



ISCA Games 2024

Rules and Regulations **Softball**

General Rules

1. All players shall fully abide by and live up to the rules and regulations of the ISCA Slow-Pitch Softball Tournament.
2. Tennis shoes or shoes with rubber / plastic cleats must be worn. Metal cleats are illegal in all games. Shoes deemed to be unsafe by the umpire of the game will be prohibited.
3. A team may register up to 10 players.
4. Teams must be ready to play at the scheduled time with a minimum of 9 players and maximum of 10 players on the field. There should be a minimum of **3** female (with the option of a 4th female player) and maximum of **6** male players on the field at any time:

9 players on the field: 3 ladies 6 men

10 players on the field: 4 ladies 6 men

Penalty for missing the scheduled time – Forfeit of the respective game (though the ultimate decision lies with the organizer).

5. All games will run up to 5 innings or 60 minutes, whichever is reached first.
6. Game time begins with the coin toss to decide the initial fielding and batting side. No new inning will be started after 55 minutes of game play. At the end of the time limit (upon completion of the inning started), the game will be called, unless darkness, rain, or run rules have been invoked. (Refer to Rule 10.)
7. The distance from base to base is **65 feet**.

Innings, Match Completion & Ties

8. An inning is completed when there are 3 outs.
9. A match is completed after the earlier of 5 innings or 60 minutes.
10. A tie at end of regulation time or 5 innings constitutes a draw and no tie-breaker will be played due to the lack of time.
11. The organizer reserves the right to decide on the next course of action where games have to be halted / postponed due to bad weather or unforeseen circumstances.

Pitching Rules

12. Distance between pitcher plate and home plate: **46 feet for male pitchers, 44 feet for female pitchers.**
13. The strike zone comprises of the home plate and the strike mat (please refer to Diagram A). A pitch delivered legally with the proper arc requirement that lands on the strike zone will be declared as a strike.

**DIAGRAM A
HOME PLATE**



14. The pitch must be delivered with an underhand motion and must have a perceptible arc that reaches a height of at least 6 feet from the ground and not exceeding a maximum of 12 feet.
15. From the mound, the pitcher may start up to six feet behind the mound to start the pitch. However, the pitcher's pivot foot must be in contact with the plate when the pitch is released.
16. Any windup or arm motion is allowed as long as the pitch is thrown underhand.
17. If the catcher, in any way, obstructs the umpire's view, the pitch shall be declared a ball.

Batting Rules

18. All players in the field (max of **10**, min of **9**) must appear in the batting order. Defensive changes are unlimited provided that the game is not unduly delayed.
19. A team may place a maximum of **13** and minimum of **9** players in the batting order. There are no restrictions concerning field substitution but, the batting order must remain the same. Starting players that are substituted may make a re-entry once. No re-entry for substitutions.
20. When the batter enters the batter's box, he/she will have the count of **ONE** ball and **ONE** strike. After the batter has received **THREE strikes**, he/she will be declared out.
21. A one-base walk will be given to the batter should the pitcher throw **FOUR balls** i.e. non-strikes. A two-base walk will be given to a male batter if the batter right after him is a female. This is to prevent an easy double out play.
22. All batters have to be within the batter's box when the ball is pitched and/or batted. If the batter steps outside the batter's box when a hit is made, he/she will be declared out.
23. No bunting is allowed. The batter will be declared out if he/she attempts or executes a bunt.
24. No throwing of bats is allowed after a hit is made. Batters are to release the bats outside the play area and run towards 1st base. Warnings will be given should there be dangerous throwing of bats. Repeated warnings will result in the player being called out.

Base Running Rules

25. No lead-off or stealing of bases.
26. "**Point-of-No-Return Line**" – line drawn between 3rd Base and Home, 20 feet from the corner of the Home Plate towards 3rd Base. Runners heading for Home Plate shall not be allowed to reverse direction once they cross the line and will be considered a forced run to home. They may only shuttle on the space between (i) 3rd base to the Line or (ii) Line and Home Plate. Any runner who reverses the direction after crossing the Line will be called out.
27. All plays at home plate will be forced out accordingly. There is no need to tag the player running towards home if he/she has crossed the Point-of-No-Return.

28. All runners running towards the home plate are not allowed to intentionally charge or run into the opposing catcher or player standing at the home plate. If the runner is in violation of this rule, they will be considered tagged out at the home plate.
29. All runners running towards home plate **must** step on the strike mat to score the run. (See related fielding rule 29).
30. Safety base at 1st Base is in play. Runners are allowed to overrun the 1st Base if they have stepped on the Safety Base.
31. No sliding is allowed at all times at ALL bases. Diving is allowed at 2nd and 3rd bases.

Fielding Rules

32. When a forced play is aimed at home plate, catcher must step on the home plate to declare an out. (See related base-running rule 26).
33. The umpire's decision is final, and players are not to challenge the decision of the umpire.

Refreshment

All teams are to provide their own refreshments.