

Nashua Over 70 Softball Rules

Players must be age seventy (70) by Dec. 31 of the playing year.

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 1st game will begin after 10:20 a.m. unless the 1st game is tied. However, by mutual agreement of the respective managers a game tied after 10:20 a.m. shall end and the result recorded as a tie game. The 2nd game will begin at 10:30 a.m. Incomplete 2nd games may continue beyond noon by agreement of the managers.
2. The general rules of softball play apply except where modified herein.
3. 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.
4. The ball used will be an ASA approved ball with a .52 core and a compression rating of 300.
5. 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."
6. Commercial bats may be used without restriction.
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.
8. Batting practice is allowed prior to start of the game and is limited to 5 swings.
9. During batting practices and games pitchers are required to wear a face mask.
10. A maximum of two walks per inning will be allowed for the team at bat. Thereafter, once a batter reaches a count of 3 balls and 2 strikes and the next pitch is a ball, the ball/strike count will be reset to zero. This will continue until the batter either strikes out or gets a hit.
11. A batter with two strikes will be called out if the next pitch hit is a foul ball.
12. The four (4) outfielders may play anywhere in the outfield, but they must stay on the grass and not encroach the infield. The outfielders are permitted to throw out runners at any base except first base.
13. The Roving fielder will be permitted to play in the outfield or on the infield. If the Rover fields a ball while on the outfield grass, he/she cannot throw out a runner going to first base. If the Rover fields a ball while playing on the infield surface, he/she can throw out runners to first base.
14. The infield fly rule is not in effect.
15. Foul flags should be used to mark the field of play.

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16. 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.
17. The batting team will supply a Home Plate Umpire. The third (3rd) base coach will act as an umpire for plays at second (2nd) base and third (3rd) base. The first (1st) base coach will act as an umpire for plays at first (1st) base.
18. Runners to first (1st) base must run to the base to their right as they approach first (1st) base unless the batted ball is struck to the outfield. The runner will be called out if he runs to the first (1st) base to his left on a ball struck to the infield.
19. A "Commitment" line will be placed between third (3rd) base and home plate, perpendicular to the foul line in foul territory and twenty (20) feet from home plate. Once a runner has crossed the commitment line, he must continue to the home plate. A runner who has crossed this line and attempts to return to third (3rd) base will be called out.
20. 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 are 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."
21. Overrunning at all bases is permitted and encouraged. 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 the previous base.
22. Sliding is prohibited and the runner will be declared out.
23. On all plays at second (2nd) and third (3rd) 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/she collides with the fielder on the base.
24. 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.
25. Courtesy runners may be used only for players who request one due to a permanent or temporary health condition. A courtesy runner shall not be used for a competitive advantage and use of a courtesy runner is in the sole discretion of the player, not the manager. Any player may serve as a courtesy runner. However, the same courtesy runner may only be used once per inning.
26. 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.
27. After the home team has batted in the bottom of the fifth (5th) or later inning and is behind by twelve (12) or more runs, the game is over ("Mercy Rule").

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28. A team can only score four (4) 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 (5th) inning, the team may score enough runs to reduce the margin to eleven (11) runs to avoid the Mercy Rule.
 - b) In the sixth (6th) 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 (7th) or subsequent innings.
29. 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 that last batter is unable to run due to a temporary or permanent health condition, the next preceding player in the batting order that is able to run will be placed on second base. A courtesy runner may not be used.
30. 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.
31. If, after the teams flipped the order in which they batted in the 7th 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 8th 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.

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