

22. Legal game – 4 Innings (3 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 4 Innings (3 ½ if the home team is winning) will count as legal games.
23. Run Rule: 15-run rule after 3 complete innings or 10-run rule after 4 complete innings – A team leads by 10 or more runs after 4 innings (3 ½ if the home team is winning) of play will be declared the winner. If the visiting team goes ahead by 10 or more runs in the top half of the 5th or 6th inning, the home team still gets to bat in the bottom half of the inning.
24. Tie Games – Regular season games ending in a tie will be counted as such.
25. League Standings will be determined based on the following point system:
 - a. Two (2) points awarded for a win.
 - b. One (1) point awarded for a tie.
 - c. No points for a loss or forfeit.
 - d. One (1) point awarded to each team for a completed game.
26. End of Season Tournament – teams will play a single elimination tournament at the end of the regular season. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - a. Final round tournament games will play a regulation 6 inning game without time limit. There will be no 6-run limit per inning, however the Run Rule will remain in force.
 - b. No special requests will be accepted for playoffs. Once the bracket has been posted, that will be the set schedule of events.

SOFTBALL SENIORS

1. Grades 9-12
2. Dimensions – 60' bases, 43' pitcher's mound.
3. Regulation Game – 7 innings.
4. Pre-Game Warm Up
 - a. The home team shall occupy the 1st base bench.
 - b. Each team is permitted 15 minutes of on-field warmup
 - c. The visiting team will warmup first and the home team second so the game may start with the home team in the field first.
 - d. If there is shortened warmup time, the time is to be divided equally.
5. Time Limit – No new inning will begin after 2 hours of play from the official recorded start
6. Minimum number of players to start game – A team must have 8 players to start a game and throughout the game or the game will be declared a forfeit.
7. Maximum number of defensive players on field – 10.
8. Minimum Playing Time
 - a. All players who show up in proper uniform on time shall play a minimum of 6 defensive outs per game.
 - b. A player may not sit two consecutive innings.
 - c. The only acceptable grounds for not playing an individual player are disciplinary action, injury, or illness.
 - d. Failure to abide by this rule will result in a two-game suspension of the offending team's head coach and a forfeit of the game.

9. Continuous Batting Order – All players present shall bat in a continuous batting rotation whether playing defensively or not.
10. Courtesy Runner – May be used to speed up the game for when the catcher is on base and there are 2 outs.
11. Slide – NFHS rule are specific and very clear – runners are never required to slide. However, if they choose to slide then the slide must be legal. A player can legally slide either feet first or head first.
12. Fake Tag – A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction. When obstruction occurs, the ball becomes dead at the end of playing action and the umpire has authority to determine which base or bases shall be awarded the runners according to the rule violated.
13. Drop Third Strike is in effect.
14. 10th Batter Rule – The hitting team must announce the 10th batter and a two out situation results
15. Keeping Score
 - a. The home team is responsible for keeping the official score.
 - b. The game schedule will indicate which team will act as home team.
16. Legal Game – 5 Innings (4 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 5 Innings (4 ½ if the home team is winning) will count as legal games.
17. Run Rule: 15-run rule after 4 complete innings or 10-run rule after 5 complete innings – A team leads by 10 or more runs after 5 innings (4 ½ if the home team is winning) of play will be declared the winner. If the visiting team goes ahead by 10 or more runs in the top half of the 6th or 7th inning, the home team still gets to bat in the bottom half of the inning.
18. Tie Games – Regular season games ending in a tie will be counted as such.
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 - a. Two (2) points awarded for a win.
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GENERAL REGULATIONS

CONCUSSION REGULATIONS

All volunteer athletic coaches need to take the concussion training available online at <http://www.nfhslearn.com/electiveDetail.aspx?courseID=38000>. The training is free. A copy of your certificate of completion must be turned into the Parks and Recreation Department office prior to