

## **NISA SOFTBALL RULES**

**NISA PLAYING RULES:** Will govern with the following exceptions:

**A.** Has a division 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 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. Each team is allowed 2 Non Natives; In Coed it must be 1 Female & 1 Male.

**B. All Players MUST be registered and have a wrist band (ankle) in order to participate in this event.**

**If a player is caught without a Wrist Band he will be ejected from that game.**

**A team can protest a player if they notice the player does not have a wristband or ankle band.**

**All players must be listed on the Official NISA Roster.**

### **C. TEAM SHALL CONSIST:**

Of 10 or 11-12 players if the optional extra player (**EP**) is used. Players of the team in 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 players 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.

**EXCEPTION:** A team must have nine (9) players to start a game but may finish with eight (8). **An automatic out will be recorded if players on the starting line-up are unable to bat.** If a team starts with nine (9) players, a tenth (10<sup>th</sup>) player maybe added when he/she shows up but must reported to both to the Home Plate Umpire and the score-keeper, and must bat last in the batting order.

**NOTE:** A team that starts with nine (9) players may finish with eight (8) players. If a team has less than eight (8) players they must forfeit the game. The defensive team with two (2) outs cannot intentionally or unintentionally walk the batter prior to the vacant spot in the batting order, the automatic out is skipped and the batter whose name Succeeds the vacant spot now becomes the batter of record.

**D.** Official line-up cards are to be completed and submitted to the official score keeper and the umpire at least 15min prior to the start of each game. The Line-up card shall contain the first and last name of each player, position and uniform number. Names of substitutes should be included.

**NOTE:** If a wrong number is on the line-up card, correct it and continue playing with no penalty.

**E.** Substitutes are to be listed by their last name, first name and uniform number.

**F.** Eligible roster members may be added to the available substitute list any time during the game.

**G. BALLS and STRIKES:**

There will be a three (3) balls and a three (3) strike count. When the 3<sup>rd</sup> strike is struck at, missed or is fouled off

**EFFECT:**

The batter is out and the ball becomes dead. And all base-runners must return to the last base touched at the time of the pitch.

**H. COURTESY RUNNER:**

Both a male and a female courtesy runner may be used once per half inning. Males may run for males and females may run for females or males. A courtesy runner may be any player on the roster, whether or not he/she is in the line-up.

**I. EXTRA PLAYER (EP)**

If the extra player (EP) is used, a team must use two (2) extra players, one (1) male and one (1) female for Coed. 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 (EP) rule, and in the event of 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.

**J. A REGULATION GAME:** Shall consist of seven (7) innings or 60 minutes what ever occurs first.

**EXCEPTION: The Run Rule for all games (including the Championship Game) will be a 15 after 3 innings, 12 after 4 innings or 10 after 5 innings.**

**K. THE TIE BREAKER-RULE:**

If, after the completion of seven (7) innings (or a time limit has expired) of play, the score is tied, the following tie breaker May used to determine a winner.

**1.** Starting with the top of the next inning, and each half-inning there after, the offensive team shall begin its turn at bat with the player scheduled to bat last in that half being placed on second base (**e.g.**, if the No. 5 batter is the lead-off batter, the No. 4 batter in the batting order will be placed on second base).

**L. PITCHING:**

A pitchers box consisting of the area from the front of the pitchers plate, 50 feet from home plate, and extending back six(6) Feet perpendicular to the pitchers plate shall be used. The pitcher must release the ball after coming to a complete stop with one (1)

foot or both feet in contact with the pitchers plate or within the pitchers box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction, with the free foot. The pitcher must be facing the batter when delivering the pitch. The catcher must remain within the lines of the catchers box until the pitched ball is batted, touches the ground or home plate, or reaches the catchers box. This area should be calked off. This box allows the pitcher to release the ball from 50 feet to 56 feet from home plate.

**1.** The pitch starts when the pitcher makes any motion that is part of the wind-up after required stop. Any type of wind-up may be used the ball shall be delivered towards home plate below the hip, from the pitching hand, at a moderate speed, which is left entirely up to the judgment of the umpire. The umpire shall warn a pitcher, who delivers a pitch with excessive speed. If the act is repeated, the pitcher will be removed from the pitchers position for the remainder of the game. **2.** The ball must be released within five (5) seconds of the start of the wind-up or the umpire says "Play Ball".

**EFFECT:** The ball is dead. A ball is awarded to the batter.

**3.** The ball must be delivered with an arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum of 10 feet from the ground.

#### **M. HOME RUN LIMITS: (Any untouched ball hit over the fence)**

**Men's Division: Four (4) HR's** with the one-up Home Run Rule.

**Men's Lower Division:** 1 Home Run and then an ending inning out after that.

**Women's Div.:** No Home Run Rule.

The Coed open division team can hit the number of home runs specified for that particular program, and then the one-up home run rule is in effect. **Example:** Coed Open team can Hit 4 HR's, then the one-up rule is in effect. In the Lower Division it is 1 Home Run and then an ending inning out.

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 run above the one-up will score as an out. **Example:** Both Class "B" Teams have hit their respective four (4) home runs by the bottom of the fourth inning. In the 5<sup>th</sup> inning the visiting team is now can hit 2 home runs, which is allowed, because they are no more than one home run up the other team. If one team does not hit their allotted home run limit, then the one-up home run rule will not be used. The home team, in the bottom of the 7<sup>th</sup> or later innings, may hit one home run to pull even in the number of home run as the opposing team, but may not hit a home run to go one up.

#### **N. SHOES:**

**All players, Coaches and participants must wear shoes.**

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.

**O. UNIFORM:**

All players on a team shall wear shirts alike in color and style and not to be ragged, frayed, torn or “cut-off”, and:

1. Numbers must be worn on all uniforms. No players on the same team may wear identical numbers. Numbers must be a minimum of 6 inches.

2. If a team is not in compliance with the uniform rule, the opposing team, if in uniform compliance, has the choice of being the home or visiting team. If both teams are in compliance, or if both teams are not in compliance, then a flip of a coin will determine the home and visiting team.

3. **Violation of uniform requirements is not grounds for protest.**

4. Ball caps or visors must be alike and must be worn properly. Caps or visors are not mandatory, but when worn by one or more players and/or coaches, all caps or visors must match the team cap or visor. **All headgear must be of the same predominant color and worn as intended by the manufacturer. Bandanas, Handkerchiefs, and hard plastic visors, are not approved headgear.**

**Jewelry Rule is in effect.**