



Senior Division Rules

1. Players

- Ten (10) players are to be fielded
- Game may be played with a minimum of seven (7) players.
- No player on the regular roster may sit for more than one (1) inning in a row – unless due to injury. If not, the game will be forfeited.

2. Equipment

- Face masks are **REQUIRED** to be worn by all infielders, including pitcher.
- No metal cleats
- Helmets must be worn by batter and base runners during games and practices
- Ball is to be 12" regulation softball supplied by the League.
- **ONLY ASA/USA Softball APPROVED NON-COMPOSITE BATS ARE ALLOWED AT ANYTIME**
 - This includes games or practice.
 - Only single walled, one-piece construction bats are allowed to be used.
 - No composite bat of any type, no hybrid or half and half technology bat and no bat with fiber/composite reinforced core or handle is to be used.
 - If a batter enters the batter's box with a composite/illegal bat, the batter will be out.
 - If a batter makes contact with a pitched ball using a composite/illegal bat, the batter is immediately called out and the runners are returned to their bases.

3. Field dimensions

- Base distance to be sixty (60) feet.
- Pitching distance to be forty-three (43) feet (from point of plate to front of pitcher's mound)

4. Game Length

- Starting time is 6:00pm (weeknights)
- Line-ups are final and must be presented no later than 5 minutes before game time
 - Anyone arriving after that must be placed at the bottom
 - Umpires will penalize any team for delaying start of game (i.e. balls/strikes)
- Game will last no more than 7 innings, 6 ½ if the home team is ahead
- A new inning cannot be started after 1 hour 45 minutes (weeknights)
- A new inning cannot be started 2 hours after start time (weekend)
- Time limit still in effect even if there is no game after
- Mercy rule – Game will end if one team is ahead by 15 runs or more after 5 innings (4 ½ innings for the home team).
- Forfeit time is 6:15pm on weeknights or 15 minutes after the scheduled game time for weekend games. If both teams are not prepared to play – both forfeit
- If a new inning is started before the time limit, but enough innings have been played for a complete game and in the middle the inning the game is called for darkness or weather the game will be considered complete and the score will revert back to end of the last full inning.
- **Seniors Division Only:** Forfeit time may push back to 6:30pm with **prior** approval of the Division Head
 - When both teams have at least 7 players, game will start - late arrivals added per Rule #10.
 - For approved starts after 6:15pm, a complete game will be declared after 4 innings.
 - Should 4 innings not be completed teams will reconvene and continue play to the 1 hour 45 minute time limit.
- All regular season games can end in a tie.

5. Ending an inning

- Inning ends once a team has scored ten (10) runs or there are three (3) outs, whichever comes first
- In the final inning, the inning ends only after three outs – no run limit in final inning

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- Final inning must be identified by coaches prior to the start of that inning
- Once final inning is identified, the game is over after that inning – even if more time allows – unless additional inning is agreed to by BOTH coaches.
- Run rule only applies for regular season games

6. Defense

- Positions
 - 1 playing pitcher
 - 1 catcher
 - 4 infielders (first, second, third base, short stop)
 - 3 outfielders plus short fielder
 - short fielder must start on the grass not in the infield
- Pitching
 - Windmill pitching is allowed but not required
 - Pitcher who has accumulated **twelve (12) strikeouts** in the current game may NOT continue to pitch for the duration of that game. A strikeout on one batter registered by both pitchers goes to both pitchers.
 - A dropped third strike which results in the batter safe at first, is **not** registered as a strike out to the pitcher
 - Hit-by-pitch
 - Pitcher hits two batters in the same inning, she may no longer pitch during that inning.
 - Same pitcher hits one batter in any subsequent inning, then she may no longer pitch during that inning.
 - Same pitcher hits another (4th) batter, then she may no longer pitch in that game.
 - NSPL follows USA Softball pitching rules
- A foul ball hit by the batter that goes higher than the batter's head and is caught by the catcher will be an out.
- A fielder may not take a blocking position at any base (this includes the catcher at the plate) unless she is making a play on the runner. A player is considered making a play on the runner when the fielder has possession of the ball or is in the imminent process of receiving a ball thrown to the fielder to tag the runner or the base.
- Time between innings should be kept as short as possible
 - Pitchers get 3 warm-ups pitches per inning

7. Base Running

- Leads are permitted after the pitcher releases the ball.
- Sliding is permitted
 - A player must either slide or avoid contact with the defensive player on any play at home plate.
- Stealing is permitted
 - Unlimited steals per inning
 - Delayed steals are permitted
 - If a team is ahead by ten (10) runs or more they are not permitted to steal until the lead is nine (9) runs or less. Runner is at risk of being tagged out unless returns to base before tagged out.
- Dropped third strike is in effect
 - Batter may advance on strike three if the catcher fails to catch the ball and first base is open, or there are two outs.
 - If batter reaches 1st base safely, it does not count as a strikeout for pitcher
- Infield fly rule is in effect



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- Tagging up on fly balls is allowed
- Overthrows into the dead ball area—the runner is awarded two (2) bases from the last occupied base when the throw leaves the hand.
- Runners may advance at will, until umpire calls the play over.
- Pinch runner
 - Catcher courtesy runner is permitted with two (2) outs.
 - Runner must be player who made the last out.
 - No other pinch runners are allowed, except for injury

8. Batting

- Each team member will bat in order, using all team members in the lineup until end of inning.
- Bunting is permitted – Fake bunts are **NOT** allowed
 - If a player shows bunt and then pulls back and swings away, it is a dead ball and the batter is out, regardless of whether or not contact was made with the pitched ball.
- Helmets must be worn by batter and base runners during games and practices.
- Throwing the bat is an automatic warning to both teams, regardless of offending player. Second offense is an automatic out to the offending team.
- Batting out of order
 - Defensive coach must bring it to the attention of the umpire before the first pitch to the next batter
 - Batter who batted out of order will be declared out and any advance or score made because of a ball batted by the improper batter will be nullified
 - Batting order can continue as normal starting with the batter who was skipped

9. Double Base

- A batted ball hitting the white portion of a double base is fair. A batted ball hitting the colored portion of a double base is foul.
- Whenever a play is being made on batter-runner, the defense **MUST** use white portion and batter **MUST** use the colored portion. On extra base hits or balls hit to the outfield, when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion
- On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. **NOTE:** This includes overthrows.
- When tagging up on a fly ball, the white portion must be used.

10. Players arriving late/leaving early

- Coaches, **before** the start of the game, must inform any opposing coach of any player(s) who are arriving late or leaving early
- Players arriving late must be placed at the bottom on the batting order (after any call-ups). Player leaving early can be anywhere in the batting order.
- If the player leaves, for any reason other than injury, without prior notification, it shall be declared an out when the player is scheduled to come up to bat.

11. Cancellations

- Assume game is “on” unless canceled by the League on the League website.
- Games will be made-up as soon as possible
- Games canceled without approval by umpire or Division Head will be forfeit.

12. Incomplete Games – need to decide what to do about late starting game

- Official game is 5 innings, 4 ½ innings if home team ahead.
- If less than 1 COMPLETE inning is played, a full makeup game will be played.



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- All other games that exceed 1 inning, but are not official, will be picked up where they left off.
 - Same score, outs, bases occupied, and pitch count.
 - If a player cannot make the rescheduled game, their place in the batting order is skipped during the continuation game.
 - A player who is added to the make-up game is just added to the bottom of the batting order.
- **Approved late starts - Seniors Division Only:**
 - For approved starts after 6:15pm, a complete game will be declared after 4 innings.
 - Should 4 innings not be completed teams will reconvene and continue play to the 1 hour 45 minute time limit.

13. Standings

- See playoff rules

14. Miscellaneous

- Free substitution is permitted throughout the game.
- Only those coaches/ volunteers who have submitted the required background checks and ACE certification and have been NSPL approved coaches/ are allowed on the field, in the batting cages, or in the dugout – this includes any games or practices.
- Only registered players of NSPL are allowed to participate in the game, pre-game warm-ups or practices.
- No smoking or other use of tobacco is permitted on the playing field side of the paved driveway that provides access to Troop Field.
- No alcohol allowed at in any area or Troop Field – this includes the parking lot.
- No dog or pets of any kind (excluding service animals) are allowed on the field or in the areas surrounding the field – this includes any games or practices.
- Official USA SOFTBALL rules, adjusted herein, will apply.