

## **Nashua Over 70 Softball Rules**

Players must be age seventy (70) by Dec. 31 of the playing year. Age exceptions may be made for league volunteers if sufficient age appropriate players are unavailable.

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1. Weather permitting, games will be played on Tuesday mornings at Yudicky Field, Rte. 111A, Nashua, NH. Make-up games will be played on Thursday mornings. Game length will be seven (7) innings. The 1st game will begin at 9:00 a.m. No new inning of the 1<sup>st</sup> game will begin after 10:20 a.m. unless the 1<sup>st</sup> game is tied. The 2<sup>nd</sup> game will begin at 10:30 a.m. Incomplete 2<sup>nd</sup> games may continue beyond noon by agreement of the managers.
2. The ball used will be an ASA approved ball with a .52 core and a compression rating of 300.
3. The general rules of softball play apply except where modified herein.
4. Pitched balls must be higher than six (6) feet and no higher than twelve (12) feet. If a pitched ball does not meet this standard, the home plate umpire will call "illegal" and the pitch will be considered a ball. Nevertheless, a batter may still offer at an illegal pitch and play will continue as if the pitch was not called "illegal."
5. Home plate ("Strike Mat") is wooden, nineteen (19") inches wide by thirty-four and one-half (34 ½") inches long. A legally pitched ball that contacts the Strike Mat before contacting the ground is a strike.
6. A batter with two strikes is out if he hits a foul ball.
7. The defensive team consists of eleven (11) players: four (4) outfielders, four (4) infielders, one (1) roving fielder, one (1) pitcher, and one (1) catcher. The four (4) outfielders must play behind a one-hundred and sixty (160) foot line until the ball is hit. The infielders, including the roving fielder, may play anywhere within the one-hundred and sixty (160) foot line.
8. Commercial bats may be used without restriction.
9. Uniform shirts and hats will be supplied and are to be worn. The home team will wear the blue shirts; the visiting team will wear the gray shirts.
10. The batting team will supply a home plate umpire.
11. The third (3<sup>rd</sup>) base coach will act as an umpire for plays at second (2<sup>nd</sup>) base and third (3<sup>rd</sup>) base. The first (1<sup>st</sup>) base coach will act as an umpire for plays at first (1<sup>st</sup>) base.

12. Runners to first (1<sup>st</sup>) base must run to the base to their right as they approach first (1<sup>st</sup>) base unless the batted ball is struck to the outfield. The runner will be called out if he runs to the first (1<sup>st</sup>) base to his left on a ball struck to the infield.
13. A “Commitment” line will be placed between third (3<sup>rd</sup>) base and home plate, perpendicular to the foul line in foul territory and twenty (20) feet from home plate. Once a runner has crossed this line he must continue to the home plate to his right. A runner who has crossed this line and returns to third (3<sup>rd</sup>) base is out.
14. Runners to home plate must run to the home plate to their right (“Alternate Home Plate”) as they approach home plate. The runner will be called out if he steps on the Strike Mat. All plays at home plate will be force plays – tags at home plate are not permitted. In order to record an “OUT” at home plate, a defensive player must touch the Strike Mat with the ball in his/her possession before the runner touches the Alternate Home Plate. No defensive player (including the catcher) may tag the runner once the runner has crossed the Commitment Line. If the runner is tagged after crossing the Commitment Line, the runner shall be declared “SAFE.”
15. Overrunning at all bases is permitted and encouraged. Sliding is prohibited and the runner will be declared out.
16. On all plays at second (2<sup>nd</sup>) and third (3<sup>rd</sup>) bases, the base must be overrun to either side to avoid collision with the fielder. No tags are necessary for a putout. If the ball is caught by the fielder, with his foot on the base, before the runner passes the base, the runner is out. If the runner passes the base before the fielder, with his foot on the base, catches the ball, the runner is safe. The runner will be called out if he collides with the fielder on the base. The runner must return to and touch the overrun base before advancing to the next base. If the runner does not return to the base and continues on to the next base, no out is recorded and the runner must return to previous base.
17. If a runner remains in the throwing path of a fielder and impedes the attempt to complete a double play, the batter will be called out and the double play scored.
18. The batter/runner cannot be thrown out at first base by an outfielder. The roving fielder can throw out a batter/runner from anywhere on the playing field.
19. A player may request a courtesy runner when at bat or on base. Any player may serve as a courtesy runner without restriction.
20. Teams must have eight players present. The batting team will supply a catcher for the defensive team if the defensive team is short of players.
21. After the home team has batted in the bottom of the fifth (5<sup>th</sup>) or later inning and is behind by twelve (12) or more runs, the game is over (“Mercy Rule”).

22. A team can only score five (5) runs in each of the first six (6) innings with the following exceptions:
- a) If a team is behind by seventeen (17) or more runs in the fifth (5<sup>th</sup>) inning, the team may score enough runs to reduce the margin to eleven (11) runs to avoid the Mercy Rule.
  - b) In the sixth (6<sup>th</sup>) inning a team that is trailing by more than five (5) runs may score enough runs to tie the score.
  - c) A team may score unlimited runs in the seventh (7<sup>th</sup>) or subsequent innings.
23. After regulation play (7 innings), if a game is tied, play will continue by placing the last batter in the prior inning on second base. If the batter is unable to run, the next eligible batter will be placed on second base.
24. Mandatory Flip-Flop Rule - If the HOME team is trailing by 10 or more runs after the bottom of the 6th inning, the HOME team will stay at bat for its 7th inning. If the HOME team ties the game or goes ahead, the VISITING team will come up for their open inning. That is, the teams flip-flop positions.
25. If, after the teams flipped the order in which they batted in the 7<sup>th</sup> inning, the game is tied at the end of that inning, the teams will once again flip the order in which they bat in the 8<sup>th</sup> inning. That is, the team that started the game as the home team and batted last in innings 1-6 will again bat last for the remainder of the game.
26. During pre-game batting practices and games, anyone pitching is required to wear a face mask.

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