

NSBF's Co-ed Slow-Pitch Softball Rules 2021

Rules that have been changed and/or amended are marked by **yellow highlight**.

I. The Playing Field

1A. Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- The softball diamond is a square with equal sides of 60 feet (18.29 meters).
- The pitching strip is in the center of the diamond, 50 feet (15.24 meters) or just over 15 paces from home plate.

II. Equipment/Attire

2A. Athletic shoes are required. **Metal cleats are not allowed.**

2B. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.

2C. Each team is responsible for bringing their own team equipment necessary for each game.

2D. ONLY NSBF approved balls will be allowed for Games. The home team will provide game balls.

2E. Players must wear own uniforms. Jerseys must have numbers.

III. Officials

3A. Games must be officiated by at least one umpire. Officials govern all game play and issue all final rulings.

3B. Umpires have jurisdiction over play and may call off a game due to darkness, rain or other cause at the umpire's discretion.

IV. Player Eligibility

4A. All participants must be registered on a team affiliated to the NSBF and have a valid player license.

4B. All participants must be on the team roster.

4C. Players can only participate for one (1) club throughout the Grand Slam Series and NM (borrowed players will be permitted in accordance with rule 7B).

V. Registration

5A. Teams must register for tournaments no later than two (2) weeks prior to tournament start. Teams not registered by this deadline will not be permitted to participate.

5B. Teams may withdraw from tournaments up to three (3) days prior to the tournament start. Teams withdrawing after the deadline will be subject to penalty.

5C. Teams wishing to participate in NM must participate in at least one (1) Grand Slam event throughout the season.

VI. Team Rosters

6A. Each team roster must consist of a minimum of 9 players. Rosters must be submitted prior to the start of each individual tournament.

6B. Each team shall have one Captain, the captain will be responsible for the team. The Team Captains must ensure that:

- a. All team players must bat in the same order.
- b. Only the Captain may request a conference with the umpire to dispute calls.

VII. LINE-UPS / GAME TIME

7A. The second team named on the schedule (after the at) designates the home team that will occupy the 1st base bench.

7B. Line-ups: Teams must field at least nine players and no more than ten. Everyone on the roster must bat. Teams can field 10 players (minimum 3 of each gender) or 9 players (minimum 3 of each gender). If the minimum of 3 of each gender is not met, players must be borrowed from another team. Notification of the intent to borrow players must be submitted to the host team and NSBF at least three (3) days before the competition. A maximum of two (2) players can be borrowed by each team at each tournament.

7C. Batting Order: Teams must field at least nine (9) players and no more than ten (10). Everyone present at the game may bat as long as no more than 4 players of the same gender bat in a row.

7D. All team players must bat in the same order each time through the line-up. If substitutions must be made offensively when batting all present players would violate the batting order rules, players may only re-enter in the same spot in the order.

7E. A team having nine (9) players present at game time prior to the first pitch must begin play immediately or the umpire, after a two-minute fair warning, will forfeit the game. Teams may start with 9 players (minimum 1 of opposite gender) but will be charged out penalties for missing players. Teams with 9 players and no members of the opposite gender cannot begin a game.

7F. The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after **55** minutes of playing time. The umpires watch shall be the official time. Teams may ask the umpire the start time.

EXCEPTION: If both captains agree, game may be started before scheduled game time.

7G. Mercy Rule: If five (5) innings have been played (4 ½ if the home team is ahead) and one team is leading by ten (10) runs or more, the game shall be called; also 15 runs after 4 innings, and 20 runs after 3 innings.

7H. A team failing to place at least nine (9) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.

7I. All batters shall assume a one-ball, one-strike count when beginning their at-bat.

XIII. Defensive Positions

8A. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one (1) female in the outfield and at least one (1) female in the infield if playing with only 2 females. (pitcher and catcher count as infield regarding this rule).

8B. All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

IX. Outfield Line

9A. A line is marked across the outfield in an arc 150 feet (45.72 meters) from home plate. All outfielders have to stand behind this line until the ball is hit.

X. Substitutions

~~10A. A female may only substitute for a female in the batting order, a male for a male.~~

~~10B. Teams may substitute freely on defense each inning.~~

10A. Teams may substitute freely on both offense and defense. However, the minimum number for players of each gender must be met at all times. Violation of this rule will result in an out being recorded at the time of the violation.

XI. Regulation Games

11A. Regulation games last 7 full innings or 55 minutes (see rule 6F) whichever comes first.

11B. A game that is called off by the umpire for darkness or other safety reason after 4 full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner.

11C. In the event of a tie score at the end of the 7th inning or 55 minutes (whichever comes first), extra full innings shall commence until a winner is determined. In the event a game goes into extra innings, each team will begin their half inning with a runner on second. This runner must be the last person who batted in the prior inning.

11D. A team Captain may raise protest with the umpire for blatant rule infraction but will accept the umpires final ruling.

XII. Running

12A. Runners must stay within the base line unless avoiding interference with a fielder making a play on a batted ball. Fielders must stay out of the base line if not making a play on a batted ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line illegally shall be safe at the base to which they were running. Runners who interfere with a fielder making a play on a batted ball will be ruled out.

12B. Leading off base and stealing are not allowed. A runner off his/her base when the ball is pitched is out.

12C. After a batted ball is caught, runners must tag their original base before running to the next base. Runners may overrun first base only.

12D. In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a teammates over-the-fence home run or walk, all bases must be touched in order. If not, the opposing team may appeal to the umpire that the player missed a base and the player will be declared out. If that player scored on the play, that players run will not count. If that is the third out of the inning, all other runs scored by players touching all bases in order will still count.

12E. No blocking the plate (runner gets priority)

XIII. Fouls

13A. A foul ball counts as a strike.

13B. A foul ball on the third strike is an out. One courtesy foul will be given. Second foul on strike 3 will be considered a strike out.

XIV. Outs

14A. A count of three outs by a team completes the teams half of the inning.
An out is:

1. A runner tagged by the ball in fielder's hand or glove at ANY time while not on base;
2. Any batted ball (fair or foul) that is caught;
3. A fielder catching the ball with their foot on the base to which a runner is forced to run.
4. A runner off of his/her base when the ball is pitched.
5. A ball hit when the batter steps out of the batters box.
6. An intentionally bunted ball or blatant "swinging bunt" attempt.
7. Running out of the base line to avoid a tag
8. Interfering with a fielder making a play on a batted ball, whether intentional or unintentional, as well as intentionally interfering with a defensive player at any time.

XV. Ball in Play

15A. Ball is in play until the umpire declares the play is dead and will call time.

XVI. Designated Runner/Player Positions

16A. In cases of injury or illness, a time-out may be requested for participant removal and replacement. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.

16B. If a player is ejected, injured, or becomes ill and cannot continue, and a substitute is not available, the lineup will continue in the same formation, less the removed player (see rule 6C for applicable penalties).

16C. The pitcher may be replaced on the mound once per inning.

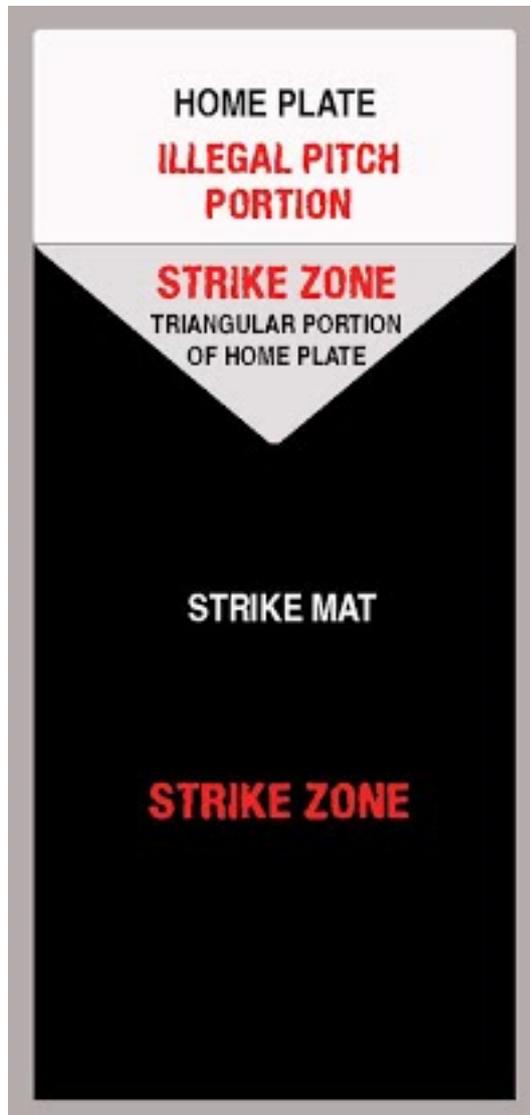
XVII. League Standings

17A. League standings shall be the basis of tournament seeds. Ties in the league standings shall be broken by 1) games won in head to head, 2) run differential in head to head, 3) run differential in overall games.

XVIII. Pitching

18A. All at-bats will start with a 1-1 count.

18B. The strike zone shall be as illustrated below:



18B. A batter that is hit by pitch will not be awarded first base. The pitch will be counted as a “ball” and the at-bat will continue.

XVIX. Home Run Rule

All Leagues have a Home run Limit in accordance with the “3-up Rule”. Teams may only hit a maximum of +3 home runs relative to their opponent’s home run total. Any batter that hits a home run for a team that is already “3-up” will be declared out.

Example: Team A hits two (2) home runs in the first inning to go +2 in home runs. Team B will be permitted to hit up to five (5) home runs without Team A hitting another home run for a total of +3.

XX. Responsibilities of hosting team:

20A. The hosting club is responsible for ensuring that the field conditions are in order, including bases, back-stop of at least 2 m in height and 6 m in width, field markings, etc., no later than 30min. before the scheduled start time.

- The hosting club is responsible for using safety base/double base at first base
- The hosting club is responsible for game balls
- The hosting club is responsible for setting up kiosk, providing toilet facilities, and score keeper facilities
- The hosting club is responsible for scorekeeping and for the base umpire.