

NASHUA OVER 70 SOFTBALL RULES

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

1. Weather permitting, games will be played on Tuesday (2 games) & Thursday (2 games) mornings at Yudicky Field, Rte. 111A, Nashua, NH. Game length will be seven (7) innings. All first (1st) games will begin at 9:00 a.m. No new inning of the first (1st) game will begin after 10:20 a.m., unless the first (1st) game is tied. However, by agreement of the respective managers, a game tied after 10:20 a.m. shall end and the result recorded as a tie game. All second (2nd) games will begin at 10:30 a.m. Incomplete second (2nd) games shall end at noon unless continued 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 (34½”) inches long. A legally pitched ball that contacts the Strike Mat before contacting the ground is a strike.
4. The ball used will be a USA (formerly known as ASA) approved ball with a .52 core and a compression rating of 300.
5. **Batting mats will be used as the batter’s boxes. At least some part of both feet of the batter must be on the mat at the time of delivery of the pitch or the batter will be called out. At least some part of one (1) foot of the batter must be on the mat at the time the batter strikes the ball or the batter will be called out.**
6. 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 the pitch “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.”
7. Commercial bats may be used without restriction.
8. The defensive team consists of eleven (11) players: four (4) outfielders, four (4) infielders, one (1) roving fielder (“Rover”), one (1) pitcher, and one (1) catcher. If both teams have twelve (12) or more players available, each team, by agreement of the managers, may play with one (1) additional Rover.
9. 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 (1st) base.
10. The Rover will be permitted to play in the outfield or on the infield. The Rover may throw a runner out at any base including first (1st) base.
11. Teams must have eight (8) players present. The batting team will supply a catcher for the defensive team if the defensive team is short of players.
12. Batting practice is allowed prior to the start of the first (1st) game and is limited to five (5) swings.

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13. During batting practices and games pitchers must wear a face mask.
14. A. In any half (1/2) inning, a maximum of two (2) walks, unintentional and/or intentional, can be awarded to the team at bat. Following the second (2nd) walk, no balls will be called during subsequent at bats in the inning, even if there is a pitching change. Following the second (2nd) walk, the only calls made by the umpire shall be strikes if the batter swings and misses, hits a foul ball, or takes a legal pitch that hits the strike mat. This will continue until the batter either makes an out or gets a hit.

B. No player shall be intentionally walked more than once per game. During innings 1 thru 6, an intentional walk is only allowed if first (1st) base is open. In inning 7 or later, there are no restrictions on intentional walks.
15. A batter with two (2) strikes will be called out if the next pitch hit is a foul ball.
16. The infield fly rule is not in effect.
17. Foul flags shall be used to mark the field of play.
18. Uniform shirts and hats will be supplied and are to be worn. The home team will wear blue shirts; the visiting team will wear gray shirts.
19. The batting team will supply a Home Plate Umpire unless there is a volunteer Home Plate Umpire agreed to by both managers. The third (3rd) base coach will also act as an umpire for plays at second (2nd) base and third (3rd) base unless there is a volunteer Base Umpire agreed to by both managers. The first (1st) base coach will also act as an umpire for plays at first (1st) base unless there is a Base Umpire agreed to by both managers.
20. Runners to first (1st) base must run to the orange 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 where a play is attempted at first (1st) base. **The batter must avoid contact with the first baseman by, if necessary, running past the base without touching it. If the batter collides with the first baseman while approaching from home plate, the batter will be called out.**
21. 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 home plate. A runner who crosses the commitment line and attempts to return to third (3rd) base will be called out.

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22. 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 out 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 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 and the run will be counted.
23. Overrunning **by advancing runners** at all bases is permitted and encouraged. The runner who overruns a base must return to and touch the overrun base before advancing to the next base (this does not apply to a batter who overruns first (1st) base and there is an overthrow). If the runner who overruns a base does not return to the base and continues on to the next base, no out is recorded and the runner must return to the overrun base.
24. Sliding is prohibited and the runner will be called out.
25. On all plays **involving an advancing runner** 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 of an **advancing** runner. If the ball is caught by the fielder, with his foot on the base, before the **advancing** runner passes the base, the **advancing** runner will be called out. If the **advancing** runner passes the base before the fielder, with his foot on the base, catches the ball, the **advancing** runner will be called safe. The **advancing** runner will be called out if he collides with the fielder on the base.
26. If an advancing runner remains in the throwing path of a fielder and impedes the attempt of the fielder to complete a double play, the advancing runner and the runner preceding the offending advancing player will also be called out and a double play will be scored.
27. Courtesy runners may be used only for players who request one due to a 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. A courtesy runner from home plate shall not advance past first (1st) base during the substituted player’s at bat unless there is an overthrow at first (1st) base.
28. 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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29. 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 (Rule 29).
 - (b) In the sixth (6th) inning a team that is trailing by more than four (4) runs may score enough runs to tie the score.
 - (c) A team may score unlimited runs in the seventh (7th) or subsequent innings (known as an “open” inning).
30. If a game is tied after seven (7) innings, play will continue in subsequent innings by placing the last batter in the prior inning on second (2nd) base. If the last batter in the prior inning is unable to run due to a health condition, the next preceding player in the batting order unaffected by a health condition will be placed on second (2nd) base. A courtesy runner may not be used.
31. Mandatory “Flip-Flop” Rule – If the HOME team is trailing by ten (10) or more runs after the bottom of the sixth (6th) inning, the HOME team will stay at bat for its seventh (7th) inning. If the HOME team ties the game or goes ahead, the VISITING team will come up for their open inning. In other words, the teams “flip-flop” positions.
32. If, after the teams flipped the order in which they batted in the seventh (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 eighth (8th) inning. In other words, the team that started the game as the home team and batted last in innings 1 through 6 will again bat last for the remainder of the game.