



NBSA House League Softball Rules

	8U (Coach Pitch) 1 st – 3 rd Grades	10U (Primary) 4 th & 5 th Grade	12U (Intermediate) 6 th & 7 th Grade	14U (Advanced) 8 th & 9 th Grade
Governing Rules	USSSA Fastpitch (ussa.com/docs/fastpitch/fastpitch_rules.pdf)			
Dimensions				
Ball	11-inch Softies	11-inch	12-inch	12-inch
Mound	Coach Pitch @ 35 Ft	35 feet	40 feet	43 feet
Bases	60 feet	60 feet	60 feet	60 feet
Game				
Number of Innings	6 innings		7 innings	
Complete Game	4 Innings (3.5 innings if home team is winning)			
	Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the beginning of the game - suspended games are not allowed. If a game is called due to weather or darkness prior to the time limit before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied			
Game Time Limits (Last inning will be called after:)	90 minutes	105 minutes	2 hours	
	Once the time limit is reached, the last called inning will begin immediately after third out of the previous inning. During weather delays, the clock is suspended until play restarts. Game time is the scheduled start time unless adjusted to 1st pitch by umpire. Umpire is the official timekeeper. The last inning shall be declared by the umpire before the start of the inning			
Weather	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, then the rules shall call for a 30-minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.			
Mercy Rule	15 runs after three innings, 10 runs after four innings, 8 runs after five innings		15 runs after four innings, 10 runs after five innings, 8 runs after six innings	
	If a mercy is reached at the top of an inning, the league encourages teams to allow the home team a final at bat if both coaches and the umpires agree			
Maximum Runs Per inning	5			
	This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well.		Last Called Inning Unlimited	
Tie Games	Games may end in a tie. Extra innings permitted up to the time limit			
Reporting of scores	Winning team is responsible for reporting scores.			
Substitutions	Players may re-enter games as free substitution. Players having to leave early may do so without penalty to team. Must notify other coach before game or as soon as possible. Late players should be inserted at the bottom of the lineup. Late players are not required to play 2 innings in the infield.			
Pitching				
Format	Coach Pitch	Modified Player Pitch	Player Pitch	



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Pitching	Coach shall pitch to their own team, from 35 feet. The pitches will be underhand, approximately 30-35 mph on a relatively flat plane. 5 total swings/pitches (unless 5 th pitch is fouled off, then batter gets another pitch, no strikeouts), Hit off a Batting Tee after 5 swings/pitches After Memorial Day, teams may elect to utilize Primary (10U) pitching rules if a suitable pitcher is available. Otherwise, utilize 8U pitching rules. Umpire should be made aware at pre game meeting.	3 inning max per pitcher per game. A pitch to 1 batter in an inning counts as a complete inning. 1 mound visit per inning. Pitchers can be re-inserted so long as they do not exceed 3 innings. Batters will begin with a 0-0 count, 3 strikes is a strikeout, 4 balls is not a walk.	3 inning max per pitcher per game. A pitch to 1 batter in an inning counts as a complete inning. 1 mound visit per inning. Pitchers can be re-inserted so long as they do not exceed 3 innings.	
Hit by Pitch	If a player is hit by pitch, the pitch is counted towards the 5 pitches and player is not awarded first base	HBP gets 1B. 5 HBP per game, pitcher must be removed.		
Walks	None	If a pitcher pitches 4 balls in an at-bat, it is not a walk, the batter's coach will complete the at-bat for the pitcher with called balls and strikes. The count will be inherited from change from the player to coach pitcher. Coach pitches to the batter until the batter strikes out swinging or the ball is put in play. Coach pitches maximum of 5 pitches per batter. Batter is called out after 5 th pitch regardless of swings. If a 5 th pitch is fouled, batter gets another pitch. Batter continues to get pitches on subsequent foul balls. Coach pitches within 5 ft of the mound, in umpire's sole discretion.	Yes	
Baserunning				
Sliding	Runners must slide or give themselves up to avoid collision with fielder. All base runners can be called out for failing to avoid contact. Fielders shall be coached to avoid standing in the basepath and interfering with baserunners.			
Runner Leaving Base	Once ball crosses plate		On release of pitch	
Stealing	No	Yes, limit 3 per inning, No stealing on coach pitch Double Steal counts as 1	Yes, limit 3 per inning, Passed ball counts as a steal Double Steal counts as 1	Yes
Runners Advancing, Extra Bases, Scoring	Advance on batted ball in play, Base to base movement Extra bases on well struck balls to outfield, runner at risk Scoring on batted balls in play No advancement on overthrows	Scoring on batted balls in play Advance on batted ball in play and steals Extra bases on all balls in play, runners at risk Runners may continue to advance until ball is returned to an infielder within the basepaths. (the straight-line path from one base to the next) Play is to be called dead by the umpire once the ball is under control of an infielder within the basepaths. Runners reaching half way to next base may continue; umpire will send runners back to preceding base who have not achieved the half way point A runner may take <u>one</u> extra base on an overthrow (in jeopardy)	Advance on batted ball in play, steal, walked batter, passed ball, HBP Extra bases on all balls in play Play is to be called dead by the umpire once the ball is under control of an infielder within the baselines. Runners reaching half way to next base may continue; umpire will send runners back to preceding base who have not achieved the half way point Runner on 3 rd cannot advance to home unless there is a ball put in play, bases loaded walk, or bases loaded and batter is hit by pitch	Advance on batted ball in play, steal, walked batter, passed ball, HBP Dropped third strike rule in effect Extra bases on all balls in play
Equipment				
Bat Restriction	Barrel Size 2.25" Max, No weight drop limit			
Helmet	All batters and baserunners must wear helmet with mask/cage			
Uniform	Must use uniform provided by league, with jerseys tucked in. No Jewelry to be worn at any level.			



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Mask	Players playing the pitcher and catcher positions are required to wear a face mask at all times during games. It is recommended that all infield players also wear face masks during games.			
Cleats	Rubber or plastic cleats only (No Metal Cleats)		Metal, Rubber or Plastic Cleats allowed	
Pace of Game				
	Teams should have a player at the catcher position, but without catching gear. The player shall be situated at the backstop, offset from the plate, to primarily collect balls.	Courtesy runner for pitcher and catcher (optional)	Courtesy runner for catcher required with two outs. Optional for pitcher	
		For purposes of this rule, the position of pitcher or catcher is determined by the player's position in the previous defensive half inning. For the first half of the first inning, the position is determined by the roster. The courtesy runner is the player that made the previous out, either batted or on bases. If an improper substitution is made, the correct substitution will be made upon notification of the improper substitution.		
Batting				
Bunting	Not Allowed		<i>No Fake or Swinging Bunts. A batter will be called out for fake bunting</i> When bunting a foul ball on 3 rd strike results in batter being called out	
Thrown Bats	The batter shall immediately drop the bat upon making contact and running to the base. The first instance of throwing the bat will get one warning. Second occurrence will result in the batter being called out. Two separate players throwing the bat will result in a team warning. A third thrown bat will result in an out. All thrown bat calls are at the discretion of the umpire.			
In-Field Fly	No		Yes	
Batter is out when...	5 Pitches then batter bats from tee.	3 rd Swinging Strike or 5 pitches. (Fouls are unlimited)	3 rd Strike (Fouls are Unlimited)	3 rd Strike (Fouls are Unlimited)
3rd Strike Rule Applies	N/A	No, the batter is out on a dropped third strike	Yes	Yes
Roster/Players				
Number of players	Maximum of 10 players on the field, 6 infielders (including catcher and pitcher) and 4 outfielders. Outfielders must start on the grass (or a predetermined line if the field is large). There is a minimum of 2 outfielders and a minimum of 7 players on the field. Defensive team may have defensive coaches in the outfield	Maximum of 10 players on the field, 6 infielders (including catcher and pitcher) and 4 outfielders. Outfielders must start on the grass (or a predetermined line if the field is large). There is a minimum of 2 outfielders and a minimum of 7 players on the field.	Maximum of 9 players on the field, 6 infielders (including catcher and pitcher) and 3 outfielders. Outfielders must start on the grass (or a predetermined line if the field is large). There is a minimum of 2 outfielders and a minimum of 7 players on the field.	
# of Hitters in Line-up	All uniform players hit in a continuous batting order			
Playing Time	Players should play 2 Innings by the 4 th inning and a minimum 3 innings total. Coaches must manage this to ensure that all players play a minimum of six (6) defensive outs in the infield regardless of the length of the game. This rule applies to all NBSA games including those ending in a tie, by mercy or, or by time limit.			
Judgment Calls	Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions. Arguing of judgment decisions will not be tolerated and a verbal warning will be given upon the 1 st offense. PENALTY: Upon the 2nd offense the umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game and referring it to the NBSA Board of Directors for further action.			
Ejected Players, Coaches, and Managers & Unruly Spectators	Head Coaches must keep their assistant coaches and parents under control. Only the Head Coach should address the umpire, per the code of conduct that everyone has agreed to when registering. There is zero tolerance for any abuse of umpires from coaches, players, or parents. Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next NBSA game. Additional suspensions and/or disciplinary actions may be enforced pending the NBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. Failure to report a suspended player, coach or manager will be grounds for additional suspensions. Umpires may order both teams into their dugouts and suspend play until such time as coaches or league officials deal with unruly spectators. Failure of coaches or league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.			