

NH WINTER SENIOR SOFTBALL

PLAYER RULES

1. Teams:

- 1.1. Prior to the beginning of Winter Senior Softball, all eligible players (age 55 and older as of December 31) **MUST** sign a waiver form and complete a Player Registration form. Forms can be downloaded from the web site (nhwinterseniorsoftball.org).
- 1.2. Each season will be made up of three (3) session:
 - Session 1: Mid-October through Mid-December
 - Session 2: First part of Jan thru First part of March
 - Session 3: Mid-March thru Mid-April
- 1.3. Teams will be selected at the beginning of October by the current Managers. The selection process will make every effort to ensure that all teams are competitive. Adjustment will be made to the rosters to maintain competitiveness.
- 1.4. Each team will be comprised of 9 to 11 players.
- 1.5. Players that are not placed on a team will be placed on a waiting list or may elect to be placed on a substitution list.
- 1.6. All games will be played on Monday, Wednesday and Friday. Each scheduled team will play a double header with the first game beginning at 9:00 am and the second game beginning at 10:30 am.
- 1.7. Each team will have an opportunity to be the home team. For example, if Team A is home team during the first game, Team B will be home team during the second game.

2. Field of Play:

- 2.1. First base will be a double base with the inner base placed in fair territory and an outside base placed in foul territory.
- 2.2. The Bases shall be placed in a diamond configuration and set 65 feet apart.
- 2.3. The pitcher's mound shall be 50 feet from home plate. The pitcher may move a maximum of 5 feet behind the pitching rubber before releasing their pitch to the plate.
- 2.4. A commitment line will be drawn 20 feet from the home plate (perpendicular to the third base foul line).

3. The Game:

- 3.1. A regulation game will consist of nine (9) innings.
- 3.2. Each team will field nine players. If nine players are not available, substitutes will be provided to complete the team. If only 8 players are available, the team that is at bat can provide a catcher for the team that is missing a player.
- 3.3. After regulation play (9 innings), if a game is tied, play will continue using the International Tie-Breaker rule, placing the last batter in the prior inning on second base. If the batter is unable to run, the next eligible batter will be placed second base.

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- 3.4a. Courtesy runners may be used only for players who request one due to difficulty running caused by a temporary or permanent injury. Any player on the team line-up is eligible to be used as a courtesy runner. Courtesy runners cannot be used for a competitive advantage.
- 3.4b. If a courtesy runner is on base and if it's their turn to bat, another courtesy runner can be used as the runner without recording an out.
- 3.5. Balls hitting the side nets and angled upper side nets will be considered foul resulting in a dead ball strike. There will be NO advance by on base players.
- 3.6. The batter is declared out upon hitting a foul ball on third strike. If a fly ball is caught in playable territory, the ball remains live and runners may advance at risk of being put out.
- 3.7. Offensive players may over run second or third base to avoid possible collisions. The runner **MUST** return to the overrun base immediately before advancing to the next base. If the runner does not return to the base and continues on to the next base, no out is recorder and the runner **MUST** return to previous base.
- 3.8. The "No Tag Rule"** When retrieving over throws to first base and the runner attempts to advance to second base, if the defensive player elects to throw the ball to second, the runner must reach second base prior to the ball being caught by the defensive player. The runner may return to first base provided, they have not touched second base, but must be tagged out. Sliding is allowed by the runner when returning to first base. When advancing to a base, the runner **MUST** avoid any contact or collision with the defensive player or risk being called out by the umpire.
- NOTE:** The "No Tag Rule" shall apply to all players/runners advancing from any base once the ball is in play.
- NOTE:** Collisions at any base will not be tolerated. This is intended to prevent possible injury to the defensive player as well as to the runner. Balls that are hit into the upper netting in fair territory are in play. If a defensive fielder catches the ball after it hits the overhead netting an out will be declared.
- 3.9. The infield fly rule is **NOT** in effect for indoor softball.
- 3.10. Intentional bunting and half-swing are prohibited. A full swing must be taken.
- 3.11. The right fielder is not allowed to throw out the batter/runner at first base. However, with a runner on first base the right fielder can throw the ball to second base for the force out.
- 3.12. Any batter that hits the right field or right center field canvas area on a fly will be awarded a double and all runners may advance two bases.
- 3.13. Any batter that hits the left field or left center field canvas area on a fly will be awarded a double and all on base players may advance two bases.
- 3.14. If any part of the netting above the canvas area in left or right field is hit, the batter will be awarded a home run. If the ball is tipped by an outfielder and the ball hits the outfield netting, it will be deemed a home run.
- 3.15. Any batted fair ball that stays in the netting will be considered a **"no pitch"** and the count will remain as is prior to the **"no pitch"**.

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- 3.16 Balls that hit the side and upper angled nets will be foul and dead balls.
- 3.17 The first base (1st Base) defensive player must tag the white (inner) base prior to the runner reaching the orange (outer) base to record an out. When running to first base, the runner must avoid the defensive player catching the or risk being called out. If a play is being made, the runner could be out if he touches the white (inner) base. Exception: The runner may be called safe if contact with the defensive player was avoided by the runner touching the white (inner) base. After reaching first base he may slide if he is returning to the base. On extra base hits or balls hit to the outfield, the runner may touch the white (inner). Should the runner return to first base, he must return to the white (inner) base without overrunning, in which case the runner can be tag-out.
- 3.18 When running to any base or home, the runner is out if the umpire determines interference with a throw. When being forced at a base, a runner must avoid contact with the defensive player or the umpire will call an out.
- 3.19 A batter will be declared out if he moves back toward **home plate prior to reaching first base** to avoid or delay a tag by a fielder.
- 3.20 All plays at home plate shall be force plays.
- 3.21 Runners going home must touch the second home plate closet to the wall/netting for the run to count. If the runner goes to the inner plate, an out will be called.
- 3.22 When a runner advances from third base to home plate, if the runner's foot touches the ground on or past the commitment line, the runner is committed to advance to home plate and may no longer be tagged out. If a runner re-crosses the commitment line in an attempt to return to third base, they will be declared out and the ball remains live.
- 3.23 Intentional walks are disallowed up until the seventh inning on.
- 3.24 A team may only score 5 runs in each of the first seven innings. In the 8th inning, enough runs may be scored to tie the game. The 9th inning and all extra innings, scoring restriction are removed.
- 3.25 A pitch will be considered a legal pitch if thrown between the heights of 6 feet to 12 feet.