

**NORTHERN ALLEGHENY COUNTY
SENIOR SOFTBALL LEAGUE**

**2025
LEAGUE
RULES**



President: Ron Zankey
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(Rules as revised (4/22/2025))
(Red indicates 2025 updates)

The most recent issue of the USA/ASA Official Rules of Softball will be in effect except for those rules established in the latest edition of the NACSSL Rules for League Play.

1. **Home Team**

- A. Will provide 1 new game ball and 2 used balls in good condition as the backup balls. Visiting team will provide 2 used balls in good condition as the backup balls.
- B. Home team pays the umpire fees.
- C. Home Team sits on first base bench

2. **Regularly Scheduled Games**

- A. Regulation and playoff Single games are nine (9) innings. Double Header games both scheduled and makeup are (7) seven innings.
- B. All scheduled games must be played unless there are extenuating circumstances approved by Board and Managers. Managers of teams requesting change must recuse themselves from the decision. A team refusing to comply will forfeit each of the games not played.
- C. **Grace Period** will be maximum fifteen (15) minutes past scheduled game time in the event one or both of the teams have less than the required nine (9) players present at game time. Once both teams have nine (9) or more players present the game must begin.

D. Incomplete Games

- 1. **Rainouts**-In the event a game reaches four and a half (4½) innings and the home team ahead and is interrupted by weather, said game will be considered a complete game. If less than four and a half (4½) innings have been played, the game will be rescheduled and played from the beginning.
- 2. **Darkness**-Games suspended for darkness must be completed at next regular meeting of the two teams. If darkness occurs at the last meeting between the 2 teams' game will be considered complete as of last completed inning, assuming enough innings have been played to constitute an official game.
- 3. **Suspended** games that resume on another date will continue where play left off. Batting order of suspended game must be maintained in the game resumed. Players absent at resumed game will be skipped when it is their turn to bat. Players attending resumed game that were not in the original suspended game lineup must be placed at the end of the batting order lineup.
- 4. All games will be played to conclusion unless agreed upon by both participating managers.

E. Double Header Games

- 1. **Make-up Game Double Header**-The home team for the first game is the team designated as the home team on the original schedule. The second game will be the game on the schedule for that date.
- 2. **Scheduled Double Headers**-each team will be home team for one game. Home team for the first game will be decided by coin flip or Manager agreement. Home team for second game will be team not home team for first game.
- 3. Silver and Gold Division double header games will start with a 1 and 1 count.

F. Cancellations for Rain Outs

- 1. Both Managers will coordinate field inspection.
- 2. No game can be called prior to 3pm.
- 3. The umpire must be notified no less than 1 hour prior to game time.
- 4. **Rained out games** will be made up as part of a double header at the next regularly scheduled meeting of the 2 teams.

5. If a make-up double header is forfeited, only the game scheduled for that date will be forfeited. The original rainout game must be rescheduled.
6. If a scheduled double header is forfeited, only 1 forfeit will be assessed 1 loss will be assessed and **1 game will be played as a double header at next scheduled meeting between the 2 teams.**

G. Mercy Rule/Game Expedition

1. 9 inning game, the game will be called if there is a 15-run differential after the trailing team bats in the 7th or 8th inning.
2. 7 inning game, the game will be called if there is a 15-run differential after the trailing team bats in the 5th or 6th inning.

3. Scheduling

A. Regular Season Schedule for each new year-The number of teams and playing field availability may vary. The Board with Manager approval will agree on a season schedule framework prior to April 1. Agreement will be the number of games, Start Date, End Date, tournament dates, Double headers, weekends, Fridays, start times, number of tournament allowances, holiday dates, and any other factors that could impact scheduling. Schedulers for both divisions will build the schedule within the agreed framework.

1. Once the Regular season schedule is published, no games may be rescheduled unless there are extenuating circumstances. Requests to reschedule any game must be in writing to the Board and may or may not be authorized. Field availability and participating Managers agreement is required.
2. Playoff schedule dates, format and framework will also be decided prior to April 1st but must be finalized with manager agreement at the summer Manager/Board meeting.
3. Regular Season make up games will be scheduled as a double header of a regular season scheduled game where possible with agreement of both Managers. Games may be scheduled any time during regular schedule depending on field availability and participating Managers agreement. If the managers cannot agree on a date and/or time, the scheduler makes the decision. The scheduler will schedule the game at the first available date and time and field.
4. Regular season makeup games will be scheduled where possible by the scheduler prior to post season tournament play. Completion of all games will depend on playoff schedule, field availability and Manager agreement.
5. Prior to schedule construction, a team may request dates to not schedule. Conditions are the team must have 2 or more players going to a softball tournament on those dates. All other no play day requests prior to season start are evaluated on a case-by-case basis (i.e. vacations, special events etc).

4. Forfeit Rules

- A.** If a team cannot field at least 9 players for a scheduled, makeup or playoff game the team will be assessed a forfeit and a loss.
- B.** Once the game has begun and an injury occurs on the team, or a player leaves the game and the team has less than (9) players remaining, the game will be forfeited. **Once it has been determined a forfeit the game cannot be played due to no insurance coverage if no certified umpire present. An umpire is only permitted to officiate an official league game.**

- C. A team with 4 forfeits during the season will be eliminated from the playoffs.
- D. Any team requesting a roster player to not show up for a game will forfeit that game.

5. **Game Participation Rules**

A. Player Participation

1. Each team must bat all attending players who are on the active roster **and player callups**.
2. Each player must play a minimum of four (4) full innings on defense in a 9-inning game, 3-innings in a 7-inning game. Failure to comply will result in a forfeit. Exception is Designated Hitter.
3. Open substitution on defense is permitted.
4. Maximum eleven (11) players minimum nine (9) may play on defense.
5. 1st and 3rd base coaches must be a current roster player, a callup player for that specific game, or a non-playing manager for that team.
6. If a team has only eight, nine or 10 roster players they may not add a non-batting catcher. Non-roster players cannot play.

B. Players leaving game early or coming late.

1. Players leaving the game early, the opposing manager must be notified prior to start of game and the approximate time of departure. Failure to do so will result in an out being called when it is said player's turn at bat.
2. Player coming late, once the game has begun (one pitch), player must be placed at the bottom of lineup.
3. A player leaving early or injured during the game resulting in 10, 9 or 8 remaining players in lineup may be replaced by a callup player who must be added to the bottom of the line up. The player being replaced will be skipped in the batting order and not be counted as an out.
4. A Roster player on the bench that was not in the starting lineup may not enter the game.

C. Pitching Screen / Safety Net League Rule Silver Division.

1. A pitcher may request a pitcher's screen at any point in the game. Once the pitcher selects the pitcher's screen pitcher must use the screen for the remainder of the game. A relief pitcher will reset the pitcher's screen option after the half inning is completed.
2. The pitching screen / safety net shall be notated by a drawn line placed at 47 feet and a center line drawn for the purpose of screen placement either right or left of the center line dependent upon whether the pitcher is right or left-handed.
3. A pitcher using a screen cannot be the first defensive player to touch the ball **with the exception of an infield "popup" may be fielded by the pitcher**. A batted ball that is touched first, whether intentionally or not, by a pitcher using a screen will be awarded first base and the ball will be considered dead. All other runners advance one base.
4. A batted ball that hits the pitching screen will be considered a foul ball. The foul ball rule will determine whether the batter is out or is permitted to swing again.
5. **If starting pitcher used screen and returns to pitch, starting pitcher must use pitching screen.**

D. Designated Hitter DH

1. A team with 12 or more players in the lineup may choose 1 player to be a DH.
2. The player chosen to be the DH must agree to the provision otherwise it will not be in effect.

3. DH will bat but will not play defense.
4. If for any reason during the game the team falls to 11 players or less in the batting order the DH may play on defense and will not be subject to the required minimum innings.
5. Only 1 player per game may be DH.

E. Pitching Screen / Safety Net League Rule Gold Division.

1. A pitcher may request a pitcher's screen. Screen must be used by starting pitcher the entire game. A relief pitcher may reset the pitching screen option.
2. The pitching screen / safety net shall be notated by a drawn line placed at 47 feet and a center line drawn for the purpose of screen placement either right or left of the center line dependent upon whether the pitcher is right or left-handed.
3. A pitcher using a screen cannot be the first defensive player to touch the ball with the exception of an infield "popup" may be fielded by the pitcher. A batted ball that is touched first intentionally or not by the pitcher using the screen batter will be awarded 1st base, the ball is dead ball, all runners advance one base only if forced.
4. A batted ball hitting the pitching screen will be considered a foul ball.
5. If the starting pitcher used the screen and returns to pitch, the starting pitcher must use the pitching screen.

6. First Base

- A. A double base is used at first base, the white portion in fair territory the orange portion extending into foul territory.
- B. On a groundball hit to an infielder the runner must use the orange base the first baseman must use the white portion.
- C. The batter runner is out when there is a play being made at first base and the runner touches only the white base, providing the defense appeals before the next pitch. The runner may use the white base to avoid a collision.
- D. If the batter-runner has not secured first base, the First baseman may not use the outside (orange base) in order to execute an out except to avoid a collision. (Umpire decision).
- E. Once the batter-runner secures first base, the double base shall be treated as one base and the fielder or runner may use either portion of the base.

7. Home Plate

- A. In attempting to score, a runner touching home plate or the strike mat will be called out.
- B. To score, a runner must touch the scoring line or the ground beyond the scoring line before any player on defense has control of the ball with any part of the body touching the regular home plate.
- C. A defensive player may not tag out a runner once runner has crossed the commitment line.

8. Ground Rules

- A. Both Managers and Umpire prior to game start will establish and agree on the ground rules for the field. If the managers do not agree, the umpire sets the ground rules.
- B. **Seville Field** a fly ball in fair territory touching the right field trees will be ruled a dead ball or "no pitch". A ground ball in fair territory rolling into the right field weeds will be ruled a ground rule double.
- C. **Bronx Field**
-A ball hit over the fence in right field to the right of the 5th pole from the right field foul pole, fair or foul, will be ruled an Out.

- A ball hit over the fence between to the 5th pole and light standard to the left will be ruled a ground rule Single.
- A ball hit over the fence between the light standard and the end of the high netted fence will be ruled a Double.
- A ball hit over the fence left of the high netted fence will be ruled a Home Run.
- A ball hitting the tree on the left field line foul will be ruled a foul ball.
- A ball hitting the tree on the left field line fair will be ruled a dead ball no pitch.

- D. **Carson Field** a ball hit over any part of the outfield fence will be ruled a home run. A ball bouncing over or under the center field fence will be ruled a ground rule double. A hit ball on the ground rolling into the left field weeds will be ruled a ground rule double. Ball hit on a fly into the left field weeds shall be ruled a home run.
- E. **Sangree Field** A ball hit over any part of the center field fence will be ruled a home run. To avoid injury, any ball hit beyond any outfield pilon on the ground or in the air will be ruled a home run. A hit ball that bounces over or under the center field fence will be ruled a ground rule double.

9. **Sliding**

- A. Sliding is permitted only into second and third base.
- B. Sliding into home plate is never permitted. A runner sliding into home plate or scoring line or after crossing commitment line will be called out.
- C. A runner sliding into first base will be called out. Sliding back to first base is permitted.

10. **Bodily Contact**

- A. Any intentional bodily contact by offensive or defensive player, including sliding into a player to break up a double play, or fielder blocking a runner, could result in immediate ejection of the player (umpire discretion) and could result in suspension by the Board of Directors. (See rule #19)

11. **Field Preparation**

- A. Both participating Managers are responsible to coordinate and perform field preparation and post-game cleanup.
- B. **Field Lining**
 - 1. 1st and 3rd base foul lines are to be laid out, extending well beyond the bases.
 - 2. A commitment line along third base, at a distance of 20' from home plate and a scoring line, extending from the front 3rd base corner of home plate and perpendicular to the third base foul line.
 - 3. A line 4 feet forward from the back of the square portion (center) of the plate. (extending the width of batter's box).
- C. Bases shall be spaced at 65 feet apart.
- D. **Pitcher's Mound** Will be placed a distance of 50 feet from back of home plate and extend 10 feet back and the width of 24 inches. A pitcher must have one foot or both feet in contact with the pitcher's plate or within the pitcher's box when ball is released.
- E. **Batter's Box**-A partial batter's box will consist of a line 4 feet forward from the back of the square portion (center) of the plate. This line will be the forward most part of a partial batter's box. Batters stepping beyond this forward line with the entire foot will be called out.

12. **Strike Zone**

- A. A strike mat seventeen, (17) inches wide and twenty-four (24) inches long, is used behind home plate.
- B. Legal pitches that strike any portion of the mat or home plate will be called a strike. The black perimeter around home plate is considered part of home plate.
- C. The height of a legal pitch is to be a minimum of six (6) feet from the ground and a maximum of twelve (12) feet from the ground. (USA/ASA NACSSL Rules).

13. **Batter with 2 Strikes**

Games with 0-0 ball strike count in effect, batter with 2 strikes hitting a foul ball will be called out. Games with 1-1 ball strike count in effect, batter with 2 strikes will be allowed 1 “courtesy” foul ball. Batter will be called out hitting a foul ball after 1 courtesy foul has been awarded.

13.A. **Intentional Walk rule Gold Division Only**

If 1st base is occupied and a batter who has walked previously notifies the umpire his desire not to be walked again then a walk cannot be issued unless at least one pitched strike is thrown to the batter. Foul balls are considered a pitched strike.

14. **Base Runners** will be called out if they leave their base before the batter hits the ball or anytime during a pitch-catch action.

15. **Courtesy Runners**

- A. A courtesy runner can only be used after the batter reaches first base on their own as result of a batted ball. For a base on balls or walk, the batter does not need to touch first base. The batter may go straight to the bench and a courtesy runner may go to first base.
- B. Courtesy Runner occupying the base may be replaced by another courtesy runner even after touching the base prior to the next pitch. Once a pitch is executed no exchange can be made.
- C. A courtesy runner whose turn at bat comes while on base will be called out. Player will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.
- D. A courtesy runner may not run for an existing courtesy runner except for an injury.
- E. A courtesy runner may run only run once per inning.
- F. A runner who is replaced by a courtesy runner cannot be used as a courtesy runner for the remainder of the inning.

Gold Division Unlimited courtesy runners per inning are permitted.

Silver Division Two (2) courtesy runners will be permitted per inning. If the courtesy runners have already been used in the inning and an injury occurs, the player who made the previous out can be used as a courtesy runner for the injured person.

16. **Metal Spikes** are not permitted. A player using metal spikes will be ejected from the game.

17. **Home Runs**

- A. Once a Home run or “four-base award” is declared/awarded by the umpire, the batter may return directly to the dugout and all other base runners may return directly to the dugout. The concept known as “hit and sit” is permitted.
- B. Any fair ball touched by a player on either side of the fence that clears or has cleared the fence in fair territory before touching the ground will be a "four-base award," or “Home Run” and will not be included in the total over-the-fence home run count.
- C. Home Run Limit Rule Gold and Silver (New in Gold Division 2025)
 - 1. Either team can hit their first 3 over the fence home runs without penalty, regardless of whether or not the other team has hit their 3 home runs over the fence.
 - 2. Once a team has hit their 3, they cannot hit another homerun until the other team has hit all 3 of their home runs as well. Balls over the fence after 3 home runs without this condition being met will be ruled an out.
 - 3. Once both teams have hit their home run limit, each team is allowed to go “one up” on the other.
 - 4. Silver Division Only. The home team may not go “one up” on the visiting team in the final inning.

18. **Protests**

- A. Problems considered serious in nature will be settled by the Board of Directors.
- B. Protests during the game must be made before the next pitch and entered in both teams’ scorebooks. All protests shall conform to NACSSL/USA/ASA rules.
- C. No protests or settlements thereof shall be conducted by phone.
- D. Manager making the protest must send a letter or Email to the NACSSL Board within 48 hours after the conclusion of the game with all pertinent information.
- E. A decision will be rendered no later than an additional 48 hours. In total 4 days from the game day a protest and decision must be rendered.
- F. Protests will not be considered if they are made after the 48-hour period.

19. **Player Suspension and Expulsion**

- A. Abusive or antagonistic language of any kind directed to umpires, managers, team members or spectators is not permitted. A warning or immediate ejection may be issued by the umpire, (umpire’s discretion) and if ignored, the player(s) shall be expelled from the game and must leave the complex (complex being field and parking lot).
 - 1. Ejected player(s) must leave the complex immediately. Refusal to leave or further confrontation by ejected player(s) will result in forfeiture of the game.
 - 2. Player(s) ejected from a game will automatically be suspended for the next game and will not be permitted on the complex for any game for which player is suspended.
 - 3. Ejected players will be an automatic out when scheduled to bat.
- B. Intoxication or drinking alcoholic beverages at fields where prohibited, is not permitted and could result in a loss of permit for the league.
- C. Fighting among players or umpires, before, during or after the games, will not be tolerated and may result in the player(s) being suspended. The umpire, during the games, has the authority to expel the player(s) involved immediately.
- D. Drinking alcoholic beverages by players during an official NACSSL game is prohibited.

E. Board of Directors may decide the length of any suspension or expulsion depending on the seriousness of the infraction.

20. **Umpire Authority**

A. Umpire may not declare any game a forfeit except player refusal to leave premises upon ejection.

B. Umpire may not cancel any game except for weather, darkness or field condition.

C. Umpire may not discipline a player except for game ejection due to conduct on the field as defined in rule 19.

D. Active NACSSL players may not be assigned to umpire games in the division they play. When no umpire is available and cannot be scheduled, an exception can be made providing both participating managers are in agreement on a game-by-game basis.

E. All official NACSSL games must be umpired by a Certified USA umpire.

21. **Balls**

A. All balls used for games in NACSSL must be approved by the Managers and Board of Directors. The NACSSL will supply all game balls.

B. 52-coefficient 300 compression 12-inch yellow softball is the official ball of NACSSL.

22. **Bats**

A. Unapproved bat: A bat that is not approved by USA/ASA or is on the non-approved bat list provided by the league. See Appendix for new USA/ASA Official USA/ASA Softball Certification Marks.

B. The following bats are prohibited from use in any NACSSL games:

1. All USA/ASA unapproved bats.
2. Any doctored or altered bat that has been changed in any way from the manufacturer such as drilled, shaved, screwed, weighted or painted. Grip changes are permissible.
3. Damaged bats, i.e., flat spots, cracks or dents.
4. Bats with physical external markings identifying bat as “girl or woman’s softball”, youth softball or fast pitch.
5. **Bat warmers are prohibited. No powered warmers, no sleeves, no plastic sheath, no wool tubes, or any device or cover that would alter the bat temperature. Penalty is player ejected from the game and player will be suspended next game.**

D. **Silver Division Game Bats**

1. Prior to the beginning of the game each manager will submit 10 bats that comply with league bat rules to be verified by the opposing manager.
2. Both teams will have access to all 20 bats placed inside the batting cage.
3. These bats will be the ONLY bats allowed to be used for the entire game.
4. A damaged bat may be replaced with another bat with manager agreement.

E. **Illegal bat challenge** by an Umpire or opposing Manager requires that the game be protested by opposing manager. Unless bat in question is noticeably altered or does not have a proper USA/ASA sticker then the bat remains in the game.

The bat being protested must be turned over to the Board for examination within 24 hours. Upon examination the Board will decide appropriate action. No discipline can be administered until the league makes a final ruling on the protest.

If bat is determined to be *unapproved/illegal*, the owner of the bat will be suspended for the next game. ~~The team will forfeit the game.~~

Any player caught providing a “doctored” or altered bat will be suspended from the NACSSL for life. ~~The team will forfeit the game.~~

F. Gold Division Game Bats

1. All bats must be in the open air visible on or below the bat rack for the duration of the game. Shuttling bats in and out of the game from a place not at the bat rack is prohibited. Total transparency is required.

2. If a bat owner does not want the bat to be used by another teammate, owner must inform teammates. The bat can be marked with red tape.

23. **Players**

A. Position Players

1. A maximum of eleven players may play defense.
2. In most cases the alignment will be catcher, pitcher, four infielders, rover and four outfielders.
3. A team may choose to have 5 or 6 outfielders, however only 4 infielders plus a rover are permitted in the infield.

B. Injured Players

1. A player in uniform will be deemed as able to play unless declared injured.
2. A declared injured player may not play but may coach a base.
3. A player injured during the game and unable to finish play will not be considered an automatic out when the injured player is scheduled to bat.
4. A player unable to play the remainder of the season may be replaced by an undrafted replacement player pending approval of division managers. Once the replacement player is activated, the deactivated player may not be reactivated the remainder of the season. If the activated player elects to continue play in the league the following year that player must be placed in the draft.

24. **Final Team Standings for Tournament Seeding**

- A. If teams are tied at the end of the season the first seeding criteria to determine the standings will be the won/lost record between those teams.
- B. Forfeits will not be counted in head to head record only actual games played.
- C. The second criteria to break the tie between those teams will be the most net runs (i.e. total runs scored minus runs allowed). It applies whether the teams are tied for first, second, etc.
- D. If the teams are still tied the seeding will be decided by a coin toss.

25. **Final Team Standings for Draft Purposes**

- A. A win percentage will be calculated for each team by dividing the number of wins by the total number of games played. A team may not improve its draft status through forfeited games. Forfeits will be deducted from losses and a win percentage will be calculated. The win percentage will be used to determine the team's standing for draft purposes. (E.g. a team with a 10-15 regular season record but 5 forfeits will have a 10-10-win record for draft purposes).
 1. If teams are tied using this calculation, the next criteria will be won loss record between teams. Forfeits will not be counted in head to head record only the actual games played.
 2. The criteria to break a tie will be the most net runs between teams (runs scored minus runs allowed).
 3. If still tied the standing will be decided by a coin toss.

26. **Playoff Games**

- A. Playoff Games will be scheduled by an appointed scheduler and approved by the Managers. Teams with the highest seed will have first choice of fields, days and times where possible but could be limited based on field availability and time constraints.
- B. **Both Divisions** The team in the winner's bracket will always be the home team in the championship game. The "IF" game home team will be decided by a coin toss.
- C. Umpire no-show in a playoff game will be cancelled. If 2 umpires are scheduled but only 1 shows up, the game must be played with 1 umpire.
- D. All playoff games must be played to their conclusion. Rainout 2.D.1 rule does not apply. If game is called for rain prior to 4 ½ innings game is cancelled and must be played in full. If rainout occurs after 4 ½ innings game must be completed at the next available date from where it left off.

27. **Call-up Players**

A. **Silver Division regular season games.**

- 1. Teams may call up three (3) players from the Gold Division or Callup List for purpose of fielding the 9th, 10th, or 11th players. All games require minimum 8 roster players to start the game.
- 2. **Playoff games** are limited to 1 player callup. A team may request 1 additional callup player but must be approved by a ¾ majority vote of division managers
- 3. All call-up players regular season and playoffs must be placed at the bottom of batting order.
- 4. A Gold division roster player cannot be a Silver Division callup on a day they have a scheduled game in NACSSL
- 5. Callup players for the Silver Division can only be players on a Gold Division roster or a Bronze Division roster or undrafted Silver player.

B. **Gold Division regular season games.**

- 1. Teams may call up to three (3) players from the Callup list, for the purpose of fielding the 9th, 10th and 11th players. All games require minimum 8 roster players to start the game.
- 2. **Playoff games** are limited to 1 player callup. A team may request 1 additional callup player but must be approved by a ¾ majority vote of division managers.
- 3. All call-up players must be placed at the bottom of batting order.
- 4. Callup players for the Gold Division can only be players on a Bronze Division roster or eligible un-drafted Gold Division players.

28. **Player Draft Silver Gold Division.** Drafts for each Division will be run by an appointed volunteer.

A. **Regular Draft**

- 1. To be conducted and scheduled prior to the start of the regular season at a date and time agreed to by Managers.
- 2. Two evaluation sessions are required for all players in the draft including those who placed themselves in the draft and those placed in the draft by their previous team.
- 3. Exemption from the evaluation is any player that has played in a division (i.e. Gold or Silver) for three consecutive seasons including the season prior to the draft. Player must notify a member of the Evaluation Committee of their intention to play in the upcoming season, prior to the last evaluation day.

4. Players moving from Silver Division to the Gold Division must attend two evaluations in the Gold Division. If such players are incapacitated or are residing temporarily outside the area (e.g., Florida or Arizona) and cannot attend evaluation sessions the manager of the Silver Division team the player last played for plus one additional manager must provide a written evaluation.
5. New players must attend a minimum of 2 evaluation sessions in order to play in the league.
6. Players aged 62 and older who are not selected in the Silver Division draft wanting to play in the Gold Division must attend 1 additional tryout prior to the Gold Division draft.
7. Players that placed themselves in the draft cannot be drafted by their previous team.
8. A minimum roster limit will be established prior to the draft each year by Manager agreement that will depend on player availability.
9. Teams have the option to draft 1 additional player that exceeds the agreed roster minimum only after all teams reach their roster minimum. Draft order applies.
10. The team that finished in last place in the official preceding season will receive 2 first round draft picks. All other teams will draft in ascending order and each team will receive 1 draft pick except where draft order has been affected by trades.
11. Players who are under age 62 who were drafted in prior years are “grandfathered” in the Gold division.

B. Conditions of Draft

1. Any player that refuses to play for the team that drafts said player, will not be permitted to play in the league for that year and the following year, after which, that player may enter the league through the regular draft and must play for the team that drafts said player.
2. New players must play for the team that drafts them for two years. Players that place themselves in the draft can do so only if they have been with their current team for two years.

29. Rosters

- A. Minimum information must include Date of Birth, name, address, municipality, phone number. Optional information includes occupation and email address.
- B. Minimum roster sizes for both divisions will be determined at the start of each new year based on number of returning players and new sign-ups.
- C. No player will be accepted into the league at a reduced fee. All exceptions must be approved by the Board.
- D. A Manager and assistant Manager must be identified and may or not be a roster player.
- E. Non-roster managers and coaches must pay ½ the regular annual dues and may not play any position.

F. Preliminary Rosters

1. Must be submitted to the League President or designated Board member 4 days prior to the draft.
2. All Final Roster players from previous year must be accounted for and designated as one of the following;
 - a. Returning on the roster
 - b. Placed on the team Reserve list
 - c. Traded

- d. Placed in the Draft
- e. Released
- f. Moving to Gold Division (Silver only)

G. Final Rosters

1. Must be submitted to the League President or designated Board member prior to first league scheduled game.
2. All Final Roster players from previous year must be accounted for and designated as one of the following;
 - a. Returning on the roster
 - b. Placed on the team Reserve list
 - c. Traded
 - d. Placed in the Draft
 - e. Released
 - f. Moving to Gold Division (Silver only)

H. Reserve List

1. Reserve list players may not play in current year.
2. Only players on Final Roster are eligible to play in current year.
3. **Returning Players** that were not active the previous year are by default members of the team they last played for.
 - a. The team may choose to retain, trade or place in the draft the returning player.
 - b. If the team no longer exists, the returning player must be placed in the draft.
 - c. Returning players accepted back on original team or traded to another team are not be required to attend evaluations or go through the draft.

30. Player Trades

- A. Players may be traded for another player or players and/or draft pick(s) within current year.
- B. All trades require Division Manager approval by $\frac{3}{4}$ majority vote.
- C. Trade time period is January 1 up until the start of the draft in current playing year.
- D. Managers involved in trade must notify Managers in their division and Board of Directors in writing via email.
- E. All Managers within the division must respond within 7 days with a vote of Approve or Disapprove. When time is less than 7 days prior to the Draft, Managers involved are responsible to secure votes before the draft begins. Votes may be tallied by email due to the constraints of time as draft day approaches. All votes by email must be re-confirmed in person at the Draft.
- F. A Manager may not trade self.
- G. No trade can be made for “future consideration” i.e., player or draft pick beyond the current playing year.
- H. Trade is complete when all parties sign the official NACSSL trade form.

APPENDIX

NOTE: USA Softball has begun transitioning to the new USA Softball Certification Marks for the 2020 calendar year. On behalf of equipment manufacturers, the USA Softball Equipment Testing and Certification Committee requested that the new certification marks be approved for the 2019 calendar year and the USA Softball Board of Directors approved the new marks (seen here) for 2019 USA Softball Championship Play. The Official Rules of Softball, Rule 3, Sections 1 and 3 will be updated for 2020 to identify the new Certification Marks for Championship Play.



All Games



Adult Fast Pitch/All Slow Pitch

NACSSL Softball Bat Certifications

The NACSSL uses softball bats that are stamped with the USA or ASA label as shown below. Bats that are stamped with NSA or ISA are illegal unless they also carry the USA stamp. Bats that are stamped with the USSSA and Senior Softball USA are illegal.

USA/ASA 98

The USA/ASA 98 adheres to the standard that all bats will perform at about 98 MPH. This means that no bat shall have an exit velocity greater than 98 MPH upon contact with the softball.



USA/ASA Only

Along the same lines as the USA/ASA 98, the USA/ASA Only certified bats will adhere to a standard of 100 MPH. Furthermore, all bats with this certification will not provide exit velocities higher than 100 MPH upon contact with the softball.



NSA (1.20 BPF)

NSA (1.20 BPF) certified bats will have a Bat Performance Factor of 1.20. This means that the ball will not rebound more than 20% faster once contact is made with the bat.



USSSA (Thumbprint or 220 lb Compression)

The USSSA (Thumbprint or 220 lb. Compression) certification also relies on a Bat Performance Factor in order to be certified. Bats with this stamp have a BPF of 1.20 as well and will not rebound more than 20% faster once contact is made with the bat.



USSSA (240 lb. Compression)

The USSSA (240 lb. Compression) certification has higher compression than the USSSA (Thumbprint or 220 lb. Compression) certified bats. This means that the 240 lb. Compression certified bats will have less pop than the 220 lb compression bats. Although both certifications have a BPF of 1.20, the compression will affect how the ball comes off of the bat.



1.21 BPF not legal in NACSSL

The 1.21 BPF certification is mostly used in senior slow-pitch leagues such as SSUSA. These bats have a slightly higher BPF of 1.21, as compared to 1.20, which will have a slightly higher rebound upon contact with the ball.



Senior bats don't have restrictions. When a bat is submitted for testing it cannot exceed an exit velocity of 98mph in USA or in USSSA. They use bat performance factor (BPF) which for USSSA is 1.20 which is defined as "Bat Performance Factor (BPF) is simply the increase in the liveliness of a ball hitting a bat compared to throwing a ball against a solid wall. For example, a 20% faster rebound = a BPF of 1.20. Softball organizations have adopted the BPF standard to determine whether a bat is legal for play."