PPC will make their decision on the appeal. NSAAPPEALS@gmail.com The National Office makes all changes to the player points. **Appeals must be no later than MAY 1st of the current season.**

SECTION 3 PLAYER POINTS VALUES

Players will receive a point value based on the classification the team participated in each season on a five-year average (2019, 2020, 2021, 2022 & 2023). Players participating on multiple teams during a season will get a point value based on the highest point value.

2023 to 2024 Player Value

These values will be given to the players at the end of the 2023 season.

2023 Class	Men's	Women's
Major Restrictive List	12	12
Restrictive Players Watch List	11	11
NSA A	8	8
NSA B	6	6
NSA C	4.5	4.5
NSA D	3.5	3.5
NSA E	2.5	2.5

2024 Men's, Women's & COED TEAM CLASSIFICATION POINT VALUES

Division	TEAM VALUES	PLAYER MAX	HomeRun Limits
E	24 - 31.99	4	1 then Inning Ending Out
D	32 – 47.99	6.5	2 w/one up then Out
C	48 – 71.99	9	4 w/ one up then Out
B	72 – 101.99	No Limit	6 w/ one up then Out
A	102 - 144	No Limit	8 w/ one up then Out

Players/teams not participating in the NSA program for one (1) or more seasons will be research by the Player Point Committee and be given a value for time not participating in NSA.

SECTION 4 PLAYER UPGRADED POINT VALUES

The following Men's and Women's (B, C, D, E) teams will receive an additional point value to the current season Player Point Value for the team's success. (Half the point value to all below with 8 teams or less).

Super World Champions – 3 points

Super World 2nd – 3rd – 2 points

Super World 4th place & % below - 1 point

B – 20%, C – 10%, D – 15%, E – 20%

World Series 1st Place 2 Points & 2nd or 10% whichever is greater – 1 point

Super Regional/Nationals 1st & 2nd or 10% whichever is greater – 1 point

State Champions – 1 point

ALL Upgrade points will be accumulated with a maximum number awarded of 3 points in a given season.

NOTE: *Players/teams not participating in the NSA program will not reduce their points for any years from the National Softball Association.*

See: [How to Appeal](#)

Deadline to Appeal is MAY 1st to NSAAppeals@gmail.com - Appeals received after this date will be denied.

SECTION 5 SUPER WORLD SERIES WINNERS

Winners of the Super World Series in Men's and Women's Class C, D and E will receive 3-point upgrade value for the current year for all rostered players that have accepted the team invite and haven't been released prior to release date. Player(s) has appeal privileges to NSAAppeals@gmail.com with the Player Point Committee (PPC), then submitted to the National Office for changes.

SECTION 6 GUEST PLAYERS

- 1) Players can only be a "GUEST PLAYER" three (3) times during a Calendar year.
- 2) Three (3) "GUEST PLAYERS" per weekend if the tournament director offers. This is a tournament and State Director Option.
- 3) "GUEST PLAYERS" MUST meet the maximum point value for their team point classification.
- 4) Players participating as a "GUEST PLAYER" during the year in qualifiers will not have their point value adjusted based on the teams they participate as a "GUEST PLAYER".
- 5) Teams utilizing "GUEST PLAYERS" will receive berths, travel and National Points.

NOTE: GUEST PLAYERS aren't allowed in ANY NIT's or Championship Play (State, Super/Regional, Championships, Nationals, Worlds or Super Worlds)

SECTION 7 MULTIPLE BERTHS

Any team that wins multiple berths to Championship Play events must participate in the highest class in which the team has qualified, and forfeits any berths, Travel Money and is not allowed to participate, in the lower classification. Forfeited berths are to be handled the same as in Section 1.

EXCEPTION: *Combination tournaments.*

ARTICLE XVI QUALIFYING TOURNAMENTS

All sanctioned tournaments conducted by a State or Area Director shall be conducted in accordance with the Rules, By-Laws and Regulations of the Association. The director must ensure that proper administration is being conducted at all times.

SECTION 1

All rosters shall be printed from the NSA Online System by the

Tournament Director. No written in player additions other than signatures shall be made unless approved by the appropriate State Director with approval of the National Office. The appropriate State Director shall be responsible and required to contact the Tournament Director to rectify any late additions to the official tournament roster.

SECTION 2 TEAM and UMPIRE MEMBERSHIPS

All applicable Team and Umpire Membership Fees must be paid to the National Office of the National Softball Association before any tournament is considered a sanctioned NSA tournament.

SECTION 3 QUALIFIED LEAGUE and TOURNAMENT TEAMS

All approved qualifying leagues and tournaments, in which a berth to a championship play tournament shall be awarded, must be completed one (1) week prior to Championship Play Tournament.

SECTION 4 QUALIFYING and PARTICIPATION

Teams must participate in a minimum of one (1) Qualifier/NIT to be eligible to participate in State Championships. Qualifiers are run to offer teams an opportunity to qualify for Super/National Regional, World Series.

- a) World Series Qualifiers are offered with different awards and berth packages based on type and quantity of teams.
- b) All World and Super World qualifiers are also berths to **Super/National Regionals**.
- c) A registered team of the National Softball Association which qualifies either through approved qualified league or tournament, NIT must also participate in the state championship in order to validate the ANY berth.
- d) A registered team of the National Softball Association that is named as a host team from the area where the Super/National Regional, National or World Series tournaments are being played. The host team must play in the state tournament and must be approved by the Regional Director and the President/CEO.

ARTICLE XVII CHAMPIONSHIP PLAY TOURNAMENTS

Championship Play Tournaments: State, NIT, Championships, Super Regional, National Regional, National and World Series

SECTION 1 CHAMPIONSHIP PLAY QUALIFYING & PARTICIPATION

- a) All teams must participate in an NSA Sanctioned approved league, Qualifier or an NIT during the current season in order to be eligible to play in an NSA State Championship. This refers to Men's and Women's C, D and E. Teams that participate in any NSA Specialty Softball Programs (Church, Masters, Senior, Open, Industrial/Military etc.) can compete in that Specialty State Tournament plus a Men's or Women's State Tournament.

- b) Team(s) cannot qualify or validate from a canceled tournament and no berths will be awarded from a tournament that is not physically played. **EXCEPTION: Approved by President/CEO**
- c) Teams that play in Men's, Women's & Coed Classes C, D and E may only participate in State Tournaments within the State borders from which is sanctioned per calendar year.
EXCEPTION: Would be an approved Dual, Tri and/or Quad State Tournaments by Regional Director and President/CEO.
- d) A team that wins its respective State Championship Tournament in the Men's C, D, E or Women's C, D, E divisions shall be awarded a berth to the Super World Series in their respective classification. For this berth to be valid, the team must participate in either the Super/National Regional, or the World Series. This berth can be passed down until a team accepts. Teams that win a berth to Super/National Regional or Worlds must validate by participating in their respective state tournament. (Spring, Fall and Winter states do not validate)

SECTION 2 HIT YOUR OWN BALL TOURNAMENTS

Team(s) may be required to hit their own NSA approved softballs for all NSA adult softball tournaments. The softballs used must meet NSA specifications; any deviations must be approved by the NSA President/CEO. Directors may supply balls.

EXCEPTION: Super Worlds the Tournament Director will supply a minimum of two (2) softballs and stipulate the ball that will be supplied by the Director and teams for play.

EXCEPTION: Sponsored hit your own softball tournaments, the tournament director can supply a minimum of two (2) softballs and require all teams to hit a specific softball.

SECTION 3 TOURNAMENT FINANCIAL REPORT

The Tournament Director's financial report along with all paperwork, rosters and travel money should be sent to the NSA National Office within seven (7) days of the Tournament.

SECTION 4 CHAMPIONSHIP PLAY FEES

The President/CEO of the National Softball Association shall determine the amounts to be charged as entry fee for all Championship Play and Invitational Tournaments.

EXCEPTION: Qualifying tournaments are left up to the discretion of the State or Area Director and should remain within the accepted guidelines of the industry.

SECTION 5 CHAMPIONSHIP PLAY GAME FORMATS

NIT and Championship Play tournaments must be scheduled as a minimum of a double elimination format or higher or by the format issued in the Official Championship Play Tournament Packet. Any change to this, prior to the start of the tournament, must be obtained from the President/CEO of the NSA. The Tournament Director, once the tournament has begun, may change this format only because of weather conditions or other acts of God that would jeopardize the completion of the tournament. The Tournament Committee will decide on an alternate plan at the tournament site. This alternate plan should be posted as quickly as possible, with a plan to ensure that all managers of the participating teams are informed of any such change.

SECTION 6 CHAMPIONSHIP PLAY SEEDING

Championship Play Seeding (Super/National Regional, World Series & Supers) by National Office or a representative appointed by the President/CEO – 1 thru total number of teams. Based on teams entered, paid and their National Points by the time of Bracket Draw.

SECTION 7 TOURNAMENT RESTRICTIONS

No State Tournament is allowed to be conducted on the day(s) of a Super/National Regional, World Series or Super World Tournament, within that region. No competitive tournament can be run on the same weekend as an NSA World Series or Super World.

SECTION 8 SUPER WORLD TRAVEL MONEY

Travel money to the Super World should be passed to the highest finishing teams participating in the Super World Series. If it passes to a place in NIT, State, Super/National Regional or World Series with multiple teams, then they would split the fund equally if they are all attending the Super Worlds. If no team from a tournament that issued travel money does not attend the Supers, those funds would be retained by the National Office.

SECTION 9 CHAMPIONSHIP PLAY PLACEMENTS

The President/CEO of the National Softball Association will decide each year, at the annual National Convention, what tournaments will be classified as NIT'S, Super/National Regional, Nationals or World Series Tournaments. The President/CEO will also determine all dates and locations of such tournaments. Anyone wishing to hold such tournaments must submit a written request at the National Convention.

- a) The Champion of an NIT will win a direct berth to the World Series Tournament of the same. The Tournament Committee in conjunction with the National Office will determine this classification.
- b) If the Champion of an NIT does not accept the automatic World berth, the berth may be awarded to the next highest finishing team, but approval must come from the National Office.

EXCEPTION: A team could be moved up to a higher classification World Series or Super World Series based on being re-classified.

SECTION 10 CHAMPIONSHIP PLAY REQUEST & GUIDELINES

Any written application requesting to conduct a NIT, Super/National Regional or World Series, provided the applicant has one year of proven participation with the NSA. Only in the case where a new program in a State, has less than one year of proven experience, will a written request be accepted to conduct an NIT, Super/National Regional or World Series Tournament Written request must include complete and detailed information concerning all aspects of the tournament. This information will be included in the mandatory contract for these tournaments.

- a) Any Tournament Sponsor must be approved and specified by the National Office.
- b) A complete description of the facilities must be submitted. This description must include the number of playing fields, dimensions, lighting, location, seating arrangements, scoreboards, sound systems and any other details pertinent to the tournament location and the facilities it may provide.
- c) A complete list of motels, their accommodations, prices, addresses, and phone numbers; plus the proximity to the playing fields must be submitted. Included in this listing must be discounted team prices

- and adequate comp rooms for out of state umpires and NSA personnel.
- d) The availability of any media. This would include newspaper, radio, and television coverage.
 - e) A list of special events or attractions for participating teams. This would include parties, opening ceremonies, manager's breakfast, and any other social activities provided.
 - f) The financial responsibilities of the tournament must be specified between that of the Sponsor, Tournament Director, Park Owner, and the National Softball Association.
 - g) Any other facts or aspects of the tournament, not covered in (a) through (g), will be incorporated and made a part of the application and contract for the specific tournament being requested.

SECTION 11 CHAMPIONSHIP PLAY - PLAYING FIELDS

The playing fields, under contract, to be used in a NIT, Super/National Regional or World Series tournament must meet the guidelines and specifications as outlined in the Official Rule Book of the NSA. All playing fields must have outfield fences. The Executive Committee of the National Softball Association must approve any on field specifications that deviate from the Official Rule Book in advance.

SECTION 12 CHAMPIONSHIP PLAY ENTRY FEE

The amount a team is to pay, as entry fee for an NIT, State, Super/National Regional, World Series or Super World Series tournament will be decided by the President/CEO of the NSA. The President/CEO will also decide the distribution and percentage of this entry fee.

SECTION 13 CHAMPIONSHIP PLAY TRAVEL MONEY

Travel expense money shall not be paid to any team winning a NIT, Super/National Regional or World Series tournament. Travel expense money may be awarded to teams that participate in qualifying tournaments. This money is not to be paid directly to any team, must be forwarded to the tournament director and given to the team after participating in the first game at Super/National Regional, World Series or Super World.

SECTION 14 CHAMPIONSHIP PLAY PLACEMENT

All NIT, State, Super/National Regional and World Series tournament play will be under the jurisdiction and direction of the NSA President/CEO with full cooperation from the host city committee. The Regional Director shall appoint a qualified individual to serve as Tournament Director and a qualified individual to serve as Tournament Umpire-in-Chief. The Regional Director of the region that is hosting the tournament, will act as liaison officer between the host city committee and the NSA President/CEO.

All Championship Play Tournaments will have an appointed tournament committee that will ensure that the tournament is run according to the guideline rules and bylaws of the NSA. This committee will also rule on any protest. The tournament committee will be under the direction of the Tournament Director and the Tournament U.I.C.

SECTION 15 CHAMPIONSHIP PLAY QUALIFYING BERTHS

The following is a list of how teams may qualify to participate in State Championships, Super/National Regional, National or World Series tournaments:

- 1) State Championships
 - a) MUST participate in a World or Super World Qualifier or NIT
 - b) Participation in an approved NSA league with an online roster

- 2) Super/National Regional- Nationals
 - a) 1st-3rd in a World Series Qualifier
 - b) 1st-4th in a Super World Qualifier
 - c) 1st-6th or top 20% in a Super World NIT
 - d) 1st-6th in a State Championship
- 3) World Series/Nationals
 - a) 1st in a World Series Qualifier
 - b) 1st & 2nd in a Super World Qualifier
 - c) 1st-3rd or top 20% in Super World NIT
 - d) 1st-3rd or top 10% in State Championships
 - e) 1st-4th or top 10% in Super/National Regional

Super World Berth see Article XVIII Section 1

MUST validate a Super/National Regional or World berth by participation in State Championships. **EXCEPTION:** *Approved by NSA President/CEO.*

A registered team of the National Softball Association that is named as a host team from the area where the Super/National Regional or World Series tournament is being played. The host team must play in the state tournament and must be approved by the Regional Director and the President/CEO.

SECTION 16 PASS BERTH

If a team has qualified to compete in a Championship Play tournament and due to a legitimate reason cannot attend; they may be replaced by the next qualified team chosen by the respective State or Regional Director.

SECTION 17 TOURNAMENT ENTRY DEADLINE

The Tournament Director, with approval from the President/CEO of the NSA, will set a deadline for accepting entries for Super/National Regional or World Series tournaments. A one (1) week minimum is required.

SECTION 18 TOURNAMENT ROSTER DEADLINE

The Tournament Director, with approval from the President/CEO of the NSA, will set a roster deadline for Super/National Regional or World Series tournaments. A one (1) week minimum is required.

SECTION 19 CHAMPIONSHIP PLAY MULTIPLE BERTHS

Any team that wins a multiple berth to Championship Play events must participate in the highest class in which the team has qualified, and forfeits any berths and travel money, and is not allowed to participate in the lower classification.

SECTION 20 CHAMPIONSHIP PLAY ENTRY

Teams entered into Championship Play MUST be done by the teams respective State Director. Tournament Director cannot take teams directly without going through the respective State or Regional Director. **EXCEPTION:** *Approved to do so by the President/CEO.*

SECTION 21 TRAVEL PERMITS

Once a World Series Tournament is scheduled, a State Director may issue a travel permit (or give permission) with the approval of the Regional Director and the National Office to a team to participate in a World Series outside of the scheduled area. The President/CEO must approve any such permission. If there are not enough teams to conduct a scheduled World Series, a team may be allowed to travel to the closest World Series available to them, provided the NSA President/CEO grants permission.

SECTION 22 CHAMPIONSHIP PLAY ROSTER CHECK IN

In all National Softball Association World and Super World Series it will be mandatory that all team rosters be checked and all players on that roster to show government issued picture id of who they are and sign the roster in front of the Tournament Officials prior to the first game played and at any time deemed necessary during that tournament. This includes teams in both the winner and loser brackets.

ARTICLE XVIII SUPER WORLD SERIES

(Men's & Women's) Divisions of Play: A, B, C, D & E

Winners of the Super World Series in Men's and Women's Class C, D and E will receive 3-point upgrade value for the current year for all rostered players that have accepted the team invite and haven't been released prior to release date. Player(s) has appeal privileges to NSAAppeals@gmail.com with the Player Point Committee (PPC), then submitted to the National Office for changes.

SECTION 1 SUPER WORLD QUALIFYING and VALIDATION

How to qualify for the Super World Series and validate those berths, Teams must receive a berth from a Super World Qualifier, Super World NIT, State Championship, Super/National Regional or World Series. (Super World Qualifier, Super World NIT, State Champion, State/National Regional berths can be passed until accepted.

- a) SUPER WORLD QUALIFIER Winner **must validate** by participating in State and either the Super/National Regional or World Series. **Director will pay \$200 towards the Super World entry fee.**
- b) **Super World NIT Winner must validate by participating in ONE (1) of the following Championship Play Tournaments: State, Super/National Regional or World Series**
- c) Super World NIT 2nd Place berth **must validate** by participating in state and either the Super/National Regional or World Series. 3rd Place berth is awarded when Super World NIT has 16+ teams, these berths may be passed to a team that has at least a 2-2 record.
- d) **Combo Super World NIT berth (s) B/C, C/D, D/E NIT'S** the top two (2) in each class will receive a Super World Berth and the travel will be retained by the respective classifications, third (3rd) berth is given with 16+ teams.
- e) State Championship berth(s) **must validate by participating in either the Super/National Regional or World Series.** States that run multiple states (East, West, South, North and Super State) will be able to award a Super berth to each champion. At the State, directors may give additional Super World Series berths. If there are 12+ teams, a 2nd berth is awarded and if there are 20+ teams, and a 3rd berth is awarded. These berths may be passed to any team that has at least a 2-2 record.
- f) Super/National Regional Two (2) berths will receive a director berth to the World Series and Super World Series. Third (3rd) berth with 16+ teams.
- g) World Series Three (3) or top 30% berths will receive a direct berth to the Super World Series. **NO PASS DOWNS**

EXCEPTION: *In World Series with 12 or fewer teams the 3 awarded berths can be passed down until accepted but to no 0-2, 0-3 or 1-3 record teams.*

Participation Berth awarded must validate by participating in a state championship plus four (4) Qualifiers/Super NIT's and either Super/National Regional or World Series.

- h) Spring, Fall and Winter States DO NOT validate World or Super World berths. Winter, Spring and Fall Worlds DO NOT validate Super Worlds.

EXCEPTION: Men's & Women's A & B teams can go directly to Super World, MUST be sanctioned, and have an online roster by 09/01/2024.

Teams with NO program will only be awarded berths by the NSA President/CEO.

Any at-large berths beyond the above qualifying procedures will be approved by the NSA President.

SECTION 2 SUPER WORLD SERIES ROSTERS

- a) Teams are limited to twenty-five (25) players per roster. Super World Series a team can add two additional players for the Super Worlds through the National Office and/or Super Coordinator in the **graved area** on roster and prior to tournament deadline.
- b) Add one (1) player you can release 1 player * Add two players and you can release 2 players for Super World Only.
- c) Players **MUST** fit into the teams point classification. Teams cannot exceed the classification points they are qualified to participate in.
- d) Super World Series additional players with no player point value can be added by going through the Player Point Committee (PPC) prior to the roster deadline.
- e) **All rosters shall be printed from the NSA Online system by the National Office. ALL Championship Play rosters must be uploaded to www.PlayNSA.com or have originals sent to the National Office and Tournament Director is to retain copies for their records.**
- f) No pencil and or ink player additions other than signatures shall be made at the Super World site.
- g) Mandatory roster check and wrist bands applied to only players listed on the playing roster.

SECTION 3 SUPER WORLD TRAVEL FUNDS

Teams must post the appropriate tournament fee to secure the berth. **NSA is offering a \$50 discount off the Super World Entry fee if paid in full to the National Office by 08/01/2024.**

Winner of a Super World NIT and 2nd place receive a berth and travel money to Super Worlds. 3rd place will be awarded if 16+ teams participated. These berths may be passed to a team that has a 2-2 record or better, they receive an unpaid berth to the appropriate Super/National Regional, World Series and the Super World Series Tournament, but must validate the Super World Berth (winner must play in any one of these tournaments State, Super/National Regional or World Series) 2nd or 3rd place must validate by playing in the State and either Super/National Regional or World Series.

- a) Teams that finish in 1st place will receive \$50 per team and 2nd place will receive \$25 per team in a Super World NIT, Super/National Regional and World Series travel money that is based per team in the Tournament.
- b) Teams in a COMBO Super World NIT that finish 1st or 2nd in each classification will receive travel money that is based on 1st place \$50 per team and 2nd place \$25 per team in each classification. The travel money

- will be given based on the **number of teams in each classification** and awarded to the appropriate classification at the Super Worlds.
- c) Third (3rd) place team and/or % of teams based on type of championship play tournament will receive a berth to the Super World Series.
 - d) The NSA President/CEO shall make all at-large berths to the Super World Series.

SECTION 4 PAYMENT PROCEDURE FOR SUPER WORLDS

- a) Teams that win berths to the Super World Series from a Super World Series NIT, State Championship or Super/National Regional Tournament, must submit a paid Super World Series entry fee to National Office, within 14 days after the completion of the tournament. Failure to submit Super World fee within 14 days MAY result in forfeiture of your berth.
- b) All berths awarded at the World Series Tournament must submit a paid Super World Series entry fee to the National Office within 7 days after the completion of the World Series Tournament. Failure to submit the entry fee by the deadline listed above may result in the team losing the berth and the berth being passed down to the next highest team and losing all travel money won.
- c) NO REFUNDS after the tournament deadline.
- d) NO REFUNDS after brackets have been drawn and posted.
- e) NO REFUNDS if a tournament is marked as full on www.PlayNSA.com

ARTICLE XIX PROCEDURES FOR COMPLETION & REFUNDS OF TOURNAMENTS

SECTION 1 CHAMPIONSHIP PLAY WEATHER

The National Softball Association shall use the following format for completing Adult NIT, Super/National Regional and World Series tournaments:

- a) Normal rain delay, push games back without any changes.
Look at the option of playing games throughout the night with no changes in the format.
- b) One (1) pitch tournament with a forty-five (45) minute time limit.
- c) Drop the loser's bracket. Refer to Section 2 below, for order of finish at a point and time when the tournament cannot be completed.

SECTION 2 CHAMPIONSHIP PLAY ORDER OF FINISH

The National Softball Association shall use the following methods in determining the order of finish in a Championship Play tournament that cannot be completed:

- a) Any single undefeated team will be declared the Tournament Winner.
- b) If there is more than one (1) undefeated team in the Winner's Bracket, those teams will be declared Co-Champions.
- c) Head to head competition.
- d) Average per game of the total runs allowed in the tournament.
- e) Average per game of the total runs scored in the tournament.

- f) If a tie remains from the results of the above criteria, then and only then can a Tournament Director use a coin flip or other approved methods to determine the final standings in the Tournament.
- g) The NSA President/CEO must approve any method not listed above.

NOTE: *Bracket Play. Once teams are seeded into Bracket Play, the bracket will determine the order of finish, no matter the record of the team in pool play.*

NOTE: *Directors: for more information on how to determine a winner or how to give awards to co-champions, refer to www.PlayNSA.com and click on the Blank Forms in your Director account.*

SECTION 3 REFUNDS

A team may receive a refund of an entry fee for a sanctioned NSA tournament only under the following condition:

- a) A request for refund, sent by email, certified mail, return receipt requested, sent to the Tournament Director and received prior to the published cutoff date for receiving entries. The U.S. Post Office postmark will be considered as the date of the refund request. The Tournament Director will forward a check to the team making the request. A refund is not required, regardless of when the request for refund was postmarked, if received after the tournament is drawn.
- b) NO Refund after tournament deadline
- c) NO REFUND after the brackets have been drawn and posted.

ARTICLE XX ACTS OF DISBARMENT OR SUSPENSION

SECTION 1 CONDUCT ON & OFF FIELD

Any team, player, manager/coach or other team representative, whose conduct on or off the field that would be detrimental to the National Softball Association will be dealt with immediately. The National Softball Association expects that all managers/coaches, players and team representatives to act in a manner where sportsmanship is always practiced. The Association also expects team coaches or officials to have complete control of their players and spectators at all times during the playing of a National Softball Association sanctioned league or tournament. The National Softball Association through its Regional Director and the President/CEO shall have and reserve the right to withdraw membership during the playing of any NSA Sanctioned Tournament.

SECTION 2 UNSPORTSMANLIKE BEHAVIORS

The National Softball Association will not tolerate any of the following unsportsmanlike behaviors.

- a) Any coach, player, team official or parent that displays abusive behavior or language in any form during the playing of an NSA event.
- b) Any coach, player or team official using words or actions that will incite demonstrations.
- c) Using any form of intimidation tactics (profanity, baiting, ridicule, etc.) in the taunting of the opposing team and its members.
- d) The use of any behavior that is not conducive to fair play.
- e) Fighting and/or leaving the bench area when a fight has broken out will result in all participants engaged in the altercation to be immediately ejected from the game.

- f) Any type of physical attack on a player, umpire or tournament official during the playing of the game or immediately following the game.

EFFECT: Any coaches, players or team officials that take part in any of the above conduct shall be ejected and/or suspended for one (1) or more games during the remainder of the tournament. Upon further investigation by the NSA Director if any of the above unsportsmanlike conduct is warranted to be severe enough in its nature, the NSA has the right to issue additional penalties. Such penalties can involve the suspension of further play of the team and/or its members in the tournament. Any of the above behaviors can also warrant the NSA to issue further suspensions and even disbarment of the guilty parties from the National Softball Association.

SECTION 3

- a) Any type of physical attack of any player, coach, umpire, league or tournament official or any officer of the National Softball Association during a game or immediately following a game, being held under the administration of/or sanctioned by the National Softball Association. A person that has pending charges or a conviction of battery toward an NSA Official or any NSA Representative may be banned from participating in any NSA activity with the approval of the National Softball Association Vice President and/or President/CEO.
- b) A team member(s) using audible obscene language or any display of flagrant actions considered as unsportsmanlike gestures.
- c) A player or team receiving money or financial benefits in consideration of participating in softball competition.
- d) A team, coach or player knowingly competes with or against ineligible, illegal or suspended players.
- e) A team, coach or player participating in or permitting a fraud to be perpetrated.
- f) A team, player, coach/manager or parent/guardian participating in or permitting a fraud to be perpetrated by **electronically or physically** signing another person's name(s) on a NSA roster.
- g) Any NSA Official who refuses to submit collected or owed funds that are due the National Softball Association.
- h) Any player or team that competes under an assumed name.
- i) **Any Player, Parent or Coach registering for multiple player profile accounts.**
- j) Any team or player participating illegally
- k) Any player utilizing multiple player numbers.
- l) Any player, coach or team using a false or extra player number of a player on roster.
- m) At any time a submitted roster is found to not have been individually signed by players or parents/guardians, it will be considered illegal and players will be ineligible to participate.

PENALTY: The team can be removed from a current tournament or if it is discovered after the tournament is completed, the team will lose any berths and points from the tournament and in either case, the coach/manager and team can be suspended for a year.

- n) Any person or persons or team submitting a bad check, stopping payment on a check, or doing a credit card charge back or providing a bogus credit card number to the National Softball Association or to any Director acting on their behalf will be suspended. This may include all players on the roster of the team that is involved and may also hold responsible the legal guardian of any minor.
- o) Any person who purposely uses false information to damage the reputation, image, or credibility of the National Softball Association.
- p) All suspensions MUST be submitted through the State Director, and then forwarded to the respective Regional Director, which will forward to the National Office. The suspension will be posted by the National Office ONLY. Directors are to be advised that if they have information concerning suspension(s) this should be sent into the National Office to be posted to the National web site www.PlayNSA.com.

SECTION 4 SUSPENSIONS

- a) Any NSA Officer, Director or persons representing the NSA that violates any Articles of these Constitution/Bylaws or does not adhere to the Policies or Procedures of the National Softball Association, may be suspended.
- b) Any NSA Officer, Director, or persons representing the NSA that fail to submit fees and/or information due the NSA, in a timely manner, may be suspended and will have no insurance coverage.
- c) What makes an NSA Sanctioned Event?
 - 1) NSA teams sanctioned online with signed NSA roster
 - 2) NSA umpires sanctioned online prior to taking the field with current year membership number.
 - 3) NSA rule book must be followed. Any special rules must be submitted in writing to the National Office for approval at least one week prior to the event.
 - 4) NSA approved equipment – NO EXCEPTIONS
 - 5) Tournaments must be approved by the State Director.
 - 6) Tournaments and tournament results are to be posted on PlayNSA.com
 - 7) Complete list of Sanctioned Event requirements are posted under the Director and UIC blank forms on PlayNSA.com. Please review to ensure you are holding a sanctioned event.

If any of these requirements is not met insurance coverage will be void.

- d) Any Officer, Director, Umpire, Participant, Vendor, manufacture or persons representing the NSA that are suspended for any reason, will not be allowed to participate in any capacity within the Association, until such suspension has been lifted. This would include any sanctioned event or any event being conducted under the Administration of the National Softball Association.
- e) The NSA has adopted the following procedure with regard to disagreements that threaten legal action or that lead to legal action. By any of the following, but not limited to, a player, coach, team or related persons against any affiliated person director, park, umpire or facility of the NSA. Any participant, team, coach, sponsor or any other party who threatens in writing, through legal counsel or otherwise to take legal action

against the NSA, files a legal action against the NSA or has a lawyer contact the NSA verbally regarding a dispute will automatically and immediately be suspended from all NSA activities until the legal discussions are concluded to the satisfaction of the NSA. Additionally, if legal action is filed against NSA or a NSA affiliated person, park, or facility by any participant, team, coach or any other person, the person filing the action, the person's team (if a player or coach), and each of its members may be suspended from any and all NSA events until the legal actions are resolved to the satisfaction of NSA.

ARTICLE XXI APPEAL PROCESS PROCEDURES

SECTION 1

Outline of the National Softball Association's Appeal Procedures:

- a) Step 1: Any team or player affected by the occurrence or condition that would cause an appeal may present that appeal in writing to the appropriate Regional Director within fifteen (15) days after the occurrence or condition. If not filed within fifteen (15) days the applicant loses their right to appeal.
- b) Step 2: If the appealing team/person does not receive a satisfactory resolution to the first appeal, the applicant may indicate dissatisfaction with the first appeal. The applicant may then submit the proper forms within fifteen (15) days to the appropriate National Softball Association Vice President duly appointed by the President/CEO to conduct the second step of the appeal process. If not filed within fifteen (15) days the applicant loses their right to appeal.
- c) If the appealing team/person does not receive a satisfactory solution to the second appeal, the applicant may indicate dissatisfaction with the second appeal. The applicant may submit within ten (10) days the proper forms to the President/CEO of the National Softball Association, unless there has been a mutual agreement for an extension. The applicant may submit this final appeal in writing or may request that a hearing be conducted. All parties involved may have legal counsel and any witnesses at this hearing. The applicant must pay all financial responsibilities for such legal counsel or witnesses. The President/CEO must render a decision within ten (10) days pertaining to the final appeal. The decision rendered by the President/CEO is final and under no circumstances will another appeal be granted.

The President/CEO and/or the Executive Vice President must approve any exceptions to the above bylaws.

PENALTY: Violation of any part(s) of the above bylaw will cause the player(s), team(s), umpire and director to become ineligible to participate in any officially approved sanctioned National Softball Association league or tournament.