

2008 RULES FOR N.C.S.S.A. SOFTBALL TOURNAMENTS
Senior Softball-USA rules apply except as follows:

1/1/08 Changes are underlined

* Will be removed in 2009 because same as Senior Softball-USA rules.

1. Sliding, going forward, will not be permitted. Violations will result in an out. Diving or sliding back into a base is allowed.
- *2. An eight foot line, perpendicular to the third base line, will be added twenty feet from home plate. Base runners touching or passing the line must continue toward home plate and cannot retreat toward third base. Violation results in a put-out. Other base runners may advance at their own risk.
- *3. A base runner will be retired at home plate on a "non-force" situation without a tag. It is only necessary for the defensive player to catch and hold the ball while touching home plate before arrival of the base runner. Tagging the runner is not permitted after the runner has crossed the commit line.
- *4. A second home plate per Senior Softball-USA is preferred, but if one is not there a (10 Ft) line perpendicular to the third base side of home plate, and extending from the "right-handers" batting box will be added. A base runner must touch or cross this line, with foot down. He cannot touch home plate or the strike mat or be in that area. Violation is an out.
5. The defensive line-up must consist of no more than 10 players except 70 or older who may have 11. If 70 and older teams have to play younger teams they may still use 11 players on defense. A minimum of eight defensive players must be available to start a game. If other players arrive they must be put at the bottom of the batting order. The team that has less than 10 players will be the visiting team.
6. Senior Softball-USA re-entry rule will be used. Exception, any player may be withdrawn without penalty due to being injured.
7. Use of the E.P. (unlimited extra players) is optional. If the E.P. is withdrawn the E.P. provision cannot be reinstated during the remainder of that game. All player changes must be reported to the official scorer.
- *8. Unlimited courtesy runners will be permitted at anytime. Any player on the roster may run whether they are in the lineup or not, but may only run once per inning. Player run for cannot become a courtesy runner in that inning. Violation is an out.
9. Extra innings: If there is a tie after a regulation game, extra innings will start with the last batter from the previous inning or his courtesy runner being placed on 2nd base. (Tournament rule 8 applies). (Exception rule 19)
10. The "strike zone mat" will be used in all games. Pitches striking the mat or home plate are strikes. The mat should be 17" wide by 32" long. The arc of the pitch must be 6-12 feet and delivered from a pitching box 24 inches wide and 6 feet long measured from the front of the pitching plate going back towards second base. Effect: the ball is released 50-56 feet from home plate.
11. A 5 run limit will apply in each inning except the last one or any extra inning. (Except rule 19)
12. The game begins with 60 minutes on the clock. The clock starts with the first pitch. When time expires during an inning, the umpire should declare time has expired at that time but may do so retroactively. That inning will be completed using the 5 run limit and the next inning (whether or not the seventh), will be declared the "last" inning and shall be without a run limit.
13. Base runner's must touch all bases and only when advancing they're permitted to over-run second and third base without fear of being retired. If the base runner makes an obvious motion to advance, they are subject to being tagged out. If a base runner runs thru then wants to advance, they must re-touch the base before advancing. (Appeal play for re-touch) Violation results in the runner being called out.
14. Base runner's must avoid collisions with the fielders or be at the risk of being called out. The runner will not be called out for missing the base to avoid a collision, if in the judgment of the umpire the runner would have been safe if they had taken a normal path to the base.
15. The home team will be determined before each game by a toss of a coin between team representatives. Exceptions are rules 5 and 19. If requested, teams will exchange line-up cards. Flip flop rule will be used at the top of the last inning when the visitors are ahead by 15 or more runs. It is optional if visitors are ahead by 10-14 runs and agreed to by both managers. The visitors become the home team.
16. Teams are requested to be ready to play at the announced time. In some instances when the previous game has finished "early", teams may start their game early if it is agreeable with both managers.
17. Only managers or acting managers may consult the umpires over rule interpretations.

18. The standing of teams tied after the regular games can be determined by the following:
 - a. Head to head competition
 - b. Differential (excluding forfeit games) of runs between the tied teams.
 - c. Total runs allowed, (excluding forfeit games) between the tied teams.
 - d. Total runs scored, (excluding forfeit games) between the tied teams.
 - e. Total of all runs allowed for all games played (excluding all games played by a team that had forfeited).
 - f. When all else fails flip a coin.
19. Five team brackets: (teams who are scheduled to play twice) on the first day the game will be a full seven innings or time limit. (No open inning). The score from the first game will continue into the second game. Home team remains the same.
20. A committee composed of the tournament director or his assistants and the game umpire will make the final decision on protests. Protests must be made to the umpire immediately following the questioned decision or ruling and before play resumes.
21. A team should not be scheduled for more than three games per day, no more than two back to back games, and not under lights for 60 or over divisions. Travel distance is determined by the manager's address or team address. The NCSSA recommended schedule/bracketing format should be used.
- *22. The age a player attains on ones birthday that year will be the age for the entire calendar year.
23. A team should play a minimum of five games per tournament. (If less Tournament Director should note it on the announcement.) All games must be played. No team may refuse to play an opponent but may play any game under protest. Unless mutually agreed upon by both managers, a team that does not play all its games will not be eligible for any prize and will pay a fine of \$50 per game not played to NCSSA and subject to rule 35. The fine will then be forwarded to the team(s) involved.
- *24. Only poly-core softballs of mid compression will be used. Balls must have a cor rating of 44 (minimum) to 47 (maximum) and a compression rating, ranging from 375 (minimum) to 525 (maximum).
25. Tournament directors will have a cut-off date at least ten days prior to the start of their tournament. Brackets must be approved by their Region Representative. Game schedules must be out at least seven days in advance. Entry fees and the NCSSA approved rosters must be in by the cut-off date. The most recent NCSSA roster is the official roster for that tournament. Tournament Directors are allowed to make adjustments to bring parity to a bracket. (Example, spotting a team five runs giving them one run each inning from the 2nd to the 6th.)
- *26. A double base must be used at first base. Senior Softball-USA rules apply.
27. A team's tournament roster is frozen at the beginning of their first game. Any team adding three or more players to its latest approved NCSSA roster will not be eligible for awards and the games will not count in the standings and recorded as exhibition only. Add-ons must be written on the team's submitted roster prior to the there first game. Managers must declare to the Tournament Director if he has add-ons, who the add-ons are and if his team is playing games as exhibition. Any team failing to declare as exhibition when adding 3 or more players for any given tournament will pay a fine of \$250 to NCSSA and be subject to rule 35. All teams on the left side of the rankings (numbers 1 thru 55) will bring 5 copies of their approved and dated NCSSA roster with any add-ons included to tournaments entered. Opponents will exchange rosters at home plate before the start of each game.
28. A team cannot add younger players just because the team is ranked in a younger group or a tournament director moved the team to a lower group.
29. All players are restricted to **one roster** during a **tournament**. A player who plays on two teams will cause the second team to forfeit any games he plays in. The first team he plays for becomes his only team for that tournament.
30. All players can be on two NCSSA rosters. Any team may add two players for a tournament but they must be of the same age or older than their roster states. 75+ rosters can have (5) 74+ players and 70+ rosters can have (3) 69+ players. Rosters are limited to 20 players.
- *31. All bats that exhibit 1.20 BPF, ASA 2000 or ASA 2004 stamps are legal in NCSSA play. Titanium, altered or the grey Miken Ultra bats are banned.
32. Any team dropping out of a tournament after the schedule is out will automatically be suspended commencing one month after that date until the board can review the problem and enact penalty or reinstatement. If a team drops after the cut-off date, it will lose its entry fee.
33. Fees: Team registration of \$10 along with the NCSSA approved roster must be in before a team can play. Tournament directors must send \$25 NCSSA per tournament for administrative fees before their scheduled tournament date(s).
34. One up home run rule: A team cannot have more than one home run (untouched ball hit over the fence) than its opponent. All subsequent home runs (untouched balls hit over the fence) will be counted as a single and base runners may only advance one base if forced. Exception: The home team, in the bottom of the last inning of the game, may not hit a home run (untouched ball hit over the fence) to go one up. All homeruns hit over the fence are walk offs for the batter & base runner(s). (Runners don't have to touch any bases.)
35. Discipline: Any violations of these rules will be reviewed by the board and the appropriate punishment shall be administered.