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16U DIVISION RULES

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1. OFFICIAL RULES:

- a. Official NSA Fastpitch rules will be followed with the exceptions contained within these rules.

2. EQUIPMENT:

- a. League approved, twelve (12) inch, synthetic or leather covered ball "Optic Yellow" in color.
- b. League approved fastpitch softball bat.

- c. NOCSAE approved batting helmet and face guard.
- d. NOCSAE approved Catcher's gear consisting of Hockey Style Catcher's Mask, Chest Protector, and Shin Guards.
- e. ALL UNIFORMS WILL BE, LIKE IN COLOR. THIS INCLUDES UNIFORM SHIRTS, SHORTS, BASEBALL PANTS, OR SWEATPANTS, SOCKS AND VISORS/HATS.

3. FIELD SET-UP:

- a. MANAGERS AND COACHES FROM BOTH THE HOME AND VISITING TEAMS ARE RESPONSIBLE FOR BOTH THE SET-UP AND CLEANUP OF THE FIELD PRIOR TO AND AFTER GAME. (Refer to Manager/Coach Responsibilities)
- b. Playing surfaces must be prepared in the following manner prior to the start of every game:
 - i. Bases will be positioned at sixty (60) feet apart.
 - ii. The pitcher's mound will be placed at forty-three (43) feet from Home Plate.
 - iii. An eight (8) foot radius circle will be placed around the Pitcher's mound, measured from the front of the mound.
 - iv. The orange and white "Safety Base" must be used at 1st base with the orange part in foul territory.
 - v. A Coach's box, fifteen (15) feet in length and three (3) feet wide, measured from the Home Plate side of 1st and 3rd base, towards Home Plate and run parallel to, but eight (8) feet away from the 1st and 3rd base foul lines.
 - vi. A line is drawn parallel to and three (3) feet from the 1st base foul line, starting at a point half the distance between Home Plate and 1st base.

4. THE GAME:

- a. A regulation game for the 16U Division will consist of seven (7) innings or one (1) hour and thirty (30) minutes, whichever comes first.
- b. The "Slaughter" Rule is as follows:
 - i. three (3) innings if there is a twelve (12) run margin
 - ii. four (4) innings if there is a ten (10) run margin
 - iii. five (5) innings if there is an eight (8) run margin
- c. If an inning is in progress, it must be completed regardless of the time limit expiration; however, **NO** new inning will begin after regulation time has elapsed unless there is a tie score. An inning begins immediately after the 3rd out in the bottom of the previous inning unless time has expired.
- d. In the event the game is tied at the end of regulation time or innings, the **INTERNATIONAL TIE-BREAKER RULE** will take effect and the game will continue.
- e. A team must start a game with ten (10) players, when available; however, a team may play with no less than eight (8) players. If a team plays with eight (8), an out will be awarded each time the ninth (9) player would have batted, unless it is the third out of the inning.

- f. A team will be given five (5) minutes from the scheduled start time to have at least eight (8) players present and prepared to play before a forfeit is called.
- g. A team may pull a maximum of 4 players to equal nine (10) total players to start a game.
 - i. The player(s) pulled may only be from the next lower division, with parental approval and proper notification to an executive board member.
 - ii. A maximum of (4) substitutes is allowed.
 - iii. Players pulled up to fill a roster spot, must bat last in the order and play in the outfield.
- h. **ONCE A TEAM HAS BUILT A TEN (10) RUN MARGIN ON IT'S OPPONENT, THERE WILL BE NO STEALING AND NO DROPPED 3RD STRIKE FOR THE TEAM IN THE LEAD UNTIL SUCH TIME AS THE MARGIN IS BROUGHT UNDER TEN (10) RUNS.**
- i. Pitcher and 3rd Base is required to wear a fielding mask at all times on the field. It is highly recommended that all girls wear a fielding mask.

5. PITCHING:

- a. Official NSA Fastpitch rules will be followed.
- b. Pitchers must use a legal pitching motion required by Official NSA Fastpitch rules.
- c. Any pitcher, who hits three batters with a pitch in an inning, shall be removed as the pitcher for that inning of that game. Pitcher can re-enter in a different inning. After re-entry, if two (2) batters are hit, pitcher is removed for remainder of game.
- d. Anyone under the age of eighteen (18) years of age MUST wear a catcher's mask or batting helmet while warming up a pitcher.

6. BATTING:

- a. Official NSA Fastpitch rules will be followed.
- b. Each player on a team's roster and present for the game will be listed on the batting order and bat for the entire game. If a player arrives after the game has started, she will be placed at the end of the batting order.
- c. When a pitched ball hits a batter, and in the umpire's judgment the batter made a good faith effort to avoid being hit with the pitch, the batter will be awarded 1st base.
- d. A batter must maintain control of her bat at all times. A batter who, in the opinion of the umpire, throws her bat will be subject to the following:
 - i. 1st offense, umpire warns batter and Score keeper notes score book.
 - ii. Each subsequent offense by same batter results in batter being out.

7. BASE RUNNING:

- a. Official NSA Fastpitch rules will be followed.
- b. Stealing and sliding are allowed. In addition, pursuant to the umpire's judgment, NSA rules regarding sliding in certain situations will be enforced. When a defensive player has the ball and is waiting for the runner and the runner remains on her feet and

deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all other runners must return to the last base touched at the time of the collision. **PENALTY: If, in the umpire's opinion, the act is determined to be flagrant, the offender is ejected from the game.**

i. Stealing home is a mandatory slide; any play at home is a mandatory slide. Failure to slide results in an automatic out.

- c. Managers/coaches are to remain in the coach's box while the ball is in play. The first offense will result in the manager/coach being warned. The second offense will result in the manager/coach being ejected.
- d. All batters/runners **MUST** keep their helmets on while outside of dugout. A batter who fails to keep her helmet on will incur following penalties:
 - i. 1st offense is a warning to both benches.
 - ii. Each subsequent offense will result in batter taking an automatic out for her next at bat. Umpire will direct the score keeper to note this in the score book. An exception is if this out would be the 3rd out of the half inning, then the batter will not be out, however she will be "skipped" in the batting.

8. SUBSTITUTION:

- a. EPs and subs must be substituted into the defense every other inning after the 1st inning.
- b. Anytime a substitution is entered into the game, the manager must notify the Home Plate umpire, opposing manager, and scorekeeper of the substitution.
- c. A violation of either of the above could result in the ejection of the manager.

9. INJURY/ILLNESS:

- a. In the event a player is injured or becomes ill during the game, one of the following will occur:
 - i. If the removal of the injured/ill player leaves the team with nine (9) or more players, the player is skipped in the batting order with no penalty.
 - ii. If the team is left with eight (8) players, the player is skipped in the batting order with no penalty.
 - iii. If the team is left with seven (7) players, and the manager deems his team cannot finish out the game is ruled a forfeit.