



# Lou Gehrig Softball General Rules

Updated May 2014

*Lou Gehrig Softball Rules are a supplement to and/or clarification of the rules stated in the official NSA Rule Book.*

## General

- 1. Zero Tolerance Rules are in effect for all managers, coaches, players, parents and all spectators. Violations may result in ejection from the game or Lou Gehrig complex.**
2. Level Coordinators shall not manage a team in the level for which they are responsible.
3. Games will consist of 6 innings at all levels, except Seniors (7 innings) and Minor B (5 innings). If a scheduled 6 inning game is called due to weather or darkness, it is a regulation game if:
  - a. Four innings have been completed.
  - b. The home team is leading after 3 ½ innings have been completed (home team wins).
  - c. Home team scores one or more runs in the 4<sup>th</sup> inning to tie the score (game ends in a tie).
4. A proper score book is to be maintained to record players and innings pitched by each pitcher.
5. Each manager shall furnish a game ball to the home plate umpire, prior to the start of the game.
6. Players will wear proper uniforms (i.e. the uniforms provided by the league). Uniforms and equipment must not be altered or modified in any way.
7. Only **3** adults are allowed in the dugout at any time (exception is Minor A allowing no more than 4 adults). Coaches must remain inside the dugout expect when coaching a base or executing a soft toss (when applicable). For safety reasons, only players and coaches are allowed in the dugout during the game.
8. Managers will only be allowed to discuss rule interpretations and not judgment calls with umpires. Appeals are not allowed. The manager may discuss the problem with the umpires and the other manager after completion of the ½ inning. Assistant coaches are not allowed to discuss / argue any calls with umpires or the other manager.
9. Managers and coaches are responsible for the condition of their field during and after the game. This includes the clearing of trash and debris from the bench, backstop, and spectator areas. Players need to pick up the dugout and bleacher areas before receiving tokens.
10. Pitching warm-ups are limited to seven pitches or at the discretion of the umpire.
11. Managers must have catchers ready.



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**Concerns regarding rule interpretations or umpires should be referred to the Level Coordinator, Umpire Coordinator, House Softball Vice President, or Softball President.**

## Safety

1. No Jewelry
2. Batting Helmets must have chinstraps and certified protective masks.
3. All fielders are encouraged to wear protective fielding/pitching masks. Pitchers in majors and juniors must wear pitching/fielding masks.
4. All players and player coaches must wear proper protective equipment. Catchers, during the game or when warming up pitchers, must wear a catcher's mask with attached throat protector. Batters, runners, base coaches under the age of 18, and Majors or Juniors pitchers taking warm-up pitches on the mound must wear a protective batting helmet.
5. Managers shall insure that equipment is maintained in an orderly fashion and is out of the field of play during the game. Broken or defective equipment shall not be used and should be replaced through the Lou Gehrig equipment manager.
6. In the event of an injury to a player either during a game or at practice, the manager should consult with the player's parents if in attendance. The manager and parents shall determine whether the player shall remain in the game or at practice. If there is any doubt about the seriousness of the injury, the player should not continue. The Safety Coordinator must be notified of injuries requiring medical attention. An Injury Report must also be filled out and returned to the level coordinator, for any injury on the day the injury occurs.
7. Base runners and fielders are expected to avoid contact.
  - a. Sliding is required in a close play at any base except first. If a base runner does not attempt to slide in a close play, they will automatically be called out.
  - b. Fielders who do not have a play on the runner are prohibited from blocking the base path.
  - c. Whenever possible use the safety base to avoid contact.
8. On deck batters must be in the cage next to the dugout. When warming prior to an at bat, a player may only swing a bat in the on deck cage. The on deck batter may not be out in front of the dugout.
9. The throwing of equipment is not to be tolerated.
  - a. 1<sup>st</sup> time – umpire warns the team
  - b. 2<sup>nd</sup> time - player is ejected from the game.

The home plate umpire may elect to give the first warning to the managers and captains at the pre-game meeting at home plate. Subsequent incidents will result in player or coach being ejection from the game.



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## **Time Limits -- Regular Season**

1. No new inning shall start after 1:50 minutes into play. All games will end at 2 hours and 15 minutes- from the **scheduled** start time. The exception is evening games played on diamond 3.
2. Night games on lighted fields: 1<sup>st</sup> game starts at 5:45 P.M. and ends at 7:45 P.M., 2nd game starts at 8:00 P.M. and ends at 10:00 P.M. No new inning shall begin after 1 hour 50 minutes into play - if game started at 8 pm.

## **Time Limits -- Playoffs**

1. **All playoff games at all levels will have a 2-hour 15 minute time limit. No new inning shall begin after 1 hour 50 minutes. After 2 hours and 15 minutes, the score will revert to the last completed inning. It is the managers' responsibility to ask the umpire for the official start time if it is not given. The official start time should be recorded in each scorebook.)**
2. Semi-finals games will be played to completion.
3. All Championship games will be played to completion.

## **Call-Ups / Borrowed Players**

1. Each manager is to submit 3 – 4 names of players and their ages to his/her Level Coordinator. When a manager uses a call-up from a lower level, he/she must inform the Level Coordinator whom the player was and for which game she played. The Level Coordinator is responsible for compiling the list of call-ups and distributing it to the managers. The level coordinator will also monitoring the number of games each call-up plays.
2. Players from the next lowest level may be “called up” when 9 or fewer regular players are anticipated for game. These players must wear their regular team uniform, cannot pitch, and must bat last in the line-up at the start of the game. Call-ups may play equal to, but not more than the least number of innings played by any regular team member.
3. During the regular season, a team may start the game with 9 players, but if a player is injured or must leave before the game is ended, the team may borrow a player from the opposing team, or has 15 minutes to locate an eligible player on the premises (while play continues). Typically, the girl who made the last out will play the field for the opposing team.
4. During the entire playoffs, the call-up must be pre-approved by the Level Coordinator, and a team may not use the same call-up more than once. If a team is short players at game time, they have 15 minutes to locate a call-up before forfeiting a game.
5. In conjunction with this, if a girl is late due to umpiring a game on another field or working in the concession stand, her team will not be penalized if they are short players. The game will be delayed up to 15 minutes and then will begin without her. When she arrives, she will be placed at the bottom of the batting order.