

# NASSCO SLOW-PITCH SOFTBALL RULES

## ROSTER

10 players permitted

Teams should consist of nine players, however, they may play with fewer but must have a minimum of seven players to start a game. Since the pitcher is a member of the other team, there can be a maximum of 10 players on the field at a time, nine of which are members of the defensive team. The ninth defensive player is the rover, and can be positioned in the infield or outfield.

## LENGTH OF GAME

A game will consist of seven innings or be terminated after one hour, whichever occurs first. In any game that is terminated by the end of one hour, the score reverts back to the last completed inning.

If a 15-run difference occurs after three complete innings during a contest and the trailing team has batted through their order once, the game will be stopped and considered a complete game and the team leading receives the win.

## BATTING

- The umpire will stand close to home plate and will keep the line-up and batting order, keep track of the number of runs for both teams, and act as an arbitrator if one or both teams ask for a decision over a disputed call.
- There will be no ball or strike count, but the batter gets three pitches. The batter will be out if they hit a foul on the third pitch.
- No bunting is allowed.
- There is no limit to home runs. Teams who hit the home runs are asked to retrieve the ball so they are not lost.
- A batter may be ejected from the game and an out charged to his team if he lets the bat slip and fly from his hands more than once or throws the bat intentionally.
- All players on the roster will bat in the sign-up order, whether they are in the field or not. Teams cannot bat through the line-up more than once per inning. However, if one team has more players than the other, the team with fewer players can bat an equal number of times each inning as the team with more players, but must stay in their sign-up order. The team trailing going into the final inning may bat through their line-up more than once and utilize all three outs.

## RUNNERS AND BASES

- The umpires will call safe or out.
- Runners cannot steal base. The runner cannot leave base until the ball is hit by the batter.
- When a runner is hit by a batted ball while advancing bases, the runner is out.
- Sliding is allowed at all bases. At home plate, a catcher must field a throwout of the base path and tag a runner without blocking the plate. If a catcher blocks the plate, the runner is safe and scores.
- Batting out of correct order is an appeal play, and if discovered and appealed, the opposing team must report it to the umpire before the next pitch. An out is then assessed if the batting team is found out of order.
- Any time the ball goes out of play (beyond the fence) because of an overthrow, all runners automatically get one additional base (besides the one they are going to) without liability of being put out.

## PITCHING

- The pitcher pitches to their own team. Each batter gets three pitches to hit one. If a third pitch is needed and he fouls it, misses it, takes it, flies out or is thrown out, he is out. The pitcher tossing the ball to his teammates does not field the batted ball. If he touches the ball at all, **even by accident**, the batter is out.
- The ball must be delivered at a moderate speed underhand below the hip with a perceptible arch (from the time it leaves the pitcher's hand) of at least six feet, before the ball reaches home plate. The pitch must go above the batter's head at some point during the pitch.
- The pitcher shall take a position with a foot firmly on the ground and in contact with, but not off the side of, the pitcher's plate.

## OUTFIELD

- Substitutions and re-entries on defense are both allowed.
- A foul ball that goes in the air above the batter's head and is caught by an opponent before it hits the ground is considered an out. A line drive caught in foul territory by a fielder other than the catcher, prior to its hitting the ground, is an out whether or not it has gone above the batter's head.

## PARTICIPATION RULES

- No metal cleats or spikes on shoes. We will allow rubber treads or spikes, or plastic spikes.
- Rescheduling will occur only on account of rain and only according to field availability once a rainout occurs.