

2025 FALL MAJOR SOFTBALL RULES

Regular Girl's ASA High School Softball rules apply except as modified herein....

1) Game Length – 6 innings. Every game is a 2 hour Hard Stop till the sunset plays a part. Coaches will be notified of the hard stop changes as the sunset changes. An inning is complete after 3 outs or 5 runs. A game is official after 3 completed innings due to darkness or rain.

A. Once 5 runs have been scored in an inning, the teams will switch offensive and defensive positions.

B. Each team can score an unlimited amount of runs in the last inning.

2) All players must play a minimum of 3 innings in the field.

A. Batting Order – All players present must be placed in the batting order for the entire game. The batting order remains unchanged regardless of defensive positioning. Batting out of order is an automatic out and the batter loses their turn. If a player is injured, the team will not take an out for that player.

3) Number of players in the field – We play with 9 defensive players. 6 in the infield; 3 in the outfield.

A. All outfielders must play in the grass area beyond the infield.

B. A game may be played if a team only has 8 players. 7 players or less constitutes a forfeit.

4) Substitutions – Unlimited free substitutions at any position without notifying the opposing team. The starting pitcher may reenter on the mound once throughout the game.

5) Catcher's Speed up – Catchers MUST substituted on the bases after 2 outs and you must use the last out. They must be ready to go at the start of the team's defensive outing

6) Stealing – Stealing is permitted but a runner cannot leave the base until the ball has left the pitcher's hand. The runner may steal 2nd ,3rd, or home at their own risk.

7) Sliding is highly recommended to avoid contact. An umpire may call the base runner out for not sliding to avoid a collision with an opposing player.

8) Dropped 3rd strike – The batter may attempt to reach 1st base if it is unoccupied by a runner and the catcher does not cleanly field the 3rd strike (be it: called strike, batter swings or if the ball hits the ground first). The batter may also attempt this with 2 outs (even when someone is on 1st base).

9) Bunting - is permitted in this age level

10) Infield Fly Rule – This rule will be in effect. When there is a runner on 1st and 2nd or bases loaded with less than two outs the infield fly rule is in order. When an infielder assumes proper position to catch a fly ball put in fair play the umpire shall call, 'infield fly, batter out.' If the pop-up is dropped in fair territory the batter is still out but the runners may advance at their own risk.

11) No Leadoffs are allowed in this age group. Runners caught leaving any base early will be called out by an umpire.

12) Each offensive play concludes when the pitcher has control of the ball in the pitcher's circle. After control has been established, runners cannot continue past the base they are advancing to. For example, if a runner rounds first base before the pitcher has control, and attempts towards second base, they will not be forced to go back to first base but they cannot advance past second base. The same rule applies at every bases.

13) Each offensive play concludes when the pitcher has control of the ball in the pitcher's circle. After control has been established, runners cannot continue past the base they are advancing to. For example, if a runner rounds first base before the pitcher has control, and attempts towards second base, they will not be forced to go back to first base but they cannot advance past second base. The same rule applies at every bases.

14) Pitching Rules – All players may pitch a maximum of 3 innings per game. Violations of the above rule may result in a forfeited contest.

A. One pitch constitutes one inning pitched.

B. 5 warm up pitches per inning or 1 minute. Whichever comes first, so hurry onto the field

C. Pitcher must start with both feet on the rubber and 1 foot must be in contact with the rubber when releasing the ball.

15) Game Scores – BOTH teams must report game scores to their VP within 48 hours of a completed contest. If a score is not report within 48 hours, the game will be recorded and a tie.

16) Base coaches under the age of 18 must wear a batting helmet

17) Ejection(s) – Any player, coach or spectator ejected from a game will result in a 1 game suspension for the first ejection and a three-game suspension for the 2nd offense. NTNLL has the right to change this rule and your ejection could result in your removal from the league as a whole at any certain time.

18) Encouraging Chants are permitted in between plays, but any chants and/or intentionally distracting comments once the pitcher is set on the rubber will not be permitted. All players and coaches must be inside the dugout at all times unless they are coaching first or third base. Coordinated chanting, name calling, heckling, singing, or screaming in a matter such as to demeanor, insult or degrade any person will not be tolerated. It is the coach's responsibility to ensure that their players and spectators are respectful to every person at the park or field. No warnings will be given – umpires are directed to eject disrespectful subjects.

19) Lightning and Thunder – We follow the 30-minute Restart rule. Once the first flash of lightning is seen or a clap of thunder is heard the game is suspended. There will be a 30-minute wait period before the game can resume. If another sighting of lighting or if thunder is heard during that 30-minute wait period the clock is reset from that point for another 30 minutes. The umpire's decision is final. For safety

reasons no game called by an umpire because of lightning will be considered "official". No teams will resume play without a NTNLL umpire officiating.

SCHEDULES

The schedule presented to players and coaches is final. Rained out games may be rescheduled. We are not guaranteeing games get rescheduled. NTNLL will do its best to get every team 8 to 10 games. No games are to be canceled between coaches for any reason. Games will be played weather permitting. If subs are needed you can contact your VP and they will look within our league to find subs for those said teams. No outside players are permitted to play or sub for any teams.

EQUIPMENT

Rubber spikes are encouraged. Sneakers are a mandatory minimum. Metal Spikes are ok for Senior Divisions only. All other Divisions must have rubber. Jerseys need to be tucked in for safety reasons and jerseys will not be tied up around the chest area exposing bare skin. Catchers must wear a goalie style mask, chest and shin protectors. Infield players, especially the pitcher, are encouraged to wear an infield mask. Players must wear double ear flap helmets with approved NOCSAF cage while batting. Base running helmets must also be worn by any player in the coach's boxes at first and third base. Base runners may wear the double flap helmet without the cage. Softball style pants must be worn at all times. Shorts are not permitted. Each team will supply the umpire one game ball at each game. Game balls are supplied to you by NTNLL.

UMPIRES

All games will have an NTNLL umpire. There will be no harassment of any umpires. There will be no arguing with the umpires. Any negative conduct toward an umpire will result in your removal and possibly the removal of your team from the league. The umpires say are Final.

MANAGERS AND COACHES RESPONSIBILITIES

- Managers must respect all players, umpires and opposing coaches/players and spectators.
- Managers are expected to be providing clear and accurate communications to players and parents.
- Managers are responsible for the conduct of their spectators and fans.
- Managers are responsible to maintain an accurate scorebook for each game and to report scores back to the league VP within 48 hours.
- Managers are responsible for cleaning the dugout and diamond area before leaving the park.
- Managers are expected to prepare defensive positioning prior to the end of each inning to ensure teams come on and off the field in a quickly manner.