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RULE BOOK



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THE NEW 2021 SLOWPITCH BATS

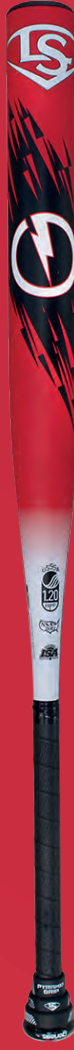
Z-2000 RELOAD – End Load



Z-2000 RELOAD – Balanced



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Genesis USSSA EL Andy Purcell Signature



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GENERAL PLAYING RULES

RULE 1 – DEFINITIONS SECTION 1-42

Sec. 1 RULE 1

ALTERED BAT: A bat is considered altered when the physical structure of a legal bat has been changed. Examples of altering a bat are replacing the handle of the metal bat with a wooden or other type handle, or inserting material inside the bat. A flare, cone grip or a painted bat is considered an altered bat.

EXAMPLE: *If the umpire can't hold the bat by the knob with two fingers in the shape of a "V" then it is a flare cone and an altered bat.*

EFFECT: *The ball is dead, the batter is out and baserunners may not advance. The batter is ejected for using an altered bat.*

Sec. 2 RULE 1

APPEAL PLAY: A play in which an umpire cannot make a decision until requested to by a manager, coach, or player. The appeal must be made before the next legal or illegal pitch, or before all defensive players have left the field (crossed the foul lines). The appealed play does not change the type of out that is being appealed.

Sec. 3 RULE 1

BALL ROTATION: A pitcher will have a choice of balls at the start of each half inning, with the exception, that if both balls do not get into play in the first half inning, the pitcher in the bottom of the first inning, must pitch the unused ball. Thereafter, every third out, the ball in play must be returned to the pitcher's box. The pitcher, now taking the field, has a ball to start the next half inning. Before throwing a warm-up pitch, the pitcher may request the other ball, giving the ball in his/her possession to the plate umpire. A choice has now been made, and the pitcher must pitch this ball until it goes out of play or becomes blocked.

Sec. 4 RULE 1

BASE PATH: The base path is an imaginary line, three (3) feet on either side of a direct line between the bases.

Sec. 5 RULE 1

BASERUNNER: A player on the team at bat, who has finished his/her batting turn, reached any base, and has not yet been put out.

Sec. 6 RULE 1

BATTER'S BOX: The area in which the batter is restricted to, while in position to bat. The batter must have both feet entirely within the lines of the box prior to the pitch (the lines are considered to be within the box).

Sec. 7 RULE 1

BATTER-BASERUNNER: A player who has finished his turn at bat, but has not yet been put out, or touched first base.

Sec. 8 RULE 1

BATTING ORDER: The batting order is the official lineup of offensive players, listing the order in which team members must come to bat. A lineup card must include each player's name and defensive position; also the player's number must be indicated (also the designation of the extra player when used).

Sec. 9 RULE 1

BLOCKED BALL: A live ball that is touched, stopped, or handled by a person not engaged in the game; or which touches any object that is not part of the official equipment or playing area.

EFFECT: *The ball is dead. See Rule 8, Sec. 5(e) for enforcement.*

NOTE: *A blocked ball is not called when a live ball strikes a base coach unintentionally.*

NOTE: *For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out and all other runners must return to the last base touched when the ball becomes blocked.*

Sec. 10 RULE 1

CATCH: A catch is a legally caught ball that occurs when a fielder secures a batted or thrown ball with his/her hand or glove. If the ball is merely held in the fielder's arms or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not complete until the ball is in the grasp of the fielder's hand or glove. It is not a catch if a fielder, immediately after he/she contacts the ball, collides with another player or wall (fence), or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall have complete control of the ball, and his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch.

NOTE: *An intentionally dropped ball is a ball that has first been caught, by the definition of a catch, and is then intentionally dropped in an attempt to confuse or obtain additional outs.*

EFFECT: *The ball is dead, the batter-baserunner is called out, and all other runners are protected under the obstruction rule.*

Play 1 – A batted fly ball, before touching the ground, strikes F5 on the head, and while still in the air, is caught by F6.

RULING: *A legally caught fly ball by F6. Batter is out.*

Play 2 – The batter hits a sharp line drive, which after passing F4, strikes the umpire over fair ground. The ball ricochets and is caught by F4 while still in flight.

RULING: *No catch. Ball is alive and batter would have to be thrown out or tagged out. A ball which strikes anything other than a defensive player, while in flight, is ruled the same as having struck the ground.*

Sec. 11 RULE 1

CATCHER'S BOX: The catcher's box is that area which the catcher must stay in, until the pitched ball is batted or reaches the catcher's box (the lines of the box are considered within the box). All of the catcher's body and equipment must be within the catcher's box until the ball is batted, or reaches the catcher's box. An illegal pitch is called if the batter does not swing.

Sec. 12 RULE 1

CHARGED CONFERENCE: A charged conference takes place when:

- Defensive conference*** the defensive team requests a suspension of play for any reason and a representative, not on the field, enters the playing field and delivers a message, by any means, to the pitcher. It is not a conference when the representative enters the field and removes the pitcher, or when the defensive team confers while the offense is in conference.
- Offensive conference*** the offensive team requests a suspension of play to allow the manager or other team representative, on or off the field, to confer with the batter or baserunner. It is not a charged conference when an offensive pitcher is putting on a warm-up jacket on base or if the offensive team confers while the defensive team is in conference.

Sec. 13 RULE 1

CHOPPED BALL OR BUNTED BALL:

- Chopped Ball*** When the batter strikes downward with a chopping motion so that the ball bounces high into the air this is considered a chopped ball. The chopping motion should resemble that of chopping a piece of wood lying on the ground.
- Bunted Ball*** A bunt is a fair ball in which the batter does not take a full swing to hit the ball, but holds the bat in such a manner, in the path of the ball, to tap the ball slowly into the infield.

Sec. 14 RULE 1

COACH: A member of the team at bat who takes his place in the coach's box to direct his/her players in running the bases. Two coaches are allowed, one positioned at first base and one positioned at third base. One coach can have in his possession a scorebook and an indicator, which shall be used for scorekeeping purposes only. The defensive coaches/manager must remain in the dugout, unless he/she is a player, when their team is playing defense. Failure to obey this rule, after a warning is issued, will result in the coach/manager being ejected.

Sec. 15 RULE 1

DEAD BALL: The ball is not in play and not considered in play again, until the pitcher has the ball in his possession and the umpire has called "play ball".

- a. **DELAYED DEAD BALL:** An infraction, signaled by the umpire, in which the ball remains alive until all play has been completed and the umpire calls time.

Sec. 16 RULE 1

FAIR BALL: A fair ball is a batted ball that:

- a. Settles on fair territory between home plate and first base or home plate and third base.
- b. Is on or over fair territory, including any part of first and third bases, when bounding toward the outfield, or touches first, second, or third base.
- c. First falls in fair territory beyond first or third base.
- d. While in or over fair territory, touches the person of any umpire or player.
- e. While over fair territory, passes out of the playing field beyond the outfield fence.

NOTE: *A fair fly shall be judged according to the relative position of the ball and foul line and not as to the position of the fielder at the time he/she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with other aspects of a fair ball. Home plate is in fair territory.*

Play 1 – Batted ball first hits foul ground, and before being touched, rolls into fair territory between home and first base where it settles.

RULING: *Fair ball.*

Sec. 17 RULE 1

FLAGRANT PLAYER OBSTRUCTION: A defensive fielder shall not at any time flagrantly, and with excessive force, impede the batter-baserunner or baserunner.

PENALTY: *Immediate ejection of the defensive player.*

Sec. 18 RULE 1

FORCE OUT: A force out is an out which can be made only when a baserunner loses the right to the base he is occupying because the batter becomes a batter-baserunner, and before the batter-baserunner or a succeeding baserunner has been put out.

Sec. 19 RULE 1

FOUL BALL: A foul ball is a batted ball that:

- a. Settles on foul territory between home and first base or home and third base.
- b. Bounds past first and third base on or over foul territory.
- c. Falls first on foul territory beyond first or third base.
- d. While on or over foul ground, touches an umpire, player, or foreign object to the natural ground.
- e. Touches the batter, or bat in the batter's hand, while within the lines of the batter's box.

NOTE: *A foul fly ball shall be judged according to the relative position of the ball and the foul line, and not the position of the fielder.*

Sec. 20 RULE 1

ILLEGAL BAT: An illegal bat is one that does not meet the requirements of Rule 3, Sec. 1.

NOTE: *The batter is NOT ejected for using an illegal bat.*

Sec. 21 RULE 1

ILLEGALLY BATTED BALL: An illegally batted ball occurs when:

- a. A batter's entire foot is completely out of the box, on the ground, when he/she hits the ball, fair or foul.
- b. Any part of the batter's foot is touching home plate when he/she hits the ball.
- c. The batter hits the ball with an illegal bat.

Sec. 22 RULE 1

ILLEGALLY CAUGHT BALL: Occurs when a fielder catches a batted or thrown ball with his cap, illegal glove, or any part of his/her uniform detached from its proper place. See Rule 1, Sec. 10.

Sec. 23 RULE 1

ILLEGAL PLAYER: A player who enters the line-up without the right to the offensive or defensive position. Examples of an illegal player (but not limited to) are:

1. Illegal use of the re-entry rule
2. Illegal use of the courtesy runner rule
3. Using a player to pitch who was removed from the pitching position
4. Unreported substitute
5. Player(s) that are listed on two (2) or more Official NSA sanctioned rosters without an official release form on file in the Provincial Director's office.

Sec. 24 RULE 1

INELIGIBLE PLAYER: A player who is unregistered or who does not meet requirements to register.

Examples of an ineligible player (but not limited to) are:

1. Playing under an assumed name
2. Players not on the team roster
3. Violating residence requirements
4. Violating divisional age requirements

NOTE: Use of an ineligible player will result in a forfeit of the game if appealed properly.

Sec. 25 RULE 1

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

Sec. 24 RULE 1

INFIELD FLY: An infield fly is a fair ball, not including a line drive, which can be caught by an infielder with ordinary effort when first and second or first, second, and third bases are occupied, before two (2) are out. Any fielder can catch an infield fly.

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "INFIELD FLY - BATTER IS OUT" to aid the runners. If the ball is near the foul lines, the umpire shall declare "INFIELD FLY - BATTER IS OUT, IF FAIR". The ball is alive and runners may advance at the risk of the ball being caught or retouch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball.

Sec. 27 RULE 1

INNING: An inning is that portion of a game within which the teams alternate between offense/defense and there are three (3) outs for each team.

Sec. 28 RULE 1

INTERFERENCE: Interference is the act of an offensive player or team member, which impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may be called.

Sec. 29 RULE 1

LEGAL TOUCH: A legal touch occurs when a baserunner or batter-baserunner, who is not touching a base, is touched by the ball while the ball is held securely in a fielder's hand. The ball is not considered as being securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the fielder to touch the runner with the glove, which holds the ball.

Sec. 30 RULE 1

LEGALLY CAUGHT BALL: A legally caught ball occurs when a fielder catches a batted or thrown ball, provided the ball is not caught in the fielder's cap, hat, pocket, protector, or any other part of his/her uniform. It must be caught and firmly held with the hand or the glove.

Sec. 31 RULE 1

OBSTRUCTION: Obstruction is the act of:

- a. A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball

NOTE: Catcher obstruction is called when the catcher obstructs the batter IN ANY WAY who is attempting to hit or swing at a pitch. Prior to the pitch, catcher obstruction does not apply, a dead ball shall be called and allow the batter to re-set themselves.

- b. A fielder, while not in possession of the ball, or not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progress of a baserunner who is legally running the bases.

Sec. 32 RULE 1

OVERSLIDE: An overslide is the act of the offensive player sliding over and beyond a base he is attempting to reach. This is usually caused when his/her momentum causes him/her to lose contact with the base, which then causes him/her to be in jeopardy. The batter-baserunner may overslide first base, without being in jeopardy, if he/she immediately returns to that base.

Sec. 33 RULE 1

OVERTHROW: An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached, or is off-base, and goes into foul territory, beyond the boundary lines of the playing field.

Sec. 34 RULE 1

PLAYER PARTICIPATION: NSA considers a player to be a participant of a game when the line up card with substitutions is turned into the umpire or official scorekeeper, or is announced.

Sec. 35 RULE 1

QUICK PITCH: A quick pitch is made by the pitcher, with the attempt to catch the batter off balance. This would be before the batter takes his/her position in the batter's box, or while he/she is still off balance as a result of the previous pitch.

Sec. 36 RULE 1

The scoring line is a line drawn from the point of home plate closest to third base, parallel to the first base foul line, and extending eight (8) feet through foul territory.

Sec. 37 RULE 1

STEALING: The act of a runner attempting to advance during the pitch or after the pitch has reached the home plate is considered to be the act of stealing.

Sec. 38 RULE 1

STRIKE ZONE: The strike zone is that space over any part of the plate, between the batter's highest shoulder and his/her front knee, when the batter assumes a natural batting stance. Where the ball contacts the ground or glove has no bearing on the actual strike zone.

STRIKE MAT: The strike mat shall be made of rubber or other suitable materials. It shall be a rectangle, 24" wide by 36" long. The sides shall be parallel to the inside of the batter's boxes and shall cover home plate with the front of the strike mat aligned with the front of home plate. The strike mat is considered part of the ground for purposes of determining if a ball is fair or foul.

Sec. 39 RULE 1

THREE-FOOT LINE: Is a line parallel to and three feet from the first base line, in foul territory, starting at a point fifteen (15) feet from home plate and running all the way to first base. The batter-baserunner is declared out when he/she runs outside the three foot line, and in the judgment of the umpire, interferes, intentionally or unintentionally, with the fielder attempting to field a batted ball, or interfering with a thrown ball.

Sec. 40 RULE 1

TIME: The term used by the umpire to order suspension of play.

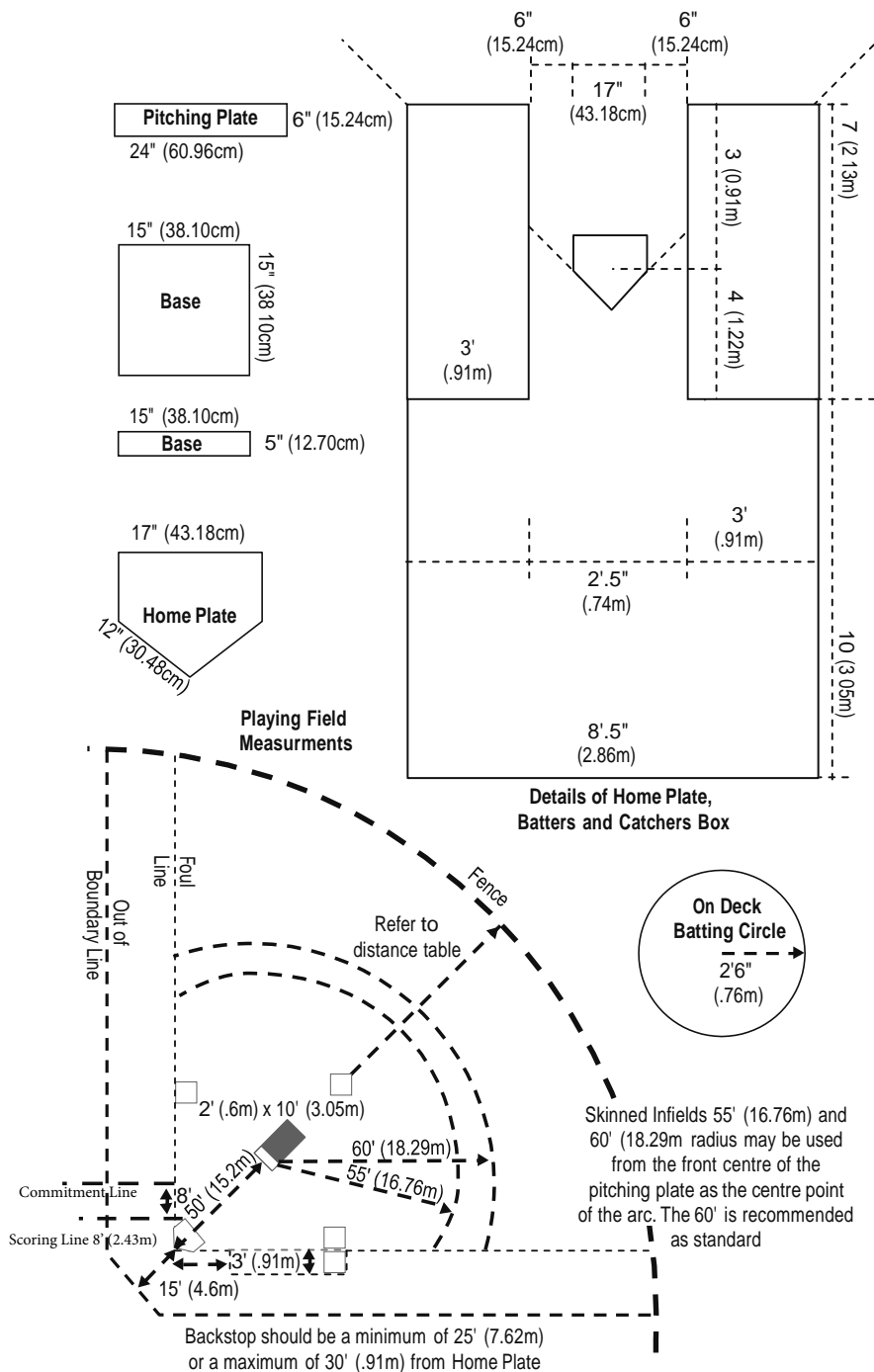
Sec. 41 RULE 1

TURN AT BAT: A player's turn at bat begins when he enters the batter's box and continues until he/she is put out or becomes a baserunner.

Sec. 42 RULE 1

PITCHER'S BOX: Is defined as, a two (2) foot wide x ten (10) foot long area including the pitchers plate, that starts 50 feet from the back of home plate. See Infield Dimensions

PLAYING FIELD DIMENSIONS



RULE 2 – THE PLAYING FIELD SECTION 1-6

Sec. 1 RULE 2

THE PLAYING FIELD IS THE AREA within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines.

| a. ADULT DIVISIONS | MINIMUM DISTANCE |
|--------------------|------------------|
| All | 275 feet |

Sec. 2 RULE 2

GROUND RULES OR SPECIAL RULES establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

Sec. 3 RULE 2

THE PLAYING FIELD LAYOUT should include, in addition to marking for foul lines, the following:

- a. **THREE-FOOT LINE:** Is a line parallel to and three feet from the first base line, in foul territory, starting at a point fifteen (15) feet from home plate and continuing all the way to first base.
 - b. **THE BATTER'S ON-DECK CIRCLE** is a five-foot circle placed between home plate and first base and between home plate and third base.
 - c. **THE BATTER'S BOX**, one on each side of home plate, shall measure three feet by seven feet. The inside lines of the batter's box shall be six (6) inches from home plate. The front line shall be three (3) feet in front to the center of the plate. The lines are considered as being in the box.
 - d. **THE CATCHER'S BOX** shall be ten (10) feet in length from the rear outside corners of the batter's boxes and shall be eight (8) feet five (5) inches wide.
 - e. **THE COACH'S BOX** is behind a line fifteen (15) feet long, drawn outside the diamond. The line is parallel to and eight (8) feet from the foul lines, extended from the bases toward home plate.
 - f. **THE SCORING LINE** is a line drawn from the point of home plate closest to third base, parallel to the first base foul line, extending either (8) feet through foul territory. To score a run, a runner must be touching the ground on or past this scoring line before a fielder has possession of the ball while standing on home plate or the strike mat.
 1. If a runner touches any part of home plate or the strike mat while the scoring line is in use they are out and their run does not score
- EXCEPTION:** The scoring line is not used in Open divisions in major tournament or post season play
- g. A **COMMITMENT LINE** shall be drawn eight (8) feet up the third base foul line from the point of home plate closest to third base, parallel to the first base foul line.

EXCEPTION: The commitment line is not used in Open divisions in major tournament or post season play
 - h. Once a runner has touched or crossed this commitment line they must proceed home. Any attempt to reverse their path or stop their forward progress will result in the runner being called out.

EXCEPTION: A runner is permitted to return to third base to tag up on a caught fly ball

Sec. 4 RULE 2

THE OFFICIAL DIAMOND shall have base lines as follows:

- a. ADULT DIVISION – 70 FEET

- b. Distances from home plate to second base

| | | | |
|-------------------------|-------------------------|---------------------|-------------------------|
| 90' bases - 127' 3 1/4" | 80' bases - 113' 1 3/4" | 70' bases - 99' | 60' bases - 84' 10 1/4" |
| 85' bases - 120' 2 1/2" | 75' bases - 106' 1 1/4" | 65' bases - 91' 11" | 55' bases - 77' 9 1/2" |

Sec. 5 RULE 2

THE OFFICIAL DIAMOND will have a PITCHER'S BOX that is defined as a two (2) foot wide by ten (10) foot long area, directly between the pitchers plate and second base, which starts 50 feet from the back of home plate. The pitcher must pitch while having one foot planted within the pitchers box.

Sec. 6 RULE 2

IF, DURING THE COURSE of any game, the base distance or pitching distance is found to be in error; the error should be corrected immediately, and the game should be continued. This is not a point to be protested.

RULE 3 – EQUIPMENT SECTION 1-7

NOTE I*: NSA Canada reserves the right to approve or reject any softball related equipment for its intended use in the NSA Canada Program. Equipment does not merely need to meet industry standards, but must meet NSA Canada Standards before approval for its use is granted. If, should NSA Canada believe in any way, shape, or form that a particular piece of equipment is dangerous and/or not acceptable for fair play; NSA Canada reserves the right to ban such equipment immediately.

NOTE II:** NSA Canada has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or less for the entire length of the barrel or hitting surface are approved for use in the NSA Canada Program, unless NSA Canada believes in any way, shape, or form that a particular bat is dangerous and/or not acceptable for fair and safe play. NSA Canada reserves the right to ban such equipment immediately. All bats used in NSA Canada play must be stamped with a BPF of 1.20 or less.

EXCEPTION: Wooden bats do not have to be stamped with a BPF of 1.20 and may be used and are legal in all NSA Canada play if they meet the standards set forth in Rule 3, Sec. 1 a-l.

Sec. 1 RULE 3

THE OFFICIAL BAT should be made of one piece of wood (hardwood) or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive, in such a way, that the grain direction of all pieces is essentially parallel to the length of the bat. Below is a list of additional requirements:

- a. The bat shall not be more than 34 inches in length and no more than 38 ounces in weight and shall meet the BPF standard of 1.20 on the entire length of the barrel (see above **NOTE I*** and **NOTE II**** for further bat standards), and shall have BPF 1.20 permanently stamped by the manufacturer. Examples of the stamps required for this BPF 1.20 standard are available on the NSA Canada website.
- b. The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.
- c. The grip shall not be less than ten (10) inches long and shall not extend more than fifteen (15) inches from the small end of the bat.
- d. The bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer.

NOTE: If the words "OFFICIAL SOFTBALL" cannot be read, due to normal wear, the bat shall be declared legal, if it is legal in all other aspects.

- e. The bat may be made of metal and a metal bat may be angular, however, NSA Canada must approve any metal material before it is used in Sanctioned Events.
- f. All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, DEEP DENTS, OR DANGEROUS DENTS, FRACTURES OF ANY TYPE, sharp edges, or any type of exterior fastener that would present a safety hazard.

EXCEPTION: At the umpire's discretion, slightly dented bats may be considered legal.

- g. Unless the bat is made of one-piece construction with the barrel end closed, it should have a rubber or plastic insert in the barrel.
- h. A one-piece rubber grip and knob combination is illegal.
- i. Metal bats must have a knob on the handle and welded or mechanically fastened.
- j. All bats must have a safety knob of a minimum of 1/4 inch protruding at a 90-degree angle from the handle. The knob portion of the bat may be taped as long as the bat does not exceed 34 inches in length, however, the umpire may request tape to be removed from both the handle and the knob, if there is any question concerning the bat being altered or illegal. After determining the bat legal, the player may tape the bat back to his/her preference, providing the bat meets the requirements set forth by Rule 3, Sec. 1 a-l.
- k. A flare or cone grip attached to the bat will be considered an altered bat if the flare or cone is smooth throughout its length and the grip does not leave at least 1/8 inch of safety knob of the bat exposed.
- l. Shall be rounded, and shall be smooth. Shall not be more than 2 1/4 inches in diameter at its largest part. A tolerance of 1/16 inch is permitted, to allow for expansion on a round bat. Three sided bats are now illegal for NSA Canada play.

NOTE I: Rule 3, Sec. 1 a-l. Any bat that does not comply with these guidelines must be removed from the game, and the bat may no longer be used in any NSA Canada Sanctioned Play.

Sec. 2 RULE 3

THE OFFICIAL SOFTBALL shall be a smooth seamed, concealed stitched or flat surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by NSA Canada. The cover of the ball shall be Optic Yellow, tanned horsehide, cowhide, or any other materials approved by NSA Canada, cemented to the ball by application of cement to the underside of the cover and sewn with waxed cotton or linen thread. The solid core ball must be stamped with an official NSA logo and may not bear any other logos except for the NSA official logo. Along with the logo, the ball must be stamped with a co-efficient .52, .47, .44, .40 or less and must be black-stitched.

NOTE I: The Men's Division will use the twelve-inch (12") softball. The Women's Division will use the eleven-inch (11") softball.

Sec. 3 RULE 3

GLOVES MAY BE WORN by any player, but only the catcher, pitcher and the first baseman may use trappers. Multicoloured gloves are acceptable for all players, including the pitcher.

Sec. 4 RULE 3

ALL PLAYERS, COACHES, AND PARTICIPANTS MUST WEAR SHOES. Sandals are considered proper shoes for non-players. A shoe shall be made with either canvas or leather uppers or similar materials. The sole may be either smooth or have soft or hard rubber or polyurethane cleats. Metal cleats or any type of shoe that has exposed metal on the sole, other than a rivet, may not be worn in any division of play. Shoes that have steel or any type of metal tips on the cleats such as (but not limited to) soccer shoes, golf shoes, football, and track shoes are illegal.

PENALTY: *No player will be allowed to compete in NSA Canada play who is not wearing proper shoes. If it is discovered during the game that a player is wearing improper shoes, or no shoes, the team must use a substitute until such time as the player puts on the proper shoes.*

Sec. 5 RULE 3

NO EQUIPMENT. Shall be left lying on the field, either in foul or fair territory.

Sec. 6 RULE 3

UNIFORM. All players on a team shall wear uniforms alike in colour and style and not be ragged, frayed, torn, or "cut-off".

- a. Ball caps or visors must be worn properly. Hard plastic visors, bandannas, and handkerchiefs, on their own, are not approved headgear.
- b. A pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh, which may be distracting to the batter. Players may wear solid coloured undergarments under their uniform shirts or shorts. It is not mandatory that all players wear these undergarments, but if worn, they shall not be ragged, frayed, or slit on the exposed areas. The pitcher may wear a sweatband on the pitching hand (wrist or above).
- c. Numbers may be worn on all uniforms. If used, no players on the same team may wear identical numbers and all numbers must be the same format.
- d. SOME JEWELRY IS ALLOWED. Plain wedding bands, plain necklaces free of pendants and charms worn under the uniform, medical alert ID bracelets and necklaces are legal but should be worn or taped to the body as not to present a hazard. All body piercing (permanent or otherwise) must not be looped in any way. A body piercing that is a "post" type piercing with no dangling parts and no looping parts and no loops whatsoever are legal if judged by the umpire to not present a danger to any participant. Casts (plaster, metal, or other hard substances), or other items judged dangerous by the umpire may not be worn during the game.

NOTE I: *Unexposed jewelry is legal as long as it remains unexposed. If any illegal type jewelry continues to become exposed the umpire can ask the player to remove it.*

NOTE II: *The NSA strongly recommends that any type of jewelry not be worn in any NSA play*

NOTE III: *First warning for non-compliance with the jewelry rule will be a team warning and the team warning will be issued at the pre-game conference. For the second offense the offending player will be ejected.*

- e. NSA Canada Uniform requirements: In post-season play, violation of uniform requirements is not grounds for protest.

NOTE I: *In all NSA Canadian World Series play, if a team is not in compliance with the uniform rule, the opposing team, if in total uniform, has the choice of being the home or visiting team. If both teams are in compliance, or if both teams are not in compliance, then a flip of a coin will determine the home and visiting team.*

CLASS A and B
CLASS C through E

Matching uniforms with numbers
Matching shirts with numbers

Sec. 7 RULE 3

RECOMMENDATION. NSA Canada, in all NSA Canada play HIGHLY recommends protective equipment for softball. This includes, but is not limited to, batting helmets, face masks, shin guards, chest protectors. (please note: that the use of any form of protective equipment is at the individual participants discretion unless the league/tournament the participant chose to play in has made certain protective equipment mandatory within their guidelines and or rules)

NOTE I: *Any player that teases or taunts another player for using ANY form of protective equipment shall be immediately ejected from the game with no warning.*

RULE 4 – PLAYERS AND SUBSTITUTIONS SECTION 1-6

NOTE I: *NSA Canada has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages sixteen (16) and older, and the women's division is specifically designed for women ages sixteen (16) and older. Women may not compete in the men's program and men may not compete in the women's program of any division. This also applies to the youth program.*

Note II: *For all post season events or tournament director/committee chosen events the player classification system shall be enforced. This system can be found on the NSA Canada website and all players that participate in any post season event MUST be registered on this site. Teams may use two (2) players from a level above their designated level of play or one (1) player from two (2) levels above. If a team is caught using more than the allowed number of players from higher levels the manager/coach and all higher-level players shall be ejected from the tournament with no avenue of appeal.*

NOTE III: *The Tournament Director or the Tournament Umpire-in-Chief may declare a higher-class player ineligible, immediately, without having a team protest, no matter their roster status.*

Sec. 1 RULE 4

A TEAM SHALL CONSIST OF 10 OR 11-12 PLAYERS if the optional extra player (EP) is used. Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, the pitcher, who must be in a legal pitching position at the start of each pitch and the three (3) outfielders who may not start on the skinned infield. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time when the pitcher steps in the pitcher's box or until the pitch is released.

EXCEPTION: *During non-post season play only, a team may start or finish a game with nine (9) players. In the case where a team starts a game with nine (9) players, the vacant tenth spot in the batting lineup shall be declared an out. If a team starts with nine (9) players any players that arrive after the game begins may be inserted into the tenth spot in the lineup. If a team starts with ten (10) players and a player is removed from the game for any reason, that team may continue to play with nine (9) players, with the vacated spot in the batting order being declared an out. Under no circumstances may a team play with less than nine (9) players. See Rule 4, Sec. 4 (b).*

NOTE: *All World Series level events are considered post season events. Other events may be designated as post season at the discretion of the event organizing committee*

- a. A team must have the required number of players present in the team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later.
1. Official lineup cards are to be completed and submitted to the home plate umpire at the start of each game. The lineup shall contain the first and last name and uniform number (if used) of each player.

NOTE I: *If a wrong number is on the lineup card, correct it and continue playing ball with no penalty.*

2. All available substitutes should be listed in the designated place by their last name, first name, and uniform number.
3. Eligible roster members may be added to the available substitute list any time during the game.

Sec. 2 RULE 4

EXTRA PLAYER (EP)

NOTE I: *Any team may use two (2) Extra Players per game. All other rules pertaining to the Extra Player remain as written.*

- a. An extra player, referred to as the "EP" may be used by a team provided it is made known prior to the start of the game, and his/her name and uniform number is indicated on the lineup sheet or scoresheet.
- b. The "EP" must remain in the same position in the batting order for the entire game.
- c. The "EP" may play defense at any time without his/her status being affected. He/she may go in and out of the defensive lineup as often as needed, as long as his/her position in the official batting order is not altered.
- d. The "EP" may be substituted for at any time, with the substitute becoming the new "EP". The substitute must be a player who has not been in the game.

NOTE I: See Rule 4, Sec. 4, for removal of the "EP" from the game.

Sec. 3 RULE 4

ANY OF THE STARTING PLAYERS may be withdrawn from the game and re-entered once (including the starting "EP"), provided that the players occupy the original position in the batting order whenever in the game.

NOTE I: The original player and his/her substitute cannot be in the game at the same time.

- a. Violation of the re-entry rule results in the use of an illegal player. Penalty shall be the immediate ejection of the ineligible player when the violation is brought to the attention of the umpire, by the offended team.
- b. Violation of the re-entry rule is handled as an appeal play, which can be made anytime during the game.

Sec. 4 RULE 4

A TEAM MUST HAVE the required number of players to start or continue a game. Requirements are:

- a. A team must have a minimum of ten (10) players, eleven (11), or twelve (12) players with which it started the game with the exception of:
- b. If a team starts with the "EP"s and any player is removed, injured, or ejected from the game, with no substitute to replace the removed, injured, or ejected player, the vacated spot automatically becomes an out each time the vacant spot comes to bat.
- c. When a team is left with a vacant spot in the lineup because of the removal of a player (*as described in Sec. 4b*), the opposing team may not, with two (2) outs, intentionally or unintentionally walk the previous batter in order to get to the "automatic out" created by the vacant spot in the batting order.
- d. If the previous batter is walked, the vacant spot in the batting order is skipped, the "automatic out" is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.

NOTE I: If a team has a vacant spot and a substitute arrives, he/she must be inserted into the vacant spot immediately, unless the team is playing with less than ten (10) players (non-post season play only).

NOTE II: A team may continue to play with more than one (1) vacant spot if it started with more than one EP.

Sec. 5 RULE 4

A PLAYER IN THE STARTING LINEUP SHALL BE officially in the game when his/her name has been entered on the official score sheet and this has been presented to the home plate umpire. The following regulations govern the substitution of players:

- a. The manager, or team representative, shall notify the plate umpire at the time a substitute enters the game.

Failure to notify the umpire of a substitution would create an illegal substitution

NOTE I: Re-entry is considered a substitution and if an illegal entry occurs, the penalty is the immediate ejection of the ineligible player.

NOTE II: The use of an illegal player is handled as an appeal play, which can be made at any time while the player is in the game. A player will not violate the illegal player rule until he/she enters the game and one (1) pitch is thrown. An illegal player violation results in immediate ejection of the illegal player. In addition, the following penalties will apply.

1. If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-baserunner is nullified. Any additional outs recorded on the play stand.
2. If the illegal player has made a defensive play and before the next pitch (or the defensive team or the umpires have left the field), the offensive team has the option of 1) the result of the play, or 2) replaying the last pitch.

NOTE I: The illegal player can be legally replaced by any eligible substitute.

Play 1 – Smith enters the game in the fourth inning and was not reported. In the sixth inning the opposing team reports this to the umpire.

RULING: The player (Smith) is immediately ejected from the game. All play by or on Smith is legal.

Play 2 – Smith enters the game in the fourth inning, and was not reported. Smith legally reaches first base and before the next pitch, is reported to the Home Plate Umpire.

RULING: *The player (Smith) is called out and immediately ejected from the game. All runners must return to the base occupied when Smith first came to bat.*

b. Substitute players will be considered in the game as follows:

1. If a batter, when he/she takes his/her place in the batter's box.
 2. If a fielder, when he/she takes the place of a fielder he/she is substituting.
 3. If a baserunner, when he/she replaces the player on the base he/she is holding.
 4. If a pitcher, when he/she takes his/her place in the pitcher's box.
- c. Each pitcher (starter or substitute) must pitch until the first batter facing him/her has completed his/her turn at bat, the side has been retired, or he/she has been removed from the game. A pitcher removed from the game, by rule or ejection, is not subject to this Rule 5c. Any other player may be removed from the game at any time.
- d. A player substituted for in the game shall not participate in the game, except as a coach.

EXCEPTION: *The starting lineup, including the "EP", may re-enter once.*

NOTE I: *Any player participating in any NSA Canada Sanctioned Event must be physically able to participate. By physically able, the player must be able to walk on and off the field and play the game as intended. This is intended to keep injured people from further injury.*

NOTE II: *A player's correct name supersedes error, if an incorrect number has been entered on the score sheet.*

Sec. 6 RULE 4

COMMUNICABLE DISEASE PROCEDURES: When a player is bleeding, or has an open wound, the bleeding must be stopped and the open wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate and a suspension of play for a *reasonable amount of time, will be awarded the team. Should the treatment of this wound exceed a *reasonable amount of time, the affected player must be substituted for. If no substitute is available, and the team is using an "EP", the team may play on with ten (10) players until the affected player can continue, with all penalties as set forth by Rule 4, Sec. 4 in effect. When the affected player can continue, he/she may re-enter the lineup. Return to play will be determined by appropriate medical personnel or the Home Plate Umpire. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding and must have that uniform changed, if determined necessary, before returning to the game.

NOTE I: *A reasonable amount of time will be determined by the Home Plate Umpire, and will be no less than five (5) minutes. Soiled clothing must be changed and the change of clothing need not be matching team clothing. This is not a point of protest.*

RULE 5 – THE GAME SECTION 1-12

NOTE I: *It is the option of the tournament director to either use or not use an official scorekeeper. If an official scorekeeper is not used, the home team will be the official score and it is the obligation of the visiting team to verify the score at the end of each half inning.*

NOTE II: *No alcoholic beverages will be allowed in the dugouts or on the field during any NSA Canada Sanctioned Event, and no youth player will be charged admission to any NSA Canada Youth Tournament, above and beyond the team entry fee.*

Sec. 1 RULE 5

THE CHOICE OF THE first or last bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played. If a team is not in compliance with the uniform rule, the opposing team has the choice of being the home or visiting team if they are in total uniform compliance.

Sec. 2 RULE 5

THE FITNESS OF THE grounds for a game shall be decided solely by the Home Plate Umpire or the head grounds keeper.

Sec. 3 RULE 5

A REGULATION GAME shall consist of seven (7) innings. A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) play ball. A full seven (7) innings need not be played if the home team (the team second at bat) scores more runs in six innings or before the third out of the seventh inning

NOTE 1: *The game is officially over when:*

1. All umpires assigned to the game have left the playing field
2. A new game has started on the playing field
3. The home plate umpire declares that the game is over

EXCEPTION: *Run Rules: All classes will use twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings, and ten (10) runs after five (5) or more innings. If the home team is ahead by the above listed runs after 2 1/2, 3 1/2 or 4 1/2 innings, the home team shall be declared the winner and the game declared complete.*

- a. A game that is tied at the end of seven (7) innings, shall be continued by playing additional innings or until one side has scored more runs in their half of the inning before the third out is made.
 - b. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that place the patrons or players in peril.
 - c. These provisions do not apply to any acts on the part of the players or spectators, which might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.
 - d. The umpire shall forfeit a game in favour of a team not at fault in the following cases:
 1. If a team fails to appear on the field, or being on the field, refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures (grace period) by the organization in which the team is playing.
 2. If after the game has started, one team refuses to continue play unless the game has been suspended or terminated by the umpire.
 3. If after the umpire has suspended the game, one side fails to resume playing within two (2) minutes after the umpire has called "play ball".
 4. If a team uses tactics to delay or to hasten the game.
 5. If, after being warned by the umpire, any one of the rules is willfully violated.
 6. If the order for the removal of a player or manager/coach, from the game is not obeyed within one (1) minute.
 7. If for any reason there are less than ten (10) players on a team
- EXCEPTION:** *See Rule 4, Sec. 1*
8. The score of a forfeited game will be 7 - 0 to the winning team.
- e. Games that are not considered regulation or official shall be replayed from the beginning. Original lineups may be changed when the game is replayed.
 - f. During all tournament play (Qualifying, Regional, Provincial and World Series), in the event of rain or any other causes which interrupt a game, the game must be resumed at the exact point where it was stopped, unless the teams mutually agree to accept the existing score as the final score.

NOTE 1: *Players not listed in the lineups and not available at game time, may be substituted for.*

- g. In the event that a game cannot be completed, an official game may be called after five (5) innings of play or 4 1/2 innings of play, if the home team is ahead.

Sec. 4 RULE 5

THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

Sec. 5 RULE 5

A RUN SHALL NOT BE SCORED IF THE THIRD OUT OF THE INNING IS A RESULT OF:

- a. The batter being put out before legally touching first base.
- b. A baserunner being forced out due to the batter becoming a batter-baserunner.
- c. A baserunner leaving base before a pitched ball reaches home plate or before the pitched ball is batted.
- d. An appeal play at first base on the batter-baserunner for the third out of the inning.

Sec. 6 RULE 5

NO SUCCEEDING RUNNER shall score a run when a preceding runner has been declared the third out of an inning.

Sec. 7 RULE 5

A BASERUNNER SHALL not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding baserunner has not been put out.

Sec. 8 RULE 5

A MANAGER AND/OR TEAM REPRESENTATIVE, on or off the field, shall be allowed only one charged conference with a batter or baserunner in any one inning.

PENALTY: *A strike will be called on the batter if more than one conference occurs.*

Sec. 9 RULE 5

PLAYER ELIGIBILITY/ROSTERS

NOTE I: NSA Canada's Official Roster Signing Date will be set by the individual tournament committees of the particular event whether it be World Series event or qualifying event. The participants upon registering for the event will be notified of the official roster submission date.

- Qualified teams can make up to six (6) player changes to their qualified rosters under the following conditions.
To replace players lost because of injury, relocation, or official release. Injured players must submit, to the Provincial Director, a doctor's statement indicating the injury and the player's availability to participate. A relocated player must submit, to the Provincial Director, proof of old and new address. Released players must have an official release form or letter presented to the Provincial Director to be officially removed from a qualified roster. In each case, a Provincial, Regional, or National Director must approve any roster additions or changes.
- Added players must be of the same or lower class. No player can drop more than one classification per calendar year.
- Teams qualifying after the national signing date, those teams will have their rosters frozen immediately by the Tournament or League Director.
- Adult division slo-pitch (Male and Female): Players are eligible for adult division play once they have reached their sixteenth (16) birthday.

PENALTY: *Violation of these rules will cause teams to be ineligible to participate in any officially sanctioned NSA Canada Tournament.*

Sec. 10 RULE 5

HOME RUN LIMITS: (any untouched ball which travels over the fence, over fair territory)

- Five (5) and one up

NOTE I: *The one up rule is in effect only after both teams have reached their home run limit.*

Once both teams have reached their home run limit, either team may hit an additional home run, however, no team may ever go more than one home run up on the other team. Any additional home runs above the one up will be scored an out. The home team, in the bottom of the seventh or later innings, may hit one home run to pull even in the number of home runs as the opposing team, but may not hit a home run to go one up.

Sec. 11 RULE 5

EACH UNTOUCHED BALL over the fence, exceeding a team's home run limit, will be scored as an out.

NOTE I: *Any untouched batted ball that goes over the fence in fair territory, shall be considered a home run against the team's home run total.*

Note II: *Once a home run has been declared by the home plate umpire all runners may proceed to their dugout and a run will be scored for each runner.*

Sec. 12 RULE 5

ANY BALL TOUCHED BY a defensive player, which then goes over the fence in fair territory before striking the ground, shall not be included in the total of over the fence home runs.

Note: *Once a four base award has been declared by the home plate umpire all runners may proceed to their dugout and a run will be scored for each runner.*

RULE 6 – PITCHING REGULATIONS SECTION 1-10

Sec. 1 RULE 6

THE PITCHER SHALL TAKE A POSITION between 50 and 60 feet from home plate and within a two foot wide area defined as the PITCHER'S BOX. Once the pitcher has presented the ball to start a pitch, one foot must remain planted on the ground or pitcher's plate throughout their delivery.

- Preliminary to pitching, the pitcher must come to a full stop with the ball held in the pitching hand or both hands in front of the body.
- This position must be maintained at least one (1) second and not more than five (5) seconds before making the delivery.
- The pitcher shall not be considered in the pitching position unless the catcher is in the catcher's box.

Sec. 2 RULE 6

THE PITCH STARTS WHEN THE PITCHER makes any motion that is part of his/her wind up, after the required pause. Prior to the required pause, any wind up may be used. The pivot foot must remain in contact with the ground within the pitcher's box until the ball leaves the hand.

a. It is not necessary to step, but if a step is taken, the step may be forward, backward, or sideways as long as the ball remains within six (6) inches of the hip.

Sec. 3 RULE 6

A LEGAL DELIVERY shall be delivered with an underhand motion.

a. The pitch shall be released at a moderate speed. The speed is left up to the judgment of the umpire, who shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he/she shall be removed from the pitcher's position for the remainder of the game.

b. The hand shall be below the hip.

c. The ball must be delivered with an arc and reach a height between six (6) and ten (10) feet from the ground.

d. The catcher must be within the lines of the catcher's box until the pitched ball reaches the plate or until the ball is batted.

PENALTY: *The ball is dead, a ball is called on the batter, and a warning given to the catcher and the defensive coach that if the catcher repeats such an act after this warning, they will be removed from the catcher's position for the remainder of the game.*

e. The catcher shall return the ball directly to the pitcher after each pitch, except after a strike out or put out made by the catcher. The pitcher has five (5) seconds to release the next pitch.

EFFECT: *Sec. 3(e) An additional BALL is awarded to the batter.*

Sec. 4 RULE 6

THE PITCHER MAY use any wind up desired as long as the pitch conforms to the criteria found in Rule 6, Section 3.

Sec. 5 RULE 6

THE PITCHER SHALL NOT DELIBERATELY drop, roll, or bounce the ball to the batter, either in or out of the pitcher's box.

Sec. 6 RULE 6

THE PITCHER SHALL NOT at any time during the game, be allowed to use tape or other substances upon the ball, the pitching hand, or fingers, nor shall any other player apply a foreign substance to the ball. Under the supervision of the umpire, powdered resin may be used to dry the hands.

Sec. 7 RULE 6

AT THE BEGINNING OF EACH HALF INNING or when a pitcher relieves another, not more than one (1) minute may be used to deliver not more than three (3) pitches to the catcher or other teammate. Play shall be suspended during that time.

EFFECT: *Sec. 1-7 is an illegal pitch and the ball is dead. A ball shall be called on the batter and baserunners do not advance.*

EXCEPTION: *If a batter strikes at any illegal pitch, it shall be a strike and there shall be no penalty. The ball remains in play if hit by the batter.*

NOTE I: *The umpire shall signal and call an illegally pitched ball when the ball becomes illegal. A pitched ball that hits the ground or home plate is a dead ball and may not be hit by the batter.*

NOTE II: *An umpire will declare "Dead Ball, No Pitch" on any illegal pitching action. These are illegal actions by the pitcher, prior to the release of the pitched ball.*

Sec. 8 RULE 6

NO PITCH SHALL BE DECLARED WHEN:

- The pitcher pitches during the suspension of play.
- The runner is called out for leaving a base too soon.
- The pitcher pitches before a baserunner has retouched his/her base after a foul ball and the ball is dead.
- The ball slips from the pitcher's hand during his/her wind up or during the back swing.
- No player, manager, or coach shall call "Time", employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

EFFECT: *No pitch shall be declared and a warning issued to the offending team. A repeat of this type of act shall result in the offender being removed from the game.*

Sec. 9 RULE 6

A MANAGER from the dugout or multiple players from on the field, shall be allowed only one charged conference with each and every pitcher any one inning.

PENALTY: A second conference with the same pitcher will result in them being removed from the pitching position for the remainder of the game.

Sec. 10 RULE 6

AT NO TIME DURING THE GAME shall an offensive or defensive player or coach be allowed to leave their positions on the field or come from the dugouts to argue whether a pitch was a strike or a ball. The three players involved (pitcher, catcher, batter) may be allowed to question balls or strikes.

NOTE I: *Anyone other than the pitcher, catcher, or batter that leaves his/her positions on the field or the dugout to question balls or strikes, will be immediately ejected.*

NOTE II: *This includes arguing arch limit on pitches*

RULE 7 – BATTING

SECTION 1-11

Sec. 1 RULE 7

THE BATTER SHALL TAKE HIS/HER POSITION WITHIN THE LINES OF THE BATTER'S BOX.

- The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter's box or touching home plate or the strike mat when the ball is hit.
- The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in a position to pitch.

EFFECT: *Sec. 1(a - b) The ball is dead, the batter is out, baserunners may not advance.*

- The batter shall not enter the batter's box with an illegal bat.

EFFECT: *The opposing team has the option of taking the result of the play, or the ball is dead, the batter is out, baserunners may not advance.*

- The batter shall not enter the batter's box with an altered bat.

EFFECT: *The ball is dead, the batter is out, and without warning, is ejected from the game. Baserunners may not advance.* NSA Canada's policy on supplementary discipline for the use of an altered bat can be found on the NSA Canada web site under the Altered Softball Bat Policy.

- The batter must take his/her position within five (5) seconds after the umpire has called "Play ball".

He/she must have both feet within the lines of the box before the start of the pitch. He/she may touch the line, but no part of his/her foot may be outside of the lines prior to the pitch.

EFFECT: *The ball is dead. The umpire will call a strike on the batter, also issue a warning to the batter to take his position or risk being called out. If the batter refuses to take his/her position after the warning, he/she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player, will result in an out being called. This rule is intended to help speed up the play of the game, and umpires, while using good judgment in enforcement of the rule, must prohibit the batter from delaying the game by taking an excessive or unnecessary amount of time entering the batter's box.*

Sec. 2 RULE 7

EACH PLAYER OF THE SIDE AT BAT shall become a batter in the order in which his/her name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain, to the Home Plate Umpire. The batting order must be followed throughout the entire game, unless a player is substituted for. When this occurs, the substitute must take the place of the player

he/she is replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

NOTE 1: *Batting out of order is an appeal play, which may be made by the defensive team only.*

- a. If the error is discovered while the incorrect batter is at bat, the correct batter takes his/her place and legally assumes any balls and strikes.
- b. If the error is discovered after the incorrect batter has batted, and before the next pitch to the following batter, the player who should have batted is out. Any advance or score made because of a batted ball by the improper batter's advance to first base on a hit, error, or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.
- c. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- d. No baserunner shall be removed from the base he/she is occupying to bat in his/her proper place. He/she merely misses his/her turn at bat with no penalty. The batter following him/her in the batting order becomes the legal batter.
- e. When the third out of the inning is made before the batter has completed his/her turn at bat, he/she shall be the first batter in the next inning and shall have the ball and strike count on him/her canceled.

Sec. 3 RULE 7

MEMBERS OF THE TEAM AT BAT shall not interfere, either physically or vocally, with a player attempting to field either a fair or foul ball. This includes a base coach.

EFFECT: *The ball is dead, the batter is out, and any baserunner(s) must return to the base that they occupied at the time of the pitch.*

Sec. 4 RULE 7

THE BATTER SHALL NOT hit a fair ball a second time with the bat in fair territory.

EFFECT: *The ball is dead, the batter is out and baserunners may not advance.*

EXCEPTION: *If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, it is a foul ball even if the ball is hit a second time over fair territory.*

NOTE 1: *If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.*

Sec. 5 RULE 7

A STRIKE IS CALLED BY the umpire:

- a. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the ball touches home plate and is not swung at.
- b. For each pitched ball swung at and missed by the batter.
- c. For each foul ball not legally caught, including the third strike.
- d. For each pitched ball swung at and missed which touches any part of the batter.
- e. When any part of the batter's person is hit with his/her own batted ball, when he/she is in the batter's box.
- f. When a pitched ball hits the batter while the ball is in the strike zone.
- g. When a pitched ball hits any part of the strike mat when the strike mat is in use

EFFECT: *Sec. 5(d - f) the ball is dead and baserunners must return to their bases without liability to be put out*

NOTE 1: *A pitched ball that hits the ground, home plate or the strike mat is a dead ball and may not be hit*

Sec. 6 RULE 7

A BALL IS CALLED BY the umpire:

- a. For each pitch, which does not enter the strike zone or touches home plate, which is not hit or swung at by the batter.
- b. For each illegally pitched ball not hit or swung at by the batter.
- c. When a pitch hits the batter outside of the strike zone.
- d. When the catcher fails to return the ball directly to the pitcher as required in Rule 6, Sec. 3e.
- e. When the pitcher fails to pitch within five (5) seconds.
- f. For each excessive warm-up pitch. (Rule 6, Sec. 7)
- g. When the pitcher attempts a quick return pitch, the pitcher shall be given a warning.

EFFECT: *Rule 7, Sec. 6(a - g) The ball is dead and baserunners may not advance.*

- c. When forced to vacate a base because the batter was awarded a base for catcher's obstruction.
- d. When a fielder contacts or catches a batted or thrown ball with his/her cap, glove, or any part of his/her uniform while detached from its proper place.

NOTE 1: *The umpire(s) will signal "delayed dead ball".*

EFFECT: *The baserunner shall be entitled to three (3) bases if a batted ball, or two (2) bases if a thrown ball. In either case, baserunners may advance further at their own risk. If the illegal act was made on a fair ball that, in the judgment of the umpire, would have cleared the outfield fence in flight, four (4) bases shall be awarded.*

- e. When the ball is in play and is overthrown (beyond the boundary lines), or is blocked.

EFFECT: *Awarded bases shall be determined by the position of the baserunners at the time of the infraction.*

EFFECT: *For offensive equipment or an offensive player causing a blocked ball, the player closest to home plate is declared out, and all other baserunners must return to the last base touched when the ball becomes blocked.*

1. **The ball is dead.** In all cases where a thrown ball goes into the spectator's seats, goes over, through, or under any fence surrounding the playing field, hits any person or object not engaged in the game, goes into the players' benches, including bats lying near benches, whether the ball rebounds onto the playing field or not, or remains in the meshes of any wire screen, each and every baserunner shall be awarded two (2) bases from the last base they occupied.
2. When the first throw is made by an infielder, two (2) bases shall be awarded. The award shall be governed by the position of the each baserunner at the time the pitch was made, however, if all baserunners, including the batter-baserunner, have advanced at least one (1) base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the baserunners, when a wild throw was made.
3. When a throw is made by an outfielder, or is the result of any succeeding play or attempted play, the two (2) base award shall be governed by the position of each baserunner and the last base he/she has touched at the time the throw was made. If two (2) baserunners are between the same base, the award is based on the position of the lead baserunner.
4. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base they occupied at the time the ball entered the dead ball area or became blocked. If a baserunner touches the next base and returns to his/her original base, the original base he/she left, is considered the "last base occupied" for the purposes of an overthrow award.

- f. When a ball bounds or rolls into a stand, over, under, or through a fence, bounds out of play unintentionally off a defensive player or other obstruction marking the boundaries of the playing field.

EFFECT: *Rule 8, Sec. 5(f) The ball is dead and all baserunners are awarded two (2) bases from the time of the pitch.*

- g. When a live ball is unintentionally carried by a fielder from playable territory into a dead ball area, the ball becomes dead. All baserunners are awarded one base from the last base touched at the time the fielder enters dead ball territory. If, in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all baserunners are awarded two (2) bases from the last base they occupied at the time he/she entered the dead ball area.

EFFECT: *A fielder carrying a live ball into the dugout or team area, to tag a player, is considered to have intentionally carried it there. A dead ball line is considered in play.*

Sec. 6 RULE 8

A BASERUNNER MUST RETURN TO HIS/HER BASE:

- a. When a foul ball is illegally caught and so declared by the umpire.
- b. When the umpire declares an illegally batted ball.
- c. When a batter or baserunner is called out for interference. Other baserunners shall return to the last base touched at the time of the interference.
- d. When a pitched ball that is swung at and missed touches any part of the batter's person.
- e. When a foul ball is not caught.

EFFECT: *Sec. 6(a - e) The ball is dead and baserunners must return to base occupied prior to the pitch except when forced by the batter becoming a baserunner. Baserunners need not touch the intervening bases in returning, but must return promptly, however, they must be allowed sufficient time to return.*

- f. Base stealing: under no circumstances is a baserunner permitted to steal a base when a pitched ball is not batted.

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Sec. 7 RULE 7

A FAIR BALL IS A LEGALLY batted ball which:

- a. Settles or is touched on fair ground between home and first base or home and third base.
- b. Bounds past first or third base on or over fair ground.
- c. Touches first, second, or third base.
- d. While on or over fair ground, touches the person or clothing of an umpire or player.
- e. First falls on fair territory beyond first or third base. A fair fly ball must be judged according to relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.

EFFECT: Rule 7, Sec. 7(a - e) The ball is in play and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a batter-baserunner unless the infield fly rule applies.

- f. While on or over fair ground, lands behind a fence or into a stand beyond the outfield fence, this is a home run.
- g. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

Sec. 8 RULE 7

A FOUL BALL IS A LEGALLY batted ball which:

- a. Settles on foul ground between home and first base or between home and third base.
- b. Bounds past first or third base on or over foul ground.
- c. First touches on foul ground beyond first or third base.
- d. While on or over foul ground, touches the person or clothing of an umpire or player, or it is blocked.
- e. Is caught while over foul ground.

EFFECT: Rule 7, Sec. 8(a - d) The ball is dead. A strike is called on the batter for each foul ball, including the third strike. Baserunners must return to their bases without liability to be put out. Baserunners may not advance on a third strike foul ball, including a legally caught foul ball, however, all runners may advance on any other legally caught foul ball.

Sec. 9 RULE 7

THE BATTER IS OUT:

- a. When the third strike is struck at, missed, or touches any part of the batter's person.
- b. When a batter appears in the batter's box with, or is discovered using an illegal or altered bat, prior to or after hitting the ball. The batter is also ejected from the game for using an altered bat.
- c. When a fly ball is legally caught.
- d. Immediately when he/she hits an infield fly, and the umpire has declared ""Infield Fly"
Refer to Rule 1, Sec. 27.
- e. If a fielder intentionally drops, or lets fall untouched, a fair fly ball, including a line drive, which can be caught by an infielder with ordinary effort with first base occupied with less than two (2) outs.

EFFECT: Rule 7, Sec. 9 The ball is dead, the batter is out and baserunners must return to the last base touched at the time of the pitch.

NOTE 1: A trapped ball shall not be considered as having been intentionally dropped.

- f. If a preceding runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play, the offending runner and the succeeding are both declared out.
- g. When the batter bunts or chops the ball downward. (See Rule 1, Sec. 13).
- h. Any batter-baserunner that carries the bat and legally reaches or touches first base, while still holding the bat, during a live ball situation, will be declared out. Should this be the third out of an inning, no preceding baserunner shall score.
- i. On a third strike foul ball.
- j. When hit by his/her own batted ball, in fair territory, outside the batter's box.
- k. If, on a fly ball, he/she fails to advance toward first base or remain in the batters box

Sec. 10 RULE 7

THE BATTER OR BASERUNNER IS NOT OUT if a fielder making a play on him/her uses an illegal glove. The manager of the offended team has the option of having the batter bat over and assume the ball and strike count he/she had prior to the pitch he/she hit (baserunner return), or taking the result of the play.

Sec. 11 RULE 7

ON-DECK BATTER:

- The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- The on-deck batter shall take a position within the lines of either of the on-deck circles without interfering with the view of any manager or coach.
- The on-deck batter may loosen up with two (2) official softball bats, an official warm-up bat, or the player may use the Power Wrap, Worth WBS, H & B BW1, or any other official warm-up bat or product that has been approved by NSA Canada Head Office. Nothing else may be attached, such as a donut, fan, etc. when loosening up.
- The on-deck batter may leave the on-deck circle when he/she becomes the batter, or to direct baserunners advancing from third base to home plate.
- When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate, at the time of the interference, is declared out.
- The provision of Rule 7, Sec. 3 shall apply to the on-deck batter.

Sec. 12 RULE 7

Bunting is permitted only in Co-Ed play.

RULE 8 – BASERUNNING SECTION 1-9

NOTE I: *First base double base — At facilities that use the safety bag at first base, the following rules will be implemented. If the first play is at first base, either from the infield or outfield, a baserunner will be called out for touching the white or inside portion of the base. If the play is not to first base, the inside base may be tagged in a continuation toward second base. The baserunner running toward first base may cross over to the white or inside portion of the base to avoid a collision if a wild throw occurs. The white or inside portion of the base will be used by the batter-baserunner if attempting to get back to first base.*

NOTE II: *A courtesy runner may be used for the pitcher if he/she is on base with two (2) out and is using exposed safety equipment excluding a mask. The courtesy runner MUST BE the last out of the same gender as the pitcher. This rule applies only to pitchers that have been in the game in prior innings and have been wearing their protective gear.*

Sec. 1 RULE 8

THE BASERUNNER MUST touch bases in legal order, that is first, second, third, and scoring line.

EXCEPTION: The scoring line is not used in Open divisions in major tournament and post season play.

- When a baserunner must return to bases while the ball is in play, he/she must touch the bases in reverse order.

EFFECT: *The ball is in play and baserunners must return with liability to be put out.*

- When a baserunner acquires the right to a base, by touching it before being put out, he/she may hold the base until he/she has legally touched the next base in order, or is forced to vacate it for a succeeding runner.
- When a runner dislodges a base from its proper position neither, he/she nor the succeeding baserunners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and baserunners may advance with liability of being put out.
- A baserunner may not run the bases in reverse order, either to confuse the fielders, or to make a travesty of the game.

EFFECT: *The ball is dead and the runner is out.*

NOTE I: *A runner in a double play situation, who stops or retreats back towards the base left, is not to be considered as running the bases in reverse order or considered making a travesty of the game.*

- Two baserunners may not occupy the same base simultaneously.

EFFECT: *The baserunner who first legally occupied the base is entitled to it. The other baserunner may be put out by being touched with the ball.*

- Failure of a preceding baserunner to touch a base or to leave a base legally on a caught fly ball, and who is declared out, does not affect the status of a succeeding baserunner who touches the bases in proper order. However, if the preceding baserunner were to be called out for the third out of the inning, no succeeding baserunner may score a run.
- No baserunner may return to touch a missed base, or one left illegally, after a following baserunner has scored.
- When the ball is dead, no baserunner may return to touch a missed base, a base he/she has left illegally, even after the ball becomes alive. However, when a dead ball occurs, a baserunner may return to a missed base or a base he/she left illegally, if he/she is required to by the umpire in the awarding or determination of bases. The baserunner is not liable to be put out for missing a base beyond the base he/she is required to by the umpire in the awarding or determination of the bases. The baserunner is not liable to be put out for missing a base beyond the base he/she is required to return to.

- i. No baserunner may return to touch a missed base or one left illegally once he/she enters his/her dugout or bench area.
- j. When the umpire has called four (4) balls, or when a walk is issued, all baserunners must touch all bases in legal order. Baserunners do not advance unless forced.
- k. Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases. Awarded bases must also be touched in proper order.

EXCEPTION: *Runners do not have to touch bases on a four base award*

Sec. 2 RULE 8

THE BATTER BECOMES A BATTER-BASERUNNER:

- a. As soon as he/she hits the ball.
- b. When the umpire has called four (4) balls.
- c. When the catcher obstructs or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball.
 1. The umpire will signal, ***“delayed dead ball”***. The offensive team manager has the option of taking the base awarded the batter catcher’s obstruction, or he/she may take the result of the play.
 2. If the batter reaches first base safely and all other baserunners advance at least one base on the batted ball, catcher’s interference is canceled and no other options are given.
- d. When a fair ball strikes the umpire or baserunner on fair ground.
 1. If the ball hits the umpire or baserunner after passing an infielder, other than the pitcher or touches an infielder, including the pitcher, the ball is in play.
 2. If the ball hits the umpire or baserunner before passing an infielder, the ball is dead and the batter is entitled to first base without liability of being put out. Baserunners not forced by the batter-baserunner must return.

Sec. 3 RULE 8

BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT:

- a. When the ball is thrown into fair territory or foul territory and is not blocked.
- b. When the ball is batted into fair territory and is not blocked.
- c. When a legally caught fly ball is first touched.
- d. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.

Sec. 4 RULE 8

A PLAYER FORFEITS HIS/HER EXEMPTION FROM LIABILITY TO BE PUT OUT.

- a. If, while the ball is in play, he/she fails to touch the base he/she is entitled to before attempting to make the next base. If the baserunner put out is the batter-baserunner at first base, or any other baserunner, forced to advance because of the batter-baserunner, this is a force out.
- b. If, after over running first base, the batter-baserunner attempts to continue to the next base.
- c. If, after dislodging the base, the batter/batter-baserunner attempts to continue to the next base.

Sec. 5 RULE 8

BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

- a. When forced to vacate a base because the batter was awarded a base on balls, the ball is dead.
- b. When a fielder obstructs a baserunner from making a base, unless the fielder is trying to field a batted ball, has the ball ready for a tag, or is about to receive a thrown ball.

EFFECT: *When obstruction occurs, the umpire shall call and signal obstruction. If a play is being made on the obstructed baserunner, or if the batter-baserunner is obstructed before reaching first base, the ball is dead and all baserunners advance to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction, without liability to be put out.*

EXCEPTION: *A baserunner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any preceding baserunners, forced to advance by the award of bases for obstruction, shall advance without liability to be put out.*

If no play is being made on the obstructed baserunner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call “time” and impose such penalties, if any, as in his judgment, will nullify the act of obstruction. If a fielder, without the ball, fakes a tag, the umpire may award the obstructed baserunner and each other baserunner affected by the obstruction, the bases they would have reached, had there been no obstruction.

NOTE 1: *In the case of a “fake tag”, the fielder will be automatically ejected from the game.*

Sec. 7 RULE 8

BATTER-BASERUNNER IS OUT:

- a. When, after hitting a fair ball, he/she is legally touched with the ball before he/she touches first base.
- b. When, after hitting a fair ball, the ball is held by a fielder touching first base with any part of his/her person, before the batter-baserunner touches first base.
- c. When, after a fly ball is hit, a fielder catches the ball before it touches the ground or any object other than a fielder.
- d. When, after hitting a fair ball or a base on balls is awarded, he/she fails to advance to first base and enters his/her team area.

EFFECT: Rule 8, Sec. 7(a - d) The ball is in play and the batter-baserunner is out.

- e. When he/she runs outside the three (3) foot line, and in the judgment of the umpire, interferes with the fielder taking the throw at first base, however, he/she may run outside the three (3) foot line to avoid a fielder attempting to field a batted ball.
- f. When he/she interferes with a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall be called out.
- g. When a batter-baserunner interferes with a play at home in an attempt to prevent an obvious out at home plate, the baserunner is also out.
- h. When he/she moves back towards home plate between first and home to avoid or delay a tag by a fielder.
- i. When he/she is discovered using an altered or illegal bat.

EFFECT: Rule 8, Sec. 7(e - j) The ball is dead and the batter-baserunner is out. Other baserunners must return to the last base legally touched at the time of the illegal action.

Sec. 8 RULE 8

THE BASERUNNER IS OUT:

- a. When, in running to any base, he/she runs more than three feet from a direct line between that base and the next base in regular or reverse order to avoid being touched by the ball in the hand of a fielder. When a play, such as a rundown, is made on a runner who has "rounded" a base, and that runner is outside of a direct line between bases, the runner establishes his/her baseline as a direct line between him/her and the next base in regular or reverse order.
- b. When, while the ball is in play, he/she is legally touched by the ball in the hand of a fielder while not in contact with a base.
- c. When, on a force out, a fielder tags him/her with the ball or tags the base on a force out.
- d. When the baserunner fails to return to touch the base he/she previously occupied when play is resumed after suspension of play.
- e. When a baserunner physically passes a preceding baserunner before that baserunner has been put out.
- f. When the baserunner leaves his/her base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base, or a fielder legally touches the baserunner before he/she returns to his/her base.
- g. When the baserunner fails to touch the intervening base or bases, in regular or reverse order, and the ball is in play and legally held on the base, or the baserunner is legally touched while off the base he/she missed.
- h. When the batter-baserunner legally over runs first base and then attempts to run to second base and is legally touched while off the base.

EFFECT: Rule 8, Sec. 8(f - i) These are appeal plays, and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. The pitcher must have the ball in his/her possession, in the area of the pitcher's box. Any player in the game, coach or manager may then make an appeal by announcing to the umpire, which baserunner is being appealed, which base has been missed, or which base has been left too soon. Any player may also make an appeal while the ball is still alive, and before the ball becomes dead, by tagging the baserunner or the base being appealed, with the ball.

- i. When the baserunner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, and occurs before the baserunner is put out, the immediate succeeding baserunner shall be called out also.
- j. When a baserunner is struck with a fair-batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.
- k. When a baserunner intentionally kicks a ball, which an infielder has missed.
- l. When, with a baserunner on third base, the batter interferes with a play being made at home plate with less than two (2) outs.

m. When anyone, other than another baserunner, physically assists a baserunner while the ball is in play.

Note: The contact must in some way assist the runner in obtaining the next base

- n. When the coach near third base runs in the direction of home plate, on or near the baseline, while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The baserunner nearest to third base shall be declared out.
- o. When one or more members of the offensive team stand or collect at or around a base, to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the bat boy/girl or any other person authorized to sit on the team's bench.
- p. When any baserunner runs the bases in reverse order to confuse the defensive team, or to make a farce of the game. This includes the batter-baserunner moving backward toward home plate to avoid or delay a tag.
- q. If a coach intentionally interferes with a thrown ball.
- r. When a baserunner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another baserunner. The baserunner closest to home plate, at the time of the interference, shall also be called out.

EFFECT: Rule 8, Sec. 8(j) - s) The ball is dead the baserunner is out. Other baserunners must return to the last base legally touched at the time of the illegal action. Batterrunner is awarded first base.

s. When a defensive player has the ball and is waiting for the baserunner and the baserunner remains on his feet and deliberately, with great force, crashes into the defensive player, the baserunner is declared out. The ball is dead and all runners must return to the last base touched at the time of the collision unless Rule 8, Sec. 8(j) or Rule 8, Sec. 8(s) applies.

NOTE 1: If the act is determined to be flagrant, the offender shall be ejected.

- t. When the baserunner fails to keep contact with his/her base until a legally pitched ball has reached home plate. The ball is dead. "No Pitch" is declared and the baserunner is called out.
- u. When he abandons a base, does not attempt to advance to the next base, and enters the team area or leaves the field of play. The baserunner shall be called out immediately when he/she enters the team area or leaves the field of play.
- v. If hit by an infield fly when not in contact with the base. The ball is dead and the baserunners and the batter are both declared out. Other baserunners must return to the base occupied, without liability to be put out, at the time of the pitch.
- w. He/she touches any part of home plate while the scoring line is in use and their run does not score.

Sec. 9 RULE 8

THE BASERUNNER IS NOT OUT:

- a. When a baserunner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- b. When a baserunner does not run a direct line to the base, providing the fielder, in the direct line, does not have the ball in his/her possession.
- c. When more than one fielder attempts to field a batted ball, and the baserunner comes into contact with the one who, in the judgment of the umpire, was not entitled to field the ball.
- d. When a baserunner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the judgment of the umpire, no other fielder has a chance to make a play on the ball.
- e. When a baserunner is touched with a ball not securely held by a fielder.
- f. When the defensive team does not request the umpire's decision on an appeal play, until after the next pitch.
- g. When a batter-baserunner over runs first base, after touching it, and makes no attempt to advance to the next base.

- h. When the baserunner is not given sufficient time to return to a base, he/she shall not be called out for being off the base before the pitcher pitches the ball. The umpire shall call "No Pitch".
- i. When a baserunner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while in the pitcher's box.
- j. When a baserunner holds his/her base until a fly ball touches a fielder, and then attempts to advance.
- k. When a baserunner is in contact with the base, and is hit by a batted ground ball or fly ball in fair territory, the baserunner is not out, the ball is dead and the batter-baserunner is awarded first. All baserunners advance one (1) base only if forced.

EFFECT: Ball is dead, all baserunners advance one base, if forced.

- l. When a baserunner slides into a base and dislodges it from its proper place. The base is considered to have followed the runner. See Rule 7, Sec. 1(c) and Rule 8, Sec. 4(c).
- m. When a fielder makes a play on a batter-baserunner or baserunner while using an illegal glove. See Rule 7, Sec. 10 for option given to the manager of the offensive team.
- n. When a fair-batted ball hits the baserunner, after it touches any fielder, including the pitcher.

RULE 9 – DEAD BALL - BALL IN PLAY SECTION 1-3

Sec. 1 RULE 9

THE BALL IS DEAD AND NOT IN PLAY:

- a. When the ball is batted illegally.
- b. When a batter steps from one box to another when the pitcher is ready to pitch.
- c. When a ball is pitched illegally.

EXCEPTION: If the batter swings at an illegal pitch, the play stands.

- d. When the umpire declares "No Pitch".
- e. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- f. When a foul ball is not caught.
- g. When a baserunner is called out for leaving a base too soon on a pitched ball.
- h. When the offensive team causes interference.
- i. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground, or object outside the playing area.
- j. If an accident to a baserunner prevents him/her from proceeding to a base, which he/she is awarded. A substitute baserunner shall be permitted for the injured player.
- k. In case of interference with the batter or fielder.
- l. When the batter bunts or chops a pitched ball.
- m. When the umpire calls "Time".
- n. When the umpire calls "Time" and an appeal play follows, the ball remains dead throughout the appeal.
- o. When any part of the batter's person is hit by his own batted ball while he/she is in the batter's box.
- p. When a baserunner runs the bases in reverse order.

EXCEPTION: If the baserunner is returning to re-tag a base.

- q. When, in the judgment of the umpire, a coach touches or physically helps a baserunner or when a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.
- r. When a baserunner fails to keep contact with his/her base, until the pitched ball has reached home plate
- s. When a play is being made on an obstructed baserunner, or if the batter-baserunner is obstructed before he/she reaches first base.
- t. When a blocked ball is declared.
- u. When the batter enters the batter's box with, or uses, an illegal bat or altered bat.
- v. When a caught fair ball, including a line drive, which can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two (2) outs and with a baserunner on first, first and second, first and third, or first second and third bases.
- w. When a fielder carries a live ball into dead ball territory.
- x. When a foul ball is caught and the batter has two (2) strikes.
- y. When a batter is hit with his/her own batted ball, in fair territory, outside the batter's box.
- z. When a fair ball strikes an umpire or baserunner on fair ground before passing or touching an infielder.

Sec. 2 RULE 9

THE BALL IS IN PLAY:

- a. At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "Play Ball".

- b. When the infield fly rule is enforced.
- c. When a thrown ball goes past a fielder and remains in playable territory.
- d. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.
- e. When a fair ball strikes an umpire on foul ground.
- f. When the baserunners have reached the bases, to which they are entitled, when the fielder illegally fields a batted or thrown ball.
- g. When a baserunner is called out for passing a preceding baserunner.
- h. When no play is being made on an obstructed baserunner. The ball shall remain alive until the play is over.
- i. When the batter legally hits a fair ball.
- j. When a baserunner must return, in reverse order, while the ball is already in play.
- k. When a baserunner acquires the right to a base by touching it before being put out.
- l. When a base is dislodged while baserunners are running the bases.
- m. When a baserunner runs out of the baseline in regular or reverse order to avoid a tag by a fielder.
- n. When a baserunner is forced or tagged out.
- o. When the umpire calls the baserunner out for failure to return and touch the base when play is resumed, after a suspension of play.
- p. When a live ball strikes a groundskeeper, photographer, policeman etc. assigned to the game.
- q. When a thrown ball strikes an offensive player.
- r. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
- s. When a thrown ball strikes an umpire.
- t. When a thrown ball strikes a coach.
- u. As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "Time", however, the ball will continue to be dead during a subsequent appeal play.
- v. When a foul ball is caught and the batter has less than two (2) strikes.

Sec. 3 RULE 9

THE BALL REMAINS ALIVE until the umpire calls "Time", which should be done when the ball is held by a player in the infield area, and in the judgment of the umpire, all play has ceased.

RULE 10 – UMPIRES SECTION 1-8

NOTE 1: *Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for the umpires.*

Sec. 1 RULE 10

POWERS AND DUTIES: The umpires are the representatives of the league or organization for the particular game, for which they have been assigned. They are authorized and required to enforce the rules contained in this book. The umpires have the power to order a player, coach, captain, or manager to do, or refrain from doing, any act that is necessary to enforce any of these rules and to inflict any penalties prescribed. The plate umpire shall have the authority to rule on any situation not specifically covered in these rules.

NOTE 1: *An umpire shall not be a member of either team (i.e., player, coach, official scorekeeper, or sponsor.)*

- a. The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams and managers/coaches prior to the start of the game.

- b. Each umpire shall have the power to make decisions on violations committed anytime during playing time or suspension of play until the game is over.
- c. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his/her respective duties.
- d. An umpire may consult with his/her partners at any time, however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpires.
- e. The plate and base umpires shall have equal authority to:
 - 1. Call a baserunner out for leaving a base too soon.
 - 2. Call "Time" for suspension of play.
 - 3. Remove a player, manager, coach, or other team member from the game for violation of the rules.

NOTE 1: Unless appealed, the plate umpire shall not call a player out for having failed to touch a base, leaving a base too soon on a caught fly ball, batting out of order, or making an attempt to go to second base after reaching first base, as provided in these rules.

Sec. 2 RULE 10

THE PLATE UMPIRE:

- a. Shall take a position behind the catcher and have full responsibility for the proper conduct of the game.
- b. Shall call all balls and strikes.
- c. Shall be in agreement and in cooperation with the base umpire(s) call on plays, fair or foul balls, legally or illegally caught balls. On plays, which require the base umpire to leave the infield, the plate umpire shall assume the duties that the base umpire is normally required to cover.
- d. Shall determine and declare whether a batter chops or bunts a ball, whether a batted ball touches the person or clothing of the batter, and also whether a fly ball is an infield fly.
- e. Shall render decisions on the bases when required by the instruction in the umpire's manual.
- f. Shall determine when a game is forfeited.
- g. Shall be responsible for announcing the correct count when it is requested.

Sec. 3 RULE 10

THE BASE UMPIRE:

- a. Shall take a position(s) on the playing field as outlined in the umpire's manual.
- b. Shall assist the plate umpire in every way, to enforce the rules of the game.
- c. Can call an infield fly.

Sec. 4 RULE 10

CHANGING OF UMPIRE:

- a. Umpires cannot be changed during a game, unless injury or illness incapacitates an umpire.

Sec. 5 RULE 10

UMPIRE'S JUDGMENT:

There shall be no appeal of any decision of any umpire on the grounds that he/she was not correct in his/her decision that a batted ball was fair or foul, a baserunner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgment. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he/she is convinced it is in violation of a rule. If the manager, captain, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his/her associate before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seeks its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his/her associate, nor shall any umpire criticize or interfere with the duties of his/her associates, unless asked to do so.

Sec. 6 RULE 10

SUSPENSION OF PLAY:

- a. An umpire may suspend play when, in his/her judgment, conditions justify such an action.
- b. Play shall be suspended when the plate umpire leaves his/her position to brush the plate or to perform other duties not directly related with the calling of a play.
- c. The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.

- d. The umpire shall not call "Time" after the pitcher has started his/her pitching motion, or while play is in progress. "Time" shall not be called until all action, in progress by either team, has been completed.
- e. When, in the judgment of the umpire, all immediate play is apparently completed he/she call "Time".

Sec. 7 RULE 10

VIOLATIONS AND PENALTIES:

- a. Players, manager, coaches, or other team members shall not make disparaging or insulting remarks to, or about, any opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.
- b. There shall be no more than two coaches for each team, to give words of assistance and direction to the members of the team, while at bat. One coach shall be stationed near first base and the other near third base. Each coach must remain in the coach's box.
- c. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first violation, the manager or coach may be warned. For second offense, the player is removed from the game. The offender shall go directly to the dressing room (if available) for the remainder of the game, or leave the grounds. Failure to do so will warrant a forfeiture of the game.
- d. Any player or coach that leaves his/her position on the field, including the dugout, to argue balls and strikes, or to argue whether a batter stepped on or over home plate will be ejected.

Sec. 8 RULE 10

OFFICIAL UMPIRE ATTIRE:

An umpire will wear an official NSA Canada umpiring uniform, consisting of the following:

NOTE I: *It is mandatory that any uniform items sold by NSA Canada that have an official NSA Canada logo are to be purchased from the NSA Canada national office.*

- a. White four button umpire shirt with black collar and official NSA Canada embroidered logo*
- b. Red Tshirt with official NSA Canada logo**
- c. Black trousers or shorts with belt loops***
- d. Black jacket with official NSA Canada logo
- e. Black cap with official NSA Canada logo
- f. White or Black mock or regular turtleneck* (under the garments)
- g. Black socks
- h. Black shoes****
- i. Black ball bag with official NSA Canada logo
- j. Black v-neck sweater with official NSA Canada logo
- k. Black v-neck vest with official NSA Canada logo
- l. Black rain gear (top and bottom)

NOTE I*: *Any clothing worn under the official umpire shirt must be white/black - logos or printing is NOT allowed on this clothing.*

NOTE II:** *Red Tshirts are new for 2005*

NOTE III*:** *Trousers do not include jeans, sweatpants, jogging pants, or other pants or slacks that would not be considered dress trousers.*

NOTE IV**:** *Black official shoes (umpire) bearing the white logo, trademark, or manufacturer's name is legal. EXCEPTION: It is up to the discretion of the Umpire-in-Chief to allow umpires to wear shorts or slacks during all post-season play. It is recommended that umpires, in cooperation with the Umpire-in-Chief, coordinate their uniforms to look alike, i.e., one wears shorts, both wear shorts. This is the same for slacks. When shorts are worn, solid black crew socks, or the official NSA Canada crew sock must be worn. Ankle socks are not acceptable as part of the NSA Canada official uniform.*

NOTE V: *All other paraphernalia, belt, ball bag, etc. must be black. Ball bag must be worn on the right hip or slightly to the rear of the hip.*

NOTE VI: *Any player, during the course of any NSA Canada Sanctioned Slo-pitch Event may not wear any part of the NSA Canada official umpire's uniform.*

NOTE VII: *Any umpire apparel (hat, jacket, etc.) that is issued to an umpire for being assigned to a special event (Major World Series, a Super World Series, etc.) may wear that apparel to any World Series Event.*

RULE 11 – PROTESTS SECTION 1-7

Sec. 1 RULE 11

PROTESTS SHALL NOT be allowed or considered if they are based solely upon a decision involving judgment on the part of any umpire.

NOTE 1: Examples of a protest, which will not be considered are:

- a. Whether a batted ball was fair or foul.
- b. Whether a baserunner was safe or out.
- c. Whether a pitched ball was a strike or ball.
- d. Whether a baserunner did or did not touch a base.
- e. Whether a baserunner left his/her base too soon on a caught fly ball.
- f. Whether a fly ball was or was not legally caught.
- g. Whether it was or was not an infield fly.
- h. Whether there was or was not interference.
- i. Whether the field is fit to continue or resume play.
- j. Whether there is sufficient light to continue play.
- k. Any other matter involving only the accuracy of the umpire's judgment.

Sec. 2 RULE 11

PROTESTS THAT SHALL BE received and considered concerning matters of the following types:

- a. Misinterpretation of a playing rule to a given situation.
- b. Failure of an umpire to apply the correct rule to a given situation.
- c. Failure to impose the correct penalty for a given violation.

Sec. 3 RULE 11

PROTESTS MAY involve the interpretation or application of a rule.

Sec. 4 RULE 11

THE NOTIFICATION OF INTENT TO PROTEST must be made immediately before the next pitch:

EXCEPTION: Player eligibility

- a. The manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire will then notify the scorekeeper and the opposing manager.
- b. It is the umpire's responsibility to record the surrounding conditions to aid in the correct determination of the issue (i.e., innings, outs, names or players involved, baserunners on base, score, etc.).

NOTE 1: On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field, this would be when the pitcher and all infielders have left fair territory, on their way to the bench or dugout area.

Sec. 5 RULE 11

THE OFFICIAL PROTEST MUST BE FILED WITHIN A REASONABLE TIME:

- a. Within forty-eight hours after the scheduled time of the contest, is generally considered a reasonable amount of time in league play. In tournament play, all play ceases until the protest is resolved.
- b. A protest fee of one hundred seventy-five dollars (\$175.00) will be paid in all qualifying and post-season tournaments sanctioned by NSA Canada. If upheld, the protest fee shall be returned. If protesting player eligibility, the fee is \$175.00 per player being protested. The protest fee for a bat is \$400.00.
- c. In tournament play, protest concerning player eligibility must be filed before the end of the game being protested.

NOTE 1: The Tournament Director/Coordinator or Tournament Umpire-in-Chief may require a copy of the birth certificate or picture identification at any time. All players must carry a government issue picture ID on his/her person at all times during tournament play. Play ceases until the protest is resolved.

EXCEPTION: Play continues on protests solely involving player eligibility.

Sec. 6 RULE 11

THE FORMAL WRITTEN PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:

- a. The dates, times, and place of the game
- b. The names of the umpires and scorekeeper
- c. The rule and section of the Official Rules, or local rules, under which the protest is based
- d. The decision and conditions surrounding the making of the decision
- e. All essential facts involved in the matter protested

Sec. 7 RULE 11

THE DECISION MADE ON A PROTESTED GAME MUST RESULT IN ONE OF THE FOLLOWING:

- a. The protest is found invalid and the game stands as played.
- b. When protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made, with the decision corrected.
- c. When protest for eligibility is allowed, the team shall forfeit the game played to the offended team.

RULE 12 – PROFANITY

Sec. 1 RULE 12

ZERO TOLERANCE FOR VERBAL ABUSE OR THE USE OF PROFANITY TOWARD AN UMPIRE OR NSA CANADA OFFICIAL IN ANY LEAGUE OR TOURNAMENT PLAY:

- a. Immediate ejection from the game.

EFFECT: *The offending person(s) must immediately leave the field and has one minute to completely leave the facility until the game is over.*

- b. Failure to leave the game will result in a forfeiture of the ejected player's team for that game. Failure of the ejected player to leave the facility will result in a three (3) game suspension from league play or in tournament play, for the rest of the tournament.

RULE 13 – ABUSE

Sec. 1 RULE 13

ZERO TOLERANCE OF PHYSICAL ABUSE OF ANY OFFICIAL OR DIRECTOR OF NSA CANADA

EFFECT *Suspension from all NSA Sanctioned League or NSA Tournament Events*

- First Offense - One (1) year - Second Offense - Five (5) years - Third Offense - Life time suspension.

NOTE *Subject to appeal to a NSA Canada Appeal Board.*

Sec. 2 RULE 13

SUSPENSIONS:

NSA Canada will notify and honour all other slo-pitch organizations suspensions.

Sec 3 Rule 13

Code of Conduct - All officials, directors, executive members and volunteers with NSA Canada shall adhere to the NSA Canada code of conduct. This means treating all participants in any NSA Canada event with respect and dignity. Any breach of this shall be considered as conduct unbecoming an official of NSA Canada and discipline shall be handed out to such individuals on a case by case basis. Disciplinary standards can be found in the NSA Canada Code of Conduct document available on the NSA Canada website or from the NSA Canada head office.

Sec 4 Rule 13

Sexual Harassment - It is NSA Canada's belief that sexual harassment is a criminal act and should be reported to and handled by the local authorities wherever it occurs. NSA Canada will fully cooperate with the local authorities in any investigation into allegations of sexual harassment against any participant in an NSA Canada sanctioned event or league. Any NSA Canada official that is convicted of such an act will be dealt with on a case by case basis.

5 & 5 COED SLO-PITCH RULES

NOTE I: Slo-pitch rules not covered or found in this section will be covered under General Playing Rules.

NOTE II: All coed post-season tournaments will use a minimum of three (3) game format.

NOTE III: Classification of coed slo-pitch teams: The youth division of coed is established for each age bracket (10 and under through 19 and under) and will play under existing adult coed rules.

Based on a teams overall strength, Provincial or Regional Directors can change classification of an NSA Canada coed team.

- a. Open Division – Class B and above
- b. Class C – No more than one Class B male player and one Class B female player allowed. No Class A or above players.
- c. Class D – No more than two Class C male players and two Class C female players allowed. No Class B or above players.
- d. Class E – No more than two Class D male players and two Class D female players allowed. No Class C or above male or female players are allowed on ANY Class E team.

RULE 1 – DEFINITIONS 5 & 5 COED

No changes, Refer to Rule 1, General Playing Rules.

RULE 2 – THE PLAYING FIELD 5 & 5 COED

Sec. 1 RULE 2

FENCE DISTANCE Minimum fence distance – 275 feet

Sec. 5 RULE 2

THE OFFICIAL DIAMOND will have a PITCHER'S BOX that is defined as a two (2) foot wide by ten (10) foot long area, directly between the pitchers plate and second base, which starts 50 feet from the back of home plate. The pitcher must pitch while having one foot planted within the pitchers box.

RULE 3 – EQUIPMENT 5 & 5 COED

Sec. 2 RULE 3

THE OFFICIAL SOFTBALL

- a. A solid core ball as described in Rule 3, General Playing Rules, with a coefficient of restitution (COR) of .47 or less. The ball must be black stitched. Optic yellow balls are mandatory.
- b. In all coed play the women shall hit the 11" softball and the men shall hit the 12" softball. The umpires must keep both sizes available and are also responsible for switching balls to accommodate the alternating of men and women in the batting order.

Sec. 4 RULE 3

ALL PLAYERS MUST WEAR APPROVED SHOES

- a. No metal spikes are allowed in any coed play. No hard plastic or polyurethane spikes similar to metal soles and heel plate are allowed in any coed play.

Sec. 6 RULE 3

UNIFORM

- a. Casts (plaster, metal, or other hard substances) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.
- b. Uniforms must be identical. All players on a team shall wear uniforms alike in colour and style. Shorts or pants can be worn simultaneously, however, any combination should be similar in colour and style. Caps and visors that are worn must be worn properly.

RULE 4 – PLAYERS AND SUBSTITUTIONS 5 & 5 COED

Sec. 1 RULE 4

A TEAM SHALL CONSIST OF:

- a. Coed (Slo-pitch). Ten (10) players; five (5) males and five (5) females.
- b. A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player ("EP") rule.

NOTE 1: *If the "EP" is used in coed, twelve (12) players must be used. It is not permissible to use eleven (11) players.*

- c. Coed (Slo-pitch) with extra players. Twelve (12) players, six (6) males and six (6) females.
- d. Five (5) male and five (5) female players must play defense at all times.
- e. There must be two (2) of each sex in the outfield and infield positions. Positioning is left up to the individual manager.
- f. Outfielders at the start of a play, may not be on the infield surface. See Playing Field Dimensions for end of skinning.
- g. Each team must have a male/female pitcher/catcher combination.

Sec. 2 RULE 4

EXTRA PLAYER (EP)

- a. If the extra player ("EP") is used, a team must use two (2) "EP's", one (1) male and one (1) female.

These players may play defense at any time, but they must retain their original positions in the batting order. The batting order must remain the same unless a substitution is used in the offensive lineup.

NOTE 1: *When a team is using the "EP", and in the event a player or players are removed for any reason during the course of the game, if no substitution is available, the player removed shall be scored as an out when his/her turn comes up in the batting order. In the event this occurs, the player immediately following the removed player is simply bypassed as a batter, but may still remain in the game as a defensive player.*

RULE 5 – THE GAME 5 & 5 COED

Sec. 9 RULE 5

NSA CANADA official roster signing date will be August 1. All teams qualifying to play in any of the NSA Canada tournaments are required to have an official signed roster into the Provincial Director's office by August 1.

- a. Teams qualifying before October 1 can add up to three (3) female players and three (3) male players. In each case, any roster changes must be approved by the Provincial or Regional Director. Teams can only add those players (three (3) female – three (3) male) because of injury or relocation. Added players must be of the same or lower class.

RULE 6 – PITCHING REGULATIONS 5 & 5 COED

No changes, Refer to Rule 6, General Playing Rules.

RULE 7 – BATTING 5 & 5 COED

Sec. 1 RULE 7

EACH PLAYER ON THE SIDE at bat shall become a batter in the order in which their names appear on the score sheet.

- a. Male and female players must alternate in the batting order, either a male or female batter may bat first in the lineup. This order must also be maintained when using the "EP" rule.
- b. When a male batter is walked, intentionally or unintentionally, the male batter is awarded first and second bases and the following female batter has the option to bat or walk. This option must be declared to the home plate umpire immediately after ball four is declared on the male batter and may not be changed once declared.
- c. It is the defensive team's responsibility to know whether or not the wrong ball is in the game. Only the team at bat shall be allowed to make the appeal on the wrong ball being pitched.

EFFECT: *The offensive team shall have the choice to either take the result of the play or bat again.*

Sec. 9 Rule 7

THE BATTER IS OUT:

K. When the batter attempts a bunt on the third strike and bunts the ball foul.

RULE 8 – BASERUNNING 5 & 5 COED

No changes, Refer to Rule 8, General Playing Rules.

RULE 9 – DEAD BALL - BALL IN PLAY 5 & 5 COED

No changes, Refer to Rule 9, General Playing Rules.

RULE 10 – UMPIRES 5 & 5 COED

No changes, Refer to Rule 10, General Playing Rules.

RULE 11 – PROTESTS 5 & 5 COED

No changes, Refer to Rule 11, General Playing Rules.

6 & 4 COED SLO-PITCH RULES

NOTE I: Slo-pitch rules not covered or found in this section will be covered under General Playing Rules.

NOTE II: All coed post-season tournaments will use a minimum of three (3) game format.

NOTE III: Classification of coed slo-pitch teams: The youth division of coed is established for each age bracket (10 and under through 19 and under) and will play under existing adult coed rules in conjunction with youth slo pitch rules.

Based on a team's overall strength, Provincial Directors can change classification of an NSA Canada coed team.

- a. Open Division – Class B and above
- b. Class C – No more than one Class B male player and one Class B female player allowed. No Class A or above players.
- c. Class D – No more than two Class C male players and two Class C female players allowed. No Class B or above players.
- d. Class E – No more than two Class D male players and two Class D female players allowed. No Class C or above players.

RULE 1 – DEFINITIONS 6 & 4 COED

Sec. 13 Rule 1

BUNTED BALL:

b. Bunted Ball - A bunt is a fair ball in which the batter does not take a full swing to hit the ball, but holds the bat in such a manner, in the path of the ball, to tap the ball slowly into the infield.

RULE 2 – THE PLAYING FIELD 6 & 4 COED

Sec. 1 Rule 2

FENCE DISTANCE Minimum fence distance 275 feet

Sec. 5 Rule 2

THE OFFICIAL DIAMOND will have a PITCHER'S BOX that is defined as a two (2) foot wide by ten (10) foot long area, directly between the pitchers plate and second base, which starts 50 feet from the back of home plate. The pitcher must pitch while having one foot planted within the pitchers box.

RULE 3 – EQUIPMENT 6 & 4 COED

Sec. 2 RULE 3

THE OFFICIAL SOFTBALL

- a. A solid core ball as described in Rule 3, General Playing Rules, with a coefficient of restitution (COR) of .52 or less. The ball must be black stitched. Optic yellow balls are mandatory.
- b. In all coed play the women shall hit the 11" softball and the men shall hit the 12" softball. The umpires must keep both sizes available and are also responsible for switching balls to accommodate the alternating of men and women in the batting order at the request of the defensive team.

Sec. 4 RULE 3

ALL PLAYERS MUST WEAR APPROVED SHOES

a. No metal spikes are allowed in any coed play. No hard plastic or polyurethane spikes similar to metal soles and heel plate are allowed in any coed play.

UNIFORM

- a. Casts (plaster, metal, or other hard substances) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.
- b. Uniforms must be identical. All players on a team shall wear uniforms alike in colour and style. Shorts or pants can be worn simultaneously, however, any combination should be similar in colour and style. Caps and visors that are worn must be worn properly.

RULE 4 – PLAYERS AND SUBSTITUTIONS 6 & 4 COED

Sec. 1 RULE 4

A TEAM SHALL CONSIST OF:

- a. Coed (SLO-PITCH). Ten (10) players; minimum of four (4) females
- b. A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player ("EP") rule.
- c. Coed (SLO-PITCH) with extra players. Twelve (12) players, seven (7) males and five (5) females.
- d. Minimum of four (4) female players must play defense at all times.
- e. Outfielders may not be on the infield surface. See Playing Field Dimensions for end of skinning.
Note: The rover is not considered an outfielder for purposes of this rule. Only three(3) fielders must be in the outfield.
- f. Each team must have a male/female pitcher/catcher combination.
- g. At the beginning of the game when starting lineups are turned into the umpire at the plate conference, the required four ladies must be in defined positions within the batting lineup. Ladies may appear anywhere within the batting lineup at game start. The four (4) (five (5) when and "EP" is in use) batting positions defined as female, must remain female for the duration of the game.

Sec. 2 RULE 4

EXTRA PLAYER (EP)

a. If the extra player ("EP") is used, a team must use two (2) "EP's", one (1) male and one (1) female. These players may play defense at any time, but they must retain their original positions in the batting order. The batting order must remain the same unless a substitution is used in the offensive lineup.

NOTE 1: *When a team is using the "EP", and in the event a player or players are removed for any reason during the course of the game, if no substitution is available, the player removed shall be scored as an out when his/her turn comes up in the batting order. All auto outs are to be considered the same gender as the players removed for purposes of the walk rule.*

RULE 5 – THE GAME 6 & 4 COED

Sec. 9 RULE 5

NSA CANADA OFFICIAL ROSTER SIGNING DATE WILL BE AUGUST 1.

All teams qualifying to play in any of the NSA Canada tournaments are required to have an official signed roster into the Provincial Director's office by August 1.

a. Teams qualifying before October 1 can add up to three (3) female players and three (3) male players. In each case, any roster changes must be approved by the Provincial or National Director. Teams can only add those players (three (3) female – three (3) male) because of injury or relocation. Added players must be of the same or lower class.

RULE 6 – PITCHING REGULATIONS 6 & 4 COED

Sec. 11 RULE 6

When a team uses a male pitcher they may use either a male or female catcher but when using a female pitcher they must use a male catcher.

RULE 7 – BATTING 6 & 4 COED

Sec. 2 RULE 7

EACH PLAYER ON THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER in which their names appear on the score sheet.

- a. When a male batter is walked, intentionally or unintentionally, the male batter is awarded first and second bases and the following female batter has the option to bat or walk. This option must be declared to the home plate umpire immediately after ball four is declared on the male batter and may not be changed once declared.
- b. It is the defensive team's responsibility to know whether or not the wrong ball is in the game. Only the team at bat shall be allowed to make the appeal on the wrong ball being pitched.

EFFECT: *The offensive team shall have the choice to either take the result of the play or bat again.*

Sec. 9 RULE 7

THE BATTER IS OUT:

- k. When the batter attempts a bunt on the third strike and bunts the ball foul.

Sec. 12 RULE 7

BUNTING: Females are allowed to bunt.

RULE 8 – BASERUNNING 6 & 4 COED

No changes, *Refer to Rule 8, General Playing Rules.*

RULE 9 – DEAD BALL - BALL IN PLAY 6 & 4 COED

No changes, *Refer to Rule 9, General Playing Rules.*

RULE 10 – UMPIRES 6 & 4 COED

No changes, *Refer to Rule 10, General Playing Rules.*

RULE 11 – PROTESTS 6 & 4 COED

No changes,

7&3 COED ADDITIONAL PLAYING RULES

***NOTE I:** SLO-PITCH rules not covered or found in this section will be covered under General Playing Rules. **NOTE II:** All coed post-season tournaments will use a minimum of three (3) game format.*

RULE 1 – DEFINITIONS 7 & 3 COED

Sec. 13 RULE 1

BUNTED BALL:

- b. Bunted Ball A bunt is a fair ball in which the batter does not take a full swing to hit the ball, but holds the bat in such a manner, in the path of the ball, to tap the ball slowly into the infield.

RULE 2 – THE PLAYING FIELD 7 & 3 COED

Sec. 1 RULE 2

FENCE DISTANCE Minimum fence distance 275 feet

Sec. 5 RULE 2

THE OFFICIAL DIAMOND will have a PITCHER'S BOX that is defined as a two (2) foot wide by ten (10) foot long area, directly between the pitchers plate and second base, which starts 50 feet from the back of home plate.

The pitcher must pitch while having one foot planted within the pitchers box.

RULE 3 – EQUIPMENT 7 & 3 COED

Sec. 2 RULE 3

THE OFFICIAL SOFTBALL

- a. A solid core ball as described in *Part I, Rule 3, General Playing Rules*, with a coefficient of restitution (COR) of .52 or less. The ball must be black stitched. Optic yellow balls are mandatory.
- b. In all coed play the women shall hit the 11" softball and the men shall hit the 12" softball. The umpires must keep both sizes available and are also responsible for switching balls to accommodate the alternating of men and women in the batting order.

Sec. 4 RULE 3

ALL PLAYERS MUST WEAR APPROVED SHOES

- a. No metal spikes are allowed in any coed play. No hard plastic or polyurethane spikes similar to metal soles and heel plate are allowed in any coed play.

Sec. 6 RULE 3

UNIFORM

- a. Casts (plaster, metal, or other hard substances) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.
- b. Uniforms must be identical. All players on a team shall wear uniforms alike in colour and style. Shorts or pants can be worn simultaneously, however, any combination should be similar in colour and style. Caps and visors that are worn must be worn properly.

RULE 4 – PLAYERS AND SUBSTITUTIONS 7 & 3 COED

Sec. 1 RULE 4

A TEAM SHALL CONSIST OF:

- b. Coed (SLO-PITCH) with extra players. Twelve (12) players, eight (8) males and four (4) females.
- c. Coed (SLO-PITCH). Ten (10) players; minimum of three (3) females
- d. A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player ("EP") rule.

- e. Minimum of three (3) female players must play defense at all times.
- f. Outfielders may not be on the infield surface. See Playing Field Dimensions for end of skinning.
Note: The rover is not considered an outfielder for purposes of this rule. Only three(3) fielders must be in the outfield.
- g. **At the beginning of the game when starting lineups are turned into the umpire at the plate conference, the required three (3) ladies must be in defined positions within the batting lineup. Ladies may appear anywhere within the batting lineup at game start. The three 3 (4 when an "EP" is in use) batting positions defined as female, must remain female for the duration of the game.**

RULE 5 – THE GAME 7 & 3 COED

Sec. 9 RULE 5

NSA CANADA OFFICIAL ROSTER SIGNING DATE WILL BE AUGUST 1.

All teams qualifying to play in any of the NSA Canada tournaments are required to have an official signed roster into the Provincial Director's office by August 1.

Teams qualifying before October 1 can add up to three (3) female players and three (3) male players. In each case, any roster changes must be approved by the Provincial or National Director. Teams can only add those players (three (3) female – three (3) male) because of injury or relocation. Added players must be of the same or lower class.

RULE 6 – PITCHING REGULATIONS 7 & 3 COED

Sec. 11 RULE 6

When a team uses a male pitcher they may use either a male or female catcher but when using a female pitcher they must use a male catcher.

RULE 7 – BATTING 7 & 3 COED

Sec. 2 RULE 7

EACH PLAYER ON THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER in which their names appear on the score sheet.

- b. When a male batter is walked, intentionally or unintentionally, the male batter is awarded first and second bases and the following female batter has the option to bat or walk. This option must be declared to the home plate umpire immediately after ball four is declared on the male batter and may not be changed once declared.
- c. It is the defensive team's responsibility to know whether or not the wrong ball is in the game. Only the team at bat shall be allowed to make the appeal on the wrong ball being pitched.

EFFECT: *The offensive team shall have the choice to either take the result of the play or bat again.*

Sec. 9 RULE 7

THE BATTER IS OUT:

- k. When the batter attempts a bunt on the third strike and bunts the ball foul.

Sec. 12 RULE 7

BUNTING: Females are allowed to bunt.

RULE 8 – BASERUNNING 7 & 3 COED

No changes, Refer to Rule 8, General Playing Rules.

RULE 9 – DEAD BALL - BALL IN PLAY 7 & 3 COED

No changes, Refer to Rule 9, General Playing Rules.

RULE 10 – UMPIRES 7 & 3 COED

No changes, Refer to Rule 10, General Playing Rules.

RULE 11 – PROTESTS 7 & 3 COED

No changes, Refer to Rule 11, General Playing Rules.

NSA CANADA SENIORS SLO-PITCH

NOTE 1: Any SLO-PITCH rules not covered or found in this section will be covered under General Playing Rules.

RULE 1 – DEFINITIONS SENIORS

No changes, Refer to Rule 1, General Playing Rules.

RULE 2 – THE PLAYING FIELD SENIORS

Sec. 4 RULE 2

THE OFFICIAL DIAMOND *will have base distances of 70 feet.*

NOTE 1: *The NSA Canada Senior Division will use a double base at first base.*

- a. If the first play is at first base, either from the infield or outfield, a baserunner will be called out for touching the inside of the base.
- b. If the play is elsewhere, the inside of the base may be tagged in a continuation toward second base.
- c. A baserunner running toward first base may cross over to the inside of the base to avoid a collision if a wild throw occurs.
- d. The batter-baserunner or the baserunner can use the inside of the base if they are attempting to get back to first base.

Sec. 5 RULE 2

THE OFFICIAL DIAMOND will have a PITCHER'S BOX that is defined as a two (2) foot wide by ten (10) foot long area, directly between the pitchers plate and second base, which starts 50 feet from the back of home plate. The pitcher must pitch while having one foot planted within the pitchers box.

RULE 3 – EQUIPMENT SENIORS

Sec. 2 RULE 3

THE OFFICIAL SOFTBALL

The Senior Division will use an NSA Canada approved 12-inch ("12") .47 COR or less softball.

Sec. 6 RULE 3

UNIFORM

Players must wear a visible number of a minimum of six inches (6) in height, with no number being identical on the same team.

RULE 4 – PLAYERS AND SUBSTITUTIONS SENIORS

Sec. 1 RULE 4

A TEAM SHALL CONSIST OF

- a. A team is allowed ten (10) players on defense in the 50+, 55+, 60+, and 65+ divisions.
- b. A team is allowed fifteen (15) players on offense in the 50+, 55+, 60+, 65+, and 70+ divisions.

RULE 5 – THE GAME SENIORS

NOTE I: NSA Canada Senior teams 50+ to 70+ must participate in an NSA Canada sanctioned tournament to be eligible to advance to the NSA Canada World Series.

Sec. 3 RULE 5

THE NSA CANADA SENIOR SLO-PITCH DIVISION WILL HAVE THE FOLLOWING RUN RULE:

- a. Fifteen (15) runs after three (3) innings
- b. Fifteen (15) runs after four (4) innings
- c. Ten (10) runs after five (5) innings

Sec. 9 RULE 5

Senior competition shall begin at the age of 50 and will advance each five years thereafter to include the following age divisions of play: 55+, 60+, 65+, and 70+.

NOTE I: Eligibility for all Senior players pertaining to age shall be the calendar year.

NOTE II: Senior players must have a legal picture identification card (i.e., photo ID) in their possession at all sanctioned events.

NOTE III: Senior players may only participate on one team in a Qualifying and Post-Season Tournament.

RULE 6 – PITCHING REGULATIONS SENIORS

No changes, Refer to Rule 6, General Playing Rules.

RULE 7 – BATTING SENIORS

Sec. 9 RULE 7

ANY THIRD STRIKE MISSED OR HIT FOUL SHALL CONSTITUTE AN OUT.

RULE 8 – BASERUNNING SENIORS

NOTE I: Courtesy Runner(s): In the NSA Canada Senior Division an unlimited number of courtesy runners shall be allowed in all divisions. A courtesy runner may not be used more than once per inning. Any courtesy runner caught running more than once per inning, or when it is their turn to bat, will be declared out. If a courtesy runner is on base when it's their turn to bat, an out will be recorded on that original baserunner using the courtesy runner, with the courtesy runner being allowed to take his/her turn at bat.

NOTE II: In all Senior Divisions, the courtesy runner may be substituted for in case of injury, but must be removed from the game.

NOTE III: If a courtesy runner is substituted for illegally, the infraction must be caught before the next pitch.

Sec. 2 RULE 8

A scoring plate shall be located with its right corner eight feet (8) from the back of home plate. The scoring plate shall be situated on an imaginary extension of the first base foul line. The scoring plate should be anchored to the ground to prevent slippage and changes of position of the plate during the game. The offensive team must always touch the scoring plate when scoring a run.

EFFECT: If the baserunner touches home plate, that baserunner is automatically out. The defensive team must always touch home plate to record an out. IF the defensive team attempts to tag the baserunner, the baserunner is automatically safe.

Sec. 9 RULE 8

Sliding is permissible at second base, third base, and returning to first base. No sliding at home plate or going to first base for the first time.

EFFECT: The baserunner is declared out.

NOTE I: Running off or through a base is not permissible in Senior competition. It is permissible at first base and home plate.

RULE 9 – DEAD BALL - BALL IN PLAY SENIORS

No changes, Refer to Rule 9, General Playing Rules.

RULE 10 – UMPIRES SENIORS

No changes, Refer to Rule 10, General Playing Rules.

RULE 11 – PROTESTS SENIORS

No changes, Refer to Rule 11, General Playing Rules.

SNO-PITCH COED ADDITIONAL PLAYING RULES

RULE 1 – DEFINITIONS SNO-PITCH

Sec. 2 Rule 1

APPEAL PLAY: a play in which an umpire cannot make a decision until requested to do so by a manager, coach, or player. The appeal must be made before the next pitch (legal or illegal), or before all fielders (including the pitcher) have left the field (crossed the foul lines). The appealed play does not change the type of out that is being appealed.

NOTE I: Should a runner miss a bag during the course of the game, the play cannot be appealed.

Sec. 27 Rule 1

INFIELD FLY: there is no infield fly rule.

Sec. 34 Rule 1

OVERTHROW: An overthrown ball is a ball that travels out of play and goes into foul territory, beyond the boundary lines of the playing field.

EFFECT: *The ball remains live. All baserunners can advance a maximum of one base with the liability of being put out.*

RULE 2 – THE PLAYING FIELD SNO-PITCH

Sec. 5 Rule 2

The official diamond shall have an adult pitching distance of 53 feet.

RULE 3 – EQUIPMENT SNO-PITCH

No changes, Refer to Rule 3, General Playing Rules.

RULE 4 – PLAYERS AND SUBSTITUTIONS SNO-PITCH

Sec. 1 Rule 4

a. At the beginning of the game when starting lineups are turned into the umpire at the plate conference, the required three or four ladies must be in defined positions within the batting lineup. Ladies may appear anywhere within the batting lineup at game start. The minimum required batting positions defined as female, must remain female for the duration of the game.

RULE 5 – THE GAME SNO-PITCH

No changes, Refer to Rule 5, General Playing Rules.

RULE 6 – PITCHING REGULATIONS SNO-PITCH

No changes, Refer to Rule 6, General Playing Rules.

RULE 7 – BATTING SNO-PITCH

Sec. 12 *RULE 7*

BUNTING: No bunting allowed.

RULE 8 – BASE RUNNING SNO-PITCH

Sec. 1 *Rule 8*

I. Courtesy runners are permitted, however, the batter requiring a courtesy runner must be identified at the plate conference. The courtesy runner will be the last out in line-up of the same gender as the batter. A courtesy runner will be allowed from either home plate (in which case they must start running from behind the home plate) or from first base. No courtesy runners will be permitted if a batter safely attains any further bases.

RULE 9 – DEAD BALL - BALL IN PLAY SNO-PITCH

No changes, Refer to Rule 9, General Playing Rules.

RULE 10 – UMPIRES SNO-PITCH

No changes, Refer to Rule 10, General Playing Rules

RULE 11 – PROTESTS SNO-PITCH

No changes, Refer to Rule 11, General Playing Rules.

NOTES

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NOTES



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- 11" and 12" circumference - Injected Polyurethane Core - Optic Yellow and White available

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