



NEWTOWN SQUARE PETTICOAT LEAGUE MANDATORY RULES FOR ALL COACHES

ALL Coaches:

All coaches (Head Coaches and Assistant Coaches) acknowledge and agree to coach in accordance with the NSPL Mission Statement which is, as follows:

“NSPL is dedicated to helping girls enjoy the game of softball, developing their skills, learning about good sportsmanship, making new friends and having fun in a healthy, outdoor, athletic setting. The aim is to accomplish this through positive reinforcement and fundamental training such that it builds confidence and positive attitudes.”

1. First and foremost, the League wishes to thank all coaches for donating their time and energy to coaching for the NSPL. Your efforts are much appreciated by players, parents and the NSPL family!
2. All coaches agree to read, and comply with, the League’s “Code of Conduct” which is posted on the League’s website.
3. Each head coach and assistant coach must complete and send in an appropriate background check as specified by the Board of Directors before the start of the regular season. A copy of an approved application must be given to the coaches’ Division Head prior to the start of the season.
4. Regarding inclement weather --- coaches, parents and players should assume games are “on” unless it is posted on the League’s website that the fields are closed. If adverse weather conditions arise once the game begins, cancelling play will be determined by the umpire, or if no umpire is present, the coaches.
5. Division Heads will specify to coaches if game write-ups/summaries, for local newspapers, will be needed and how they should be submitted. Coaches may be required to submit game results to the Division Head or others, as specified by the League.
6. Pre- and post-game preparation of playing fields is the responsibility of the coaches. Coaches should review the “Field Preparation” instructions on the League’s website under the “Coaches” tab. The Home team is responsible for field prep before the game and the Visiting team is responsible for picking up any trash in the dugouts/stands and for raking the fields, after the game. Home team coaches should arrive at least 30 minutes prior to game time in order to properly prepare fields for play.
7. Once coaches start to prepare the field for play, no warm-up practice is allowed on the infield before a game. The outfield area may be used.
8. Coaches must attend coach reviews/clinics as specified by the Board of Directors.
9. Coaches agree to review medical information for their team’s players (from the registration data) and be alert to any special medical needs of their players.
10. **ONLY SINGLE WALLED, ONE PIECE CONSTRUCTION BATS ARE ALLOWED TO BE USED AT NSPL. NO COMPOSITE BAT OF ANY TYPE, NO HYBRID OR HALF AND HALF TECHNOLOGY BAT AND NO BAT WITH FIBER/COMPOSITE REINFORCED CORE OR HANDLE IS TO BE USED AT NSPL.**
11. Coaches agree to review and understand the rules for their Division as outlined in this document.
12. Call Ups – if coaches know they will be short of players in advance of a particular game, they may call up “Alternate” players from the next lower age division. No more than three (3) Alternate players per team may be used in a game. The Alternate may not miss her own game or practice to play and may not pitch. Coaches must obtain



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permission from the Alternate's coach and from her parents, to be eligible. Alternates are called up only to fill out a roster to meet the minimum full playing squad (10 players). The Alternates can only bat at the bottom of the hitting order for that game. If a regular team player shows up late, she enters the game for one of the Alternates after the Alternate player(s) has been permitted to play three (3) full innings. Before the start of the game, coaches must identify the Alternate(s) to the opposing team's head coach. Please advise all call-up/alternates of these requirements.

13. When requested by a Division Head, each coach must give their Division Head the names of three (3) call-up/alternate players who are qualified to play in a higher division and whose parents agree she is permitted to play in the next higher division.

14. No smoking or other use of tobacco is permitted on the playing field side of the paved driveway that provides access to Troop Field.

15. Coaches/assistant coaches can only be an official coach/assistant coach of one (1) team within the NSPL.

16. Each roster player present at the start of a game must play a minimum of four (4) innings defensively. If not, the game will be forfeited.

17. A game must be called if the coaches and/or umpire see lightning. All players and spectators must leave the stands and field and seek shelter at once. An umpire is empowered to call a game at any time due to adverse playing conditions.

18. If the umpire fails to report for your game, any mutually agreed upon person may serve as umpire.

19. All other ASA coaches' rules will apply unless a conflicting rule is set forth in this document. Those rules in this document take precedence over the ASA rules.

20. Playoffs will be held for the Majors, Juniors and Intermediate (and Seniors, if active) divisions at the end of the season. Please see the playoff rules at the back of this document.

21. In general, games that move along quickly, at a brisk pace, are preferred by parents, coaches and players. Please do your best to have the field and your team ready at the start of the game and keep the game moving.



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T-BALL DIVISION RULES

- 1) Games will be three innings or one hour, whichever comes first
- 2) No score keeping of any games.
- 3) Stress fundamentals – this is an instructional division.
- 4) No pitching by players.
- 5) Play may be delayed any time for instruction and coaching. Use discretion concerning frequent stoppages of play. Two (2) defensive coaches, ONLY, may be positioned on the field to instruct the players during the game.
- 6) EQUIPMENT and FIELD DIMENSIONS:
 - a) Base distance to be forty (40) feet.
 - b) Ball is to be an 11” Incrediball supplied by the league.
 - c) Regulation softball bats or league supplied bats, ONLY.
- 7) DEFENSE
 - a) Players may play one defensive position for no more than two (2) innings per game.
 - b) A maximum of seven (7) infielders will be used in the field:
 - (1) 1 playing pitcher (fielding only)
 - (2) No catcher
 - (3) 5 infielders (first, second, third base, short stop, short field)
 - c) Balance of team are to be outfielders
 - d) Two (2) coaches for the defense may be positioned in the field to instruct defensive players.
 - e) All batters will advance ONE base per at bat, last batter runs through all bases
- 8) OFFENSE
 - a) Each team member will bat in order, using all team members in the lineup.
 - b) The maximum number of batters in an inning will be the highest number of players present on either team.
 - c) Ending an inning – the inning ends after the maximum number of batters have batted. The offensive coach must inform the defensive team when the batter which constitutes the maximum is at the plate.
 - d) Players must stay behind the fences at all times unless batting or base running.
- 9) BATTING
 - a) Helmets must be worn by batter and base runners during games and practices.
 - b) First half of the season – a batting Tee is to be used for all innings.
 - c) Second half of the season – an offensive coach is to pitch. A Tee may be used after two (2) strikes.
 - (1) (Highly recommended to use the Tee after 2 strikes in order to keep the game moving.)
 - d) There will be no strikeouts – if a batter has difficulty, a coach may assist.
 - e) No base on balls will be awarded.
- 10) BASE RUNNING
 - a) Leads are NOT permitted.
 - b) Runners must stay in contact with the base until the ball is hit.
 - c) Each runner may only advance one base per play, last batter runs around the bases to home
- 11) OVERTHROWS
 - a) No penalty for infield overthrows–there will be no advancement of a runner due to an infield overthrow.
- 12) CANCELLATIONS
 - a) Assume game is “on” unless cancelled by the League on the League website.
 - b) Make-ups will be rescheduled when possible and made up within the next week. Exceptions will be allowed during holidays and severe backlogs.



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MINOR DIVISION RULES

- 1) **PLAYERS:** Ten (10) players are to be fielded. Game may be played with a minimum of seven (7) players.
- 2) **EQUIPMENT and FIELD DIMENSIONS:**
- 3) Helmets must be worn by batter and base runners during games and practices
- 4) Base distance to be fifty (50) feet.
- 5) Pitching distance to be thirty (30) feet (measured from the back point to the front of the pitching rubber)
- 6) Ball is to be an 11" Incrediball supplied by the League.
- 7) **ONLY SINGLE WALLED, ONE PIECE CONSTRUCTION BATS ARE ALLOWED TO BE USED AT NSPL. NO COMPOSITE BAT OF ANY TYPE, NO HYBRID OR HALF AND HALF TECHNOLOGY BAT AND NO BAT WITH FIBER/COMPOSITE REINFORCED CORE OR HANDLE IS TO BE USED AT NSPL.**
- 8) **DEFENSE**
 - a) **PLAYING TIME** – each player must play a minimum of three (3) full innings defensively.
 - b) **PITCHING**
 - i) Only coaches may pitch for first four (4) games, but players can pitch after the fourth game with coach on mound and ready to step in after the fourth
 - ii) Windmill pitching is allowed.
 - iii) Coaches must pitch from inside the circle and be within eight (8) feet of the rubber. Do not get too close to the Hitter. Give the child time to swing.
 - iv) Strikes will be called when the batter is warned in advance that the pitches will be called and the pitches are in the strike zone.
 - v) **Coach (of batter) calls balls and strikes from behind plate. Coach (pitching) is field umpire.**
 - vi) Players at the pitcher position must remain even with the pitching rubber for safety and defensive reasons.
 - c) **Hit to the Outfield** – On a ball hit to the outfield, runners may advance as many bases as possible until the ball is returned to infield and additional play is not attempted. (Some examples of a player NOT making an attempt include: holding the ball over their head; holding ball down by their side; holding ball in their glove. These are gestures which stop play.)
 - i) **DEFINITION** – Infield is defined as inside the baselines.
 - d) Players may play one defensive position for no more than three (3) innings per game.
 - e) A maximum of 6 infielders will be used in the field:
 - i) 1 playing pitcher
 - ii) 1 catcher
 - iii) 5 infielders (first, second, third base, short stop short field (short fielder must be on grass behind second base)
 - f) A foul ball hit by the batter that goes higher than the batter's head and is caught by the catcher will be an out.
- 9) **OFFENSE**
 - a) Each team member will bat in order, using all team members in the lineup.
 - b) Ending an inning–the inning ends after the 10th batter has her at bat or there are three (3) outs, whichever comes first, even in the 6th inning, regardless of the score. The offensive coach must inform the umpire if the 10th batter is at the plate.
 - c) Catcher courtesy runner is permitted with two (2) outs.
 - d) Bunting is allowed.
 - e) Infield fly rule is NOT in effect
- 10) **BATTING**



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- a) Helmets must be worn by batter and base runners during games and practices.
- b) Throwing the bat is an automatic warning to both teams, regardless of offending player
- c) Strikes will be called when the batter is warned in advance that the pitches will be called and pitches are in the strike zone. **Three (3) strikes will be an out.**
- d) No base on balls will be awarded.

11) **BASE RUNNING**

- a) Leads are NOT permitted.
- b) Stealing is NOT permitted.
- c) Dropped 3rd strike is NOT in effect.
- d) Infield fly rule is NOT in effect.
- e) Runners must stay in contact with the base until the ball is hit.
- f) If a pitcher drops the ball during the delivery, no bases are awarded to the runners. Play is dead- unless the ball crosses home plate.

12) **OVERTHROWS**

- a) No penalty for infield overthrows-there will be no advancement of a runner due to an infield overthrow.

13) **LENGTH OF GAME**

- a) Starting time is 6:00 P.M. (weeknights)
- b) Forfeit time is 6:15 P.M. or 15 minutes after the scheduled game time for weekend games. If both teams are not prepared to play – both forfeit.
- c) Game will last 6 innings, 5 ½ if the home team is ahead
- d) Official game is 4 innings, 3 1/2 if home team is ahead
- e) A new inning cannot be started after 7:45 P.M. on weeknights
- f) A new inning cannot be started 1 hour and 45 minutes after start time for weekend games

14) **CANCELLATIONS**

- a) Check the League website regarding field cancellations. Once game begins, cancellations due to adverse weather conditions will be mutually decided by coaches.

15) **MISCELLANEOUS**

- a) Free substitution is permitted throughout the game.



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MAJOR DIVISION RULES

- 1) **PLAYERS:** Ten (10) players are to be fielded. A game may be started and played with eight (8) players; less than eight (8) the game is forfeited.
- 2) **EQUIPMENT and FIELD DIMENSIONS:**
- 3) Base distance to be fifty five (55) feet.
- 4) Pitching distance to be thirty-five (35) feet (35 feet from point of plate to front of pitcher's mound)
- 5) Ball is to be 11" regulation softball supplied by the League.
- 6) **ONLY SINGLE WALLED, ONE PIECE CONSTRUCTION BATS ARE ALLOWED TO BE USED AT NSPL. NO COMPOSITE BAT OF ANY TYPE, NO HYBRID OR HALF AND HALF TECHNOLOGY BAT AND NO BAT WITH FIBER/COMPOSITE REINFORCED CORE OR HANDLE IS TO BE USED AT NSPL.**
- 7) **DEFENSE**
 - a) **PLAYING TIME**
 - i) Each player must play a minimum of three (3) full innings defensively
 - b) **PITCHING**
 - i) Coach pitching is NOT allowed.
 - ii) Windmill pitching is allowed.
 - (1) Both feet must start on the pitching rubber with hands apart.
 - (2) Hands must meet to begin motion.
 - (3) One step forward with front foot is permitted.
 - (4) Back foot does not have to remain in contact with the pitching rubber, but may not leave the ground at any point until the ball is released. Back foot may not lift up and replant during the motion.
 - (5) No steps backward off the rubber are permitted.
 - (6) A backward swing of the arm to begin motion is permitted but not required.
 - (7) Only one full circle is permitted.
 - c) A pitcher who has accumulated nine (9) strikeouts in the current game may **NOT** continue to pitch for the duration of that game. A strikeout on one batter registered by both pitchers goes to both pitchers.
 - d) A pitcher who hits two batters in the same inning may no longer pitch during that inning. If that pitcher hits one batter in any subsequent inning, then she may no longer pitch during that inning. Thereafter, if that pitcher hits another (4th) batter, then she may no longer pitch in that game.
 - e) **HIT TO THE OUTFIELD**
 - i) On a ball hit to the outfield, runners may advance as many bases as possible until the ball is returned to and under control by ANY player in the infield and additional play is not attempted. (Some examples of a player NOT making an attempt include: holding the ball over their head; holding the ball down by their side; holding the ball in their glove. These are all gestures which stop play.)
 - f) **DEFINITION** – Infield is defined as inside the baselines
 - g) **HIT TO THE INFIELD**
 - i) Players should always attempt to make a play, if feasible. While the ball is in the infield it is considered live and the live ball rule is in effect. Play is dead when the pitcher has control of the ball; is on or within the pitching circle and no play is made. The umpire will call time out at this point. A runner more than halfway between bases when the ball is controlled by the pitcher; or within the circle, will be awarded the base to which they were headed.
 - h) **10th BATTER RULE**



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- i) Play ends, in the 10th batter situation, when the third out is made or the pitcher has control of the ball on or within the pitcher's circle. Catcher control is not in effect
 - ii) Ten (10) players per defensive team in the field.
 - i) A maximum of seven (7) fielders will be used in the field.
 - i) 1 playing pitcher
 - ii) 1 catcher
 - j) 5 (five) infielders (first, second, third base, short stop short field (**short fielder must be on grass behind second base**))
 - k) A foul ball hit by the batter that goes higher than batter's head and is caught by catcher will be an out.
- 8) **OFFENSE**
- a) Each team member will bat in order, using all team members in the lineup.
 - b) Ending an inning; the inning ends after the 10th batter has her at bat or there are three (3) outs—whichever comes first. The offensive coach must inform the umpire when the 10th batter is at the plate.
 - c) Bunting is allowed.
 - d) Infield fly rule is NOT in effect.
 - e) Batter may not advance on a dropped third strike.
 - f) Base stealing is not allowed.
- 9) **BATTING**
- a) Helmets must be worn by batter and base runners during games and practices.
 - b) Throwing the bat is an automatic warning to both teams, regardless of offending player. Second offense is an automatic out to the offending team.
- 10) **BASE RUNNING**
- a) Leads are permitted after the ball crosses the plate.
 - b) Stealing is NOT permitted.
 - c) Dropped 3rd strike is NOT in effect
 - d) Infield fly rule is NOT in effect.
 - e) If a pitcher drops the ball during the delivery, no bases are awarded to the runners. Play is dead unless the ball crosses home plate (umpire discretion).
 - f) Sliding is NOT permitted
- 11) **OVERTHROWS**
- a) Into the dead ball area—the runner is awarded two (2) bases from the last occupied base when the throw leaves the hand.
- 12) **LENGTH OF GAME (regular season)**
- a) Starting time is 6:00 P.M. (weeknights)
 - b) Forfeit time is 6:15 P.M., or 15 minutes after the scheduled game time for a weekend game. (If both teams are not prepared to play – both forfeit.)
 - c) If the umpire does not show, any mutually agreed upon person may be used as an umpire.
 - d) Game will last 6 innings, 5 ½ if the home team ahead.
 - e) Official game is 4 innings, 3 ½ if home team ahead.
 - f) A new inning cannot be started after 8:00 on weeknight games.
 - g) A new inning cannot be started two hours after game time on weekend games.
- 13) **INCOMPLETE GAMES**
- a) Official game ties will be recorded as a tie. If less than 2 COMPLETE innings are played, a full makeup game will be played. All other games that exceed 2 innings, but are not official, will be picked up where they left off.
- 14) **CANCELLATIONS**



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- a) Check the League website for field cancellations. Once the game has started, if adverse conditions, cancellation will be determined by the umpire in consultation with the coach

15) DOUBLE BASE

- a) A batted ball hitting the white portion of a double base is fair. A batted ball hitting the colored portion of a double base is foul.
- b) Whenever a play is being made on batter-runner, the defense **MUST** use white portion and batter **MUST** use the colored portion. On extra base hits or balls hit to the outfield, when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion
- c) On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. **NOTE:** This includes overthrows.
- d) When tagging up on a fly ball, the white portion must be used.

16) MISCELLANEOUS

- a) Free substitution is permitted throughout the game.
- b) Official ASA rules, adjusted herein, will apply.



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JUNIOR DIVISION RULES

- 1) Ten (10) players are to be fielded. Game may be played with eight (8) players; less than eight (8) - game is forfeited.
- 2) **EQUIPMENT and FIELD DIMENSIONS:**
- 3) Base distance to be sixty (60) feet.
- 4) Pitching distance to be forty (40) feet (40 feet from point of plate to front of pitcher's mound)
- 5) Ball is to be 12" regulation softball supplied by the League.
- 6) **ONLY SINGLE WALLED, ONE PIECE CONSTRUCTION BATS ARE ALLOWED TO BE USED AT NSPL. NO COMPOSITE BAT OF ANY TYPE, NO HYBRID OR HALF AND HALF TECHNOLOGY BAT AND NO BAT WITH FIBER/COMPOSITE REINFORCED CORE OR HANDLE IS TO BE USED AT NSPL.**
- 7) **DEFENSE**
 - a) **PLAYING TIME** – each player must play a minimum of three (3) full innings defensively
 - b) **PITCHING**
 - i) Windmill pitching is allowed
 - (1) Both feet must start on the pitching rubber with hands apart.
 - (2) Hands must meet to begin motion.
 - (3) One step forward with front foot is permitted.
 - (4) Back foot does not have to remain in contact with the pitching rubber, but may not leave the ground at any point until the ball is released. Back foot may not lift up and replant during the motion.
 - (5) No steps backward off the rubber are permitted.
 - (6) A backward swing of the arm to begin motion is permitted but not required.
 - (7) Only one full circle is permitted.
 - c) A pitcher who has accumulated nine (9) strikeouts in the current game may NOT continue to pitch for the duration of that game. A strikeout on one batter registered by both pitchers goes to both pitchers.
 - d) No more than 3 pitching changes may be made per inning, unless due to injury.
 - e) A pitcher who hits two batters in the same inning may no longer pitch during that inning. If that pitcher hits one batter in any subsequent inning, then she may no longer pitch during that inning. Thereafter, if that pitcher hit another (4th) batter, then she may no longer pitch in that game.
 - f) Ten (10) players per defensive team in the field.
 - g) A maximum of seven (7) infielders will be used in the field.
 - i) 1 playing pitcher
 - ii) 1 catcher
 - h) 5 (five) infielders (first, second, third base, short stop short field (short fielder must be on grass behind second base)
 - i) A catcher may not take a blocking position at the plate or in the base path unless she is making a play on the runner. A catcher is considered making a play on the runner when the catcher has possession of the ball or is in the imminent process of receiving a ball thrown to the catcher to tag out the runner.
 - i) A foul ball hit by the batter that goes higher than the batter's head and is caught by the catcher will be an out.
- 8) **OFFENSE**
 - a) Each team member will bat in order, using all team members in the lineup.
 - b) No limit to the amount of batters per inning.
 - c) Bunting is allowed.
 - d) Infield fly rule is NOT in effect.



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- e) Batter **may** advance on a dropped third strike, **if batter reaches 1st base, it does not count as a strikeout for pitcher**
- f) Base stealing is allowed.
- g) Runner may leave base on pitcher release of the ball.
- h) Runner may not advance an additional base or to home plate if an overthrow is made during the attempt to throw the base stealer out at the base to which she is advancing. Three (3) stolen bases per team, per inning.
- i) **One steal of home per inning (included in the 3 steals)**. A player must either slide or give herself up on any play at home plate.
- j) A Double Steal (two runners stealing on the same pitch) will count as one stealing event. (Example: Runners on first and second steal on the pitchers release. This is counted as one (1) steal).
- k) If a team is ahead by ten (10) runs they are not permitted to steal until the lead is nine (9) runs or less.
- 9) **BATTING**
 - a) Helmets must be worn by batter and base runners during games and practices.
 - b) Throwing the bat is an automatic warning to both teams, regardless of offending player. Second offense is an automatic out to the offending team.
- 10) **BASE RUNNING**
 - a) Leads are permitted after the pitcher releases the ball.
 - b) Sliding is allowed.
 - c) Catcher courtesy is permitted with two (2) outs.
 - d) One base award for interference.
- 11) **OVERTHROWS**
 - a) Into the dead ball area—the runner is awarded two (2) bases from the last occupied base when the throw leaves the hand.
- 12) **LENGTH OF GAME**
 - a) Starting time is 6:00 P.M. (weeknights)
 - b) Forfeit time is 6:15 P.M. or 15 minutes after the scheduled start time for a weekend game. If both teams are not prepared to play –both forfeit.)
 - c) Games will last 7 innings, 6 ½ innings if the home team is ahead or when one team is ahead by 15 runs or more after 5 innings (4 ½ innings for the home team).
 - d) Official game is 5 innings, 4 ½ innings if home team ahead.
 - e) A new inning cannot be started after 8:00 on weeknights.
 - f) A new inning cannot be started two hours after game time on weekends.
- 13) **INCOMPLETE GAMES**
 - a) If less than 3 COMPLETE innings are played, a full makeup game will be played.
 - b) All other games that exceed 3 innings, but are not official, will be picked up where they left off.
- 14) **CANCELLATIONS**
 - a) Check the League website for field closings. Once game starts, if adverse weather conditions arise, umpire decides cancellations (and may consult with head coaches). Games cancelled without approval will be a forfeit.
- 15) **MISCELLANEOUS**
 - a) Free substitution is permitted throughout the game.
 - b) Official ASA rules, adjusted herein, will apply.
- 16) **DOUBLE BASE**
 - a) A batted ball hitting the white portion of a double base is fair. A batted ball hitting the colored portion of a double base is foul.
 - b) Whenever a play is being made on batter-runner, the defense **MUST** use white portion and batter **MUST** use the colored portion. On extra base hits or balls hit to the outfield, when there is no play being made at the



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double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion. NOTE: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base.

- c) On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. NOTE: This includes overthrows.
- d) When tagging up on a fly ball, the white portion must be used.



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INTERMEDIATE DIVISION RULES

- 1) Ten (10) players are to be fielded. Game may be played with eight (8) players; less than eight (8) the game is forfeited.
- 2) **EQUIPMENT and FIELD DIMENSIONS:**
- 3) Base distance to be sixty (60) feet.
- 4) Pitching distance to be forty (43) feet (43 feet from point of plate to front of pitcher's mound)
- 5) Ball is to be 12" regulation softball supplied by the League.
- 6) **ONLY SINGLE WALLED, ONE PIECE CONSTRUCTION BATS ARE ALLOWED TO BE USED AT NSPL. NO COMPOSITE BAT OF ANY TYPE, NO HYBRID OR HALF AND HALF TECHNOLOGY BAT AND NO BAT WITH FIBER/COMPOSITE REINFORCED CORE OR HANDLE IS TO BE USED AT NSPL.**
- 7) **DEFENSE**
 - a) **PLAYING TIME** – each player must play a minimum of three (3) full innings defensively.
 - b) **PITCHING**
 - i) Windmill pitching is allowed
 - (1) Both feet must start on the pitching rubber with hands apart.
 - (2) Hands must meet to begin motion.
 - (3) One step forward with front foot is permitted.
 - (4) Back foot does not have to remain in contact with the pitching rubber, but may not leave the ground at any point until the ball is released. Back foot may not lift up and replant during the motion.
 - (5) No steps backward off the rubber are permitted.
 - (6) A backward swing of the arm to begin motion is permitted but not required.
 - (7) Only one full circle is permitted.
 - c) A pitcher who has accumulated twelve (12) strikeouts in the current game may NOT continue to pitch for the duration of that game even if the game should go into extra innings. A strikeout on one batter registered by both pitchers goes to both pitchers.
 - d) No more than 3 pitching changes may be made per innings, unless due to injury.
 - e) A pitcher who hits two batters in the same inning may no longer pitch during that inning. If that pitcher hits one batter in any subsequent inning, then she may no longer pitch during that inning. Thereafter, if that pitcher hits another (4th) batter, then She may no longer pitch in that game. However, the batter must make a good faith effort to avoid being hit by the pitch otherwise the pitch will be ruled a ball and it will not count as a hit batter for purposes of this rule.
 - f) A maximum of seven (7) infielders will be used in the infield.
 - (1) 1 playing pitcher
 - (2) 1 catcher
 - (3) 5 infielders (first, second, third base, short stop short field (**short fielder must be on grass behind second base**))
 - (a) A catcher may not take a blocking position at the plate or in the base path unless she is making a play on the runner. A catcher is considered making a play on the runner when the catcher has possession of the ball or is in the imminent process of receiving a ball thrown to the catcher to tag out the runner.
 - (4) A foul ball hit by the batter that goes higher than the batter's head and is caught by the catcher will be an out.



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- (5) Dropped 3rd strike is in effect when first base is not occupied with zero (0) or one (1) out, or with two (2) outs regardless of the number of base runners. Catcher must make the play to get an out.

8) OFFENSE

- a) Each team member will bat in order, using all team members in the lineup.
- b) No limit to the amount of batters per inning.
- c) Bunting is allowed.
- d) Infield fly rules is in effect.
- e) Base stealing is allowed as per ASA, except if a team is ahead by ten (10) or more runs. They are not permitted to steal until the lead is nine (9) runs or less.

9) BATTING

- a) Helmets must be worn by batter and base runners during games and practices.
- b) Throwing the bat is an automatic warning to both teams, regardless of offending player. Second offense is an automatic out to the offending team.

10) BASE RUNNING

- a) Leads are permitted after the pitcher releases the ball.
- b) Sliding is allowed.
- c) Catcher courtesy runner is permitted with two (2) outs.
- d) One base award for interference.
- e) A player must either slide or give herself up on any play at home plate. A catcher may not take a blocking position at the plate or in the base path unless she is making a play on the runner. A catcher is considered making a play on the runner when the catcher has possession of the ball or is in the imminent process of receiving a ball thrown to the catcher to tag out the runner.

11) OVERTHROWS

- a) Into the dead ball area – the runner is awarded two (2) bases from the last occupied base when the throw leaves the hand.

12) LENGTH OF GAME

- a) Starting time is 6:00 P.M. (weeknights)
- b) Forfeit time is 6:15 P.M. or 15 minutes after the scheduled game time for a weekend game. (The team not prepared to play by 6:15 P.M. must forfeit the game. If both teams are not prepared to play – both forfeit.)
- c) Game will last 7 innings, 6 ½ innings if the home team is ahead or when one team is ahead by 15 runs or more after 5 innings (4 ½ for the home team). In the event of a tie after 7 innings, the International Tie Breaker rule will apply unless, in the sole discretion of the umpire, time, darkness or any other conditions do not permit. Then the game shall end in a tie.
 - i) Official game is 5 innings, 4 ½ innings if home team ahead.
 - ii) A new inning cannot be started after 8:00 on weeknight game.
 - iii) A new inning cannot be started two hours after game time of a weekend game.
 - iv) If less than 3 COMPLETE innings are played, a full make-up game will be played.
 - v) All other games that exceed 3 innings, but are not official, will be picked up where they left off.

13) DOUBLE BASE

- a) A batted ball hitting the white portion of a double base is fair. A batted ball hitting the colored portion of a double base is foul.
- b) Whenever a play is being made on batter-runner, the defense MUST use white portion and batter MUST use the colored portion. On extra base hits or balls hit to the outfield, when there is no play being made at double base, batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion. NOTE: The batter-runner is out when there is a play being made at first base and



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the batter- runner touches only white portion, providing the defense appeals prior to the batter-runner returning to first base.

- c) On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. NOTE: This includes overthrows.
- d) When tagging up on a fly ball, the white portion must be used.

14) MISCELLANEOUS

- a) Free substitution is permitted throughout the game.
- b) Official ASA rules, adjust herein, will apply.



**NEWTOWN SQUARE PETTICOAT LEAGUE
MANDATORY RULES FOR ALL COACHES**

NSPL PLAYOFF RULES

- **Scheduling**

To be determined by League

- **Game Length**

Intermediates: 7 innings

Juniors: 7 innings

Majors: 6 innings

Games must be completed. Mercy rules supersedes game completion. See Regular Season rules.

- **Starting Times**

All weeknight playoff games will start at 6 P.M. Games not started by 6:15 P.M. are subject to forfeit.

Weekend games not started within 15 minutes of their scheduled start time will be Subject to forfeit.

- **Pitching**

Regular season limit on strikeouts applies and hit batters.

- **Steals**

Regular Season rules apply.

- **Extra Innings**

Any game tied after regulation will proceed under the International Tie Breaker rules as outlined in the ASA Rulebook.

- **Call-ups**

Regular Season and Playoffs: A team may call up to a maximum of 2 players from the Division directly below.

That Division Head must approve the players called. A player called up may not pitch. Team must field 8 players in order to play. Regular team player may not sit in favor of a call-up.

- **Playing Time**

Each player must play minimum of 3 full innings defensively (9 outs). If not, the game will be forfeited.

All other rules from the Regular Season apply.

- **Tie Breakers for inclusion in Playoffs.**

For inclusion in the playoffs when a tie exists, the following will be used to determine playoff teams.

First, head to head records of tied teams. Second, least runs given up during the entire season. Third, coin flip.

- **Home Team**

The Home Team shall be the team that finished higher in the standings than their opponent. In the event of a tie, that team will be determined as follows: First, the winner in Head to Head play between the 2 teams; Second, coin flip. In each round of the playoffs, the team that finished highest in the standings shall play the team remaining in the playoffs that finished the lowest in the standings. In the event of a tie among the lowest finishing teams, that team shall be determined as follows:

First, the loser in the Head to Head play between the teams; Second, coin flip.