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Definitions

2026-2027 NCSA Division II RULES & REGULATIONS

NOTE: The National Club Softball Association follows the [NCAA Division 1](#) rules of play with the following exceptions listed below.

1.00.00 (Conference Play)

- 1.01.0 All NCSA Division II conference play will be structured as either a 2-game or 3-game series, determined annually by a majority vote within each individual conference prior to the start of the season.
- 1.02.0 NCSA teams in conferences made up of three or fewer teams will play both a home series and an away series against each conference opponent during a single NCSA season.
 - 1.02.1 An exception is if a visiting team forfeits an entire away conference series without traveling to the opponent, then the following season the team that failed to make the away trip will once again be scheduled away against that particular conference opponent even if that means they must travel to them twice in a season.
 - 1.02.1.1 Once the forfeiting team has traveled to the opponent in which they had forfeited to, the conference schedule will return to its original rotation.
 - 1.02.1.2 Example: If in 2025 Team A is scheduled to play at Team B and Team B is scheduled to play at Team A but Team A forfeits the entire series and fails to make the trip to Team B, then in 2026, Team A will be scheduled to play both series at Team B. Should Team A actually travel to Team B for their conference series in 2026, then in 2027 the conference schedule would return to the original rotation with Team A once again being scheduled to play at Team B and Team B playing at Team A.
- 1.03.0 NCSA teams in conferences consisting of four teams shall vote annually prior to the season to determine whether conference play will consist of a single series (home OR away) or both a home and away series against each conference opponent during a single NCSA season.
- 1.04.0 NCSA teams in conferences made up of five or more teams will play either a series or an away series (but not both) against each conference opponent during a single NCSA season.
 - 1.04.1 NCSA teams in conferences made up of five or more teams will alternate their home and away with each conference opponent from one NCSA season to the next.
 - 1.04.2 Example: If Virginia Tech plays a series at James Madison during the 2024 NCSA season, James Madison will play a series at Virginia Tech during the 2025 NCSA season.
 - 1.04.2.1 An exception is if a visiting team forfeits an entire away conference series without traveling to the opponent, then the following season the team that failed to make the away trip will once again be scheduled away against that particular conference opponent.
 - 1.04.2.1.1 Once the forfeiting team has traveled to the opponent in which they had forfeited to, the conference schedule will return to its original rotation.

1.04.2.1.2 Example: If in 2025 Team A is scheduled to play at Team B but forfeits the entire series and fails to make the trip to Team B, then in 2026, Team A will once again be scheduled to play at Team B. Should Team A actually travel to Team B for their conference series in 2026, then in 2027 the conference schedule would return to the original rotation with Team A once again being scheduled to play at Team B and Team B playing at Team A in 2028.

- 1.05.0 In the event that the home team has yet to notify their opponent by 4:00pm local time of the MONDAY the week of playing, the visiting team MUST notify the NCSA Front Office so they can step in to facilitate the necessary communication of game details.
- 1.05.1 Should the NCSA not be able to facilitate game details by 4:00pm local time on the TUESDAY the week of playing, due to lack of communication from the home team or the home team's failure to secure a field, the visiting team may protest the games for failure to secure fields.
- 1.06.0 All NCSA teams are welcome and encouraged to supplement their conference schedule with non-conference games against: NCSA Member Club Softball Teams, Non-NCSA Collegiate Club Softball Teams, and any other Collegiate Softball Team.
- 1.07.0 Rain Outs/Weather Postponement
- 1.07.1 In the event that an NCSA conference game(s) would be rained out and/or postponed due to weather, the teams have until midnight Thursday of the week following the week that the game(s) were originally scheduled to be played to mutually agree upon a make-up date and submit it to their Regional Director for approval.
- 1.07.2 Should the teams fail to mutually agree upon the make-up date, the Regional Director will officially set the make-up date at his/her discretion.

2.00.00 (Determining Conference Standing)

- 2.01.0 For a team to be eligible to win their conference, the total number of conference games they played must equal or exceed 75% of the average number of conference games played by all teams in their conference including forfeits.
- 2.02.0 The first criterion for determining conference standing is conference-winning percentage.
- 2.03.0 The first tiebreaker for determining conference standing is conference-winning percentage vs. all tied teams.
- 2.04.0 The next tiebreaker for determining conference standing is conference game results versus the conference champion.
- 2.05.0 The next tiebreaker for determining conference standing is conference game results versus the next best conference team.
- 2.06.0 The next tiebreaker for determining conference standing is the lower number of conference game runs allowed versus the tied opponents including forfeits.
- 2.07.0 The next tiebreaker for determining conference standing is the lower average of runs allowed per conference game played excluding forfeits.
- 2.08.0 The final tiebreaker for determining conference standing is a coin toss.
- 2.09.0 Once a tiebreaker eliminates a team from consideration or determines a conference champion, the tiebreaking process starts over.
- 2.09.1 Example 1: Given a three way tie if Team A swept Team B, Team B swept Team C, and Team C swept Team A, and Team A, B, and C swept all the other conference opponents. Team A allowed 50 runs, Team B allowed 40 runs and

Team C allowed 30 runs. Team C would be the conference winner and Team A would be the runner up (head to head with Team B)

2.09.2 Example 2: Given a three way tie if Team A swept Team B, Team B swept Team C, and Team C swept Team A, and Team A, B, and C swept all the other conference opponents. Team A allowed 50 runs, Team B allowed 50 runs and Team C allowed 55 runs. Team A would be the conference winner (head to head with Team B) and Team B would be the runner up (head to head with Team C)

3.00.00 (Postseason)

3.01.0 Regional Playoffs:

3.01.1 Regions comprised of 2 to 4 conferences will have a Regional Tournament at the conclusion of the regular season.

3.01.2 The conference champions from each of the conferences within the region will participate in the Regional Tournament.

3.01.2.1 In Regions comprised of 2 to 3 conferences, the NCSA will select 1 to 2 Regional At-Large Bid(s) to also compete with the Conference Champions in the Regional Playoffs.

3.01.3 The Regional Tournament will be a straight 4 team double elimination format.

3.01.4 The top two teams to finish in the Regional Tournament will receive automatic bids to the NCSA World Series.

3.02.0 World Series Seeding:

3.02.1 Regional Champions and Conference Champions without a Regional Playoff will be seeded first, then Regional Runner-Ups, then At-Large Bids seeded last based on the discretion of the NCSA.

3.02.2 If there are two teams within the same conference who are seeded in the same pool, it is at the discretion of the NCSA to rearrange pool play seeding to alleviate those two teams from competing against each other in pool play.

3.03.0 At-Large Bids:

3.03.1 On occasion the opportunity arises for one or more teams that do not place first in their conference to be selected as an At-Large Bid.

3.03.2 All teams selected to receive an At-Large Bid are chosen at the discretion of the NCSA.

3.03.3 Factors taken into account by the NCSA when selecting an At-Large Bid consist of, but are not limited to:

- Did the team finish 2nd place in their conference?

- How did the team perform against their conference champion?

- Is the team on probation?

- Has the team forfeited any games?

4.00.00 (Game Length)

4.01.0 NCSA Spring Training Showcase

4.01.1 All **NCSA Sanctioned Softball Games** played at the NCSA Spring Training Showcase will be played in a 7-inning format.

4.01.2 Mercy Rule 4.06.0 will remain in effect during all NCSA Spring Training Showcase games.

4.01.3 Slaughter Rule 4.07.0 will NOT be in effect during any NCSA Spring Training Showcase games.

4.02.0 Regular Season

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- 4.02.1 All regular season **NCSA Sanctioned Softball Games** will be played in a 7-inning format.
- 4.02.2 Mercy Rule 4.06.0 will remain in effect during all regular season **NCSA Sanctioned Softball Games**.
- 4.02.3 Slaughter Rule 4.07.0 will remain in effect during all regular season **NCSA Sanctioned Softball Games**.
- 4.02.4 A HALTED GAME RULE will be in effect during NCSA Regular Season Play.
- 4.02.4.1 If five full innings have not been played (except if 4.5 innings have been played and the home team is ahead) when the official declares the game must be stopped due to weather, darkness, light failure or curfew, a HALTED GAME RULE will be in effect during NCSA Regular Season Play.
- 4.02.4.2 A halted game will be continued at the next available opportunity as set forth by the Regional Director
- 4.02.4.3 A halted game must resume play at exactly the point of being halted, with the lineups and batting orders of both teams exactly the same, subject to the rules of substitution; any player (or pitcher) who played, or was announced as a substitute before the game was halted, must be in the lineup when play resumes or be ineligible for the remainder of the game.
- 4.02.4.4 A halted game when resumed will be played to its completion.
- 4.02.5 If a team is winning at the end of five or more full innings and the official declares the game must be stopped due to weather or darkness, the team that is ahead at the end of the last completed inning is declared the winner.
- 4.02.6 If the score is tied at the end of five or more full innings and the official declares the game must be stopped due to weather or darkness, the game remains tied until the game can be resumed at a future date.
- 4.03.0 Time Limit:
- 4.03.1 If a team loses the first two games of a scheduled tripleheader, the third game may be played with a two-hour time limit, provided both teams mutually agree prior to the start of the game.
- 4.03.2 If the first two games of a scheduled tripleheader reach or exceed a combined duration of five hours from the initial start time of game one, the third game may be played with a two-hour time limit, provided both teams mutually agree prior to the start of the game.
- 4.04.0 Regional Playoffs
- 4.04.1 All NCSA Regional Playoff post-season games will be played in a 7-inning format.
- 4.04.2 Mercy Rule 4.06.0 will remain in effect during all NCSA Regional Playoff post-season games.
- 4.04.3 Slaughter Rule 4.07.0 will NOT be in effect during any NCSA Regional Playoff post-season games.
- 4.04.4 A HALTED GAME RULE will be in effect during NCSA Regional Playoff post-season play.
- 4.04.4.1 A Regional Playoff game that has been stopped at any time after its start because of inclement weather, darkness, light failure or curfew will be continued at the next available opportunity as set forth by the Regional Director.
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- 4.04.4.2 A halted game must resume play at exactly the point of being halted, with the lineups and batting orders of both teams exactly the same, subject to the rules of substitution; any player (or pitcher) who played, or was announced as a substitute before the game was halted, must be in the lineup when play resumes or be ineligible for the remainder of the game.
- 4.04.4.3 A halted game when resumed will be played to its completion.
- 4.05.0 National Championship World Series
 - 4.05.1 All NCSA World Series post-season games will be played in a 7-inning format.
 - 4.05.2 Mercy Rule 4.06.0 will remain in effect during all NCSA World Series post-season games.
 - 4.05.3 Slaughter Rule 4.07.0 will NOT be in effect during any NCSA World Series post-season games.
 - 4.05.4 A HALTED GAME RULE will be in effect during National Championship World Series play.
 - 4.05.4.1 A World Series game that has been stopped at any time after its start because of inclement weather, darkness, light failure or curfew will be continued at the next available opportunity as set forth by the National Championship Tournament Director.
 - 4.05.4.2 A halted game must resume play at exactly the point of being halted, with the lineups and batting orders of both teams exactly the same, subject to the rules of substitution; any player (or pitcher) who played, or was announced as a substitute before the game was halted, must be in the lineup when play resumes or be ineligible for the remainder of the game.
 - 4.05.4.3 A halted game when resumed will be played to its completion.
- 4.06.0 All games with the score tied at the end of seven innings will continue into extra innings until a winner is declared. The following tiebreaker will be used when games continue into extra innings:
 - 4.06.1 Starting with the top of the 8th inning and each half-inning to follow, the offensive team shall begin its turn at bat with the player scheduled to bat ninth in that half inning being placed on second base (e.g., if the No. 5 batter is the lead-off batter, the No. 4 batter in the batting order will be placed on second base). A substitute may be inserted for the runner.
 - 4.06.2 If the game is still tied when the official declares the game must be stopped due to weather or darkness, the game remains tied until the game can be completed at a future date.
- 4.07.0 Mercy Rule: If a team is up by eight (8) or more runs at the end of five or more full innings, that team is declared the winner, and play must be stopped.
- 4.08.0 Slaughter Rule: If a team is up by 15 or more runs at the end of 3 or more full innings, that team is declared the winner, and play must be stopped.
- 5.00.00 (Roster Size)
 - 5.01.0 The official roster submitted to the NCSA is limited to no more than 25 players.
 - 5.02.0 The 25 players listed on the roster are the **ONLY** players allowed to compete in any **NCSA Sanctioned Softball Game**.
 - 5.02.1 Any team found playing a player (in an **NCSA Sanctioned Softball Game**) not on the current official roster will be subject to a forfeit for all games that the above-mentioned player has competed in (See On-Field Protest Verbiage).

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- 5.02.2 Between receiving the opponent's lineup card and the first pitch of the game is the **ONLY** period of time that a team can protest that a player on the lineup card is **NOT** on the opponent's official NCSA Roster.
- 5.02.2.1 If, after first pitch, a player is found **NOT** to be on the opponent's official NCSA Roster, the violating player are ejected for the remainder of the game.
- 5.02.2.1.1 All statistics and game results prior to violating player being ejected will remain official.
- 5.02.3 Any team found playing any **NCSA Sanctioned Softball Game** with less than nine players on their eligible roster will **AUTOMATICALLY** be forced to forfeit any victories achieved while having no eligible roster.
- 5.02.3.1 Additionally the team is **AUTOMATICALLY** placed on probation.
- 5.02.3.2 Player statistics for both teams of a game forfeited due to a participating team having less than nine players on their eligible roster **DO NOT** count.
- 5.02.3.3 In the event that an **NCSA Sanctioned Softball Game** is played with neither team having at least nine players on their eligible roster, then the game itself and the player statistics from that game **DO NOT** count and both teams are **AUTOMATICALLY** placed on probation.
- 5.03.0 Each player, coach and manager on the roster **MUST** have a signed liability waiver on file with the NCSA.
- 5.04.0 Each team is allowed to add players to their roster at any time up until and including April 1. Once the team's roster has grown to 25 players, no more players may be added.
- 5.04.1 In a single NCSA season, no more than 8 players can be removed from a team's official NCSA roster.
- 5.04.2 Players can be removed for any reason – To remove a player, the team will need to submit a signed letter from the Club Sports Director and two team officers, listing the name(s) of the player(s) to be removed.
- 5.04.3 Those players being removed from the roster can only be removed between February 21st and February 28th inclusively.
- 5.05.0 Players are not deemed eligible to participate in any **NCSA Sanctioned Softball Game** until their paperwork has been processed with the league. When the player appears on the team's roster, which is available on the Official NCSA Website (www.clubsoftball.org), then that player is then eligible to compete in **NCSA Sanctioned Softball Games**.
- 6.00.00 (Eligibility)
- 6.01.0 Players are not deemed eligible to participate in any **NCSA Sanctioned Softball Game** until their paperwork has been processed with the league. When the player appears on the team's roster, which is available on the Official NCSA Website (www.clubsoftball.org), then that player is then eligible to compete in **NCSA Sanctioned Softball Games**.
- 6.02.0 Any team found playing an ineligible player will be subject to forfeiting all games that that ineligible player participated in while holding an ineligible status (See On-Field Protest Verbiage).
- 6.03.0 All players playing in an **NCSA Sanctioned Softball Game** **MUST** be a member of the Institution, which that team represents. An example is that no member of the University of Texas may play for the Texas A&M Softball Club.
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- 6.03.1 Students from a school's Satellite campus ARE eligible to participate on the main campus's club softball team, given that the satellite campus does not have its own NCSA sanctioned softball team.
- 6.04.0 A player with any previous professional experience in the sport of softball IS eligible to play in any **NCSA Sanctioned Softball Game**.
- 6.05.0 If a player makes an official appearance for their school's varsity softball team in five or more official sanctioned intercollegiate-level softball games, they immediately become ineligible to compete in the NCSA for the remainder of the season.
- 6.06.0 Faculty members are NOT eligible to play in any **NCSA Sanctioned Softball Game**.
- 6.07.0 Males are NOT eligible to play in any **NCSA Sanctioned Softball Game**.
- 6.08.0 A player playing in an **NCSA Sanctioned Softball Game** MUST hold **Full-Time Status** with that team's College or University.
- 6.08.1 An exception is if a Final Semester Student requires less than a Full-Time load in order to graduate.
- 6.08.2 An exception is if a rostered player graduates at the conclusion of the fall or winter semester; that player will remain on the roster and is eligible to compete for the remainder of that NCSA season.
- 7.00.00 (Academic Eligibility)
- 7.01.0 At the time of any roster submission, a letter from the academic institution must be submitted to the NCSA listing that each player holds a minimum 2.0 cumulative GPA and is not on academic warning or probation.
- 7.01.1 For a student to be granted an exception to the NCSA Academic Eligibility rules requiring the student to be enrolled in 12+ credits and maintain a 2.0 GPA, the student must meet the following
- 7.01.1.1 Must be an officially recognized student at the college/university
- 7.01.1.2 Must be enrolled in an IHE (Inclusive Higher Education) Program that is governed by the college/university AND must be listed within "Think College's" online college directory.
- 7.01.1.3 Must be verified as being in Good Academic Standing as determined by their specific college/university IHE Program.
- 7.01.1.4 Must be verified as being enrolled at a Full Time Equivalent status as determined by their specific college/university IHE Program.
- 7.01.1.5 These criteria must be verified in writing by an IHE Program faculty or staff.
- 7.01.1.6 The maximum number of IHE eligibility exceptions is capped at 2 student athletes.
- 8.00.00 (Uniforms)
- 8.01.0 Players Uniform
- 8.01.1 The NCSA will adhere to NCAA requirements regarding player's uniforms excluding the following exceptions.
- 8.01.1.1 It is **NOT** required that each team have **TWO** sets of uniform jerseys of contrasting colors.
- 8.01.1.2 It is **NOT** required that each team have matching outerwear/foul-weather gear.
- 8.02.0 It is the responsibility of the visiting team to wear a contrasting uniform color to the jersey worn by the home team **ONLY** if a contrasting uniform color is available.
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9.00.00 (Field of Play)

- 9.01.0 It is strongly encouraged, but NOT required that the double first base (safety bag) is used if the field of play allows for it and both teams mutually agree on its use.

10.00.00 (Bats)

- 10.01.0 The NCSA will follow ASA/USA (Not NCAA) Bat Rules when determining which bats are legal for use.

- 10.01.1 See <http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment> for the most up to date ASA/USA non-approved bat list.

11.00.00 (Official League Ball)

- 11.01.0 The MANDATORY official league ball of the NCSA will be the Rawlings/Worth NCSAFP fast-pitch softball featuring the NCSA logo.

- 11.02.0 During **NCSA Sanctioned Softball Games**, the home team shall be responsible for providing a minimum of three official league softballs. Each game shall begin with one new game ball (rubbed by the umpire, so the manufacturer's gloss is removed) and two additional (new or game quality) balls.

- 11.03.0 Any game played without the official league ball will result in a forfeit against the home team.

12.00.00 (Pitching)

- 12.01.0 The NCSA follows the NCAA Pitching Rules. A portion of the NCAA Pitching Rules regarding proper pitching mechanics/legal pitching motion are listed below for convenience. The complete set of NCAA Rules and specifically pitching rules can be referenced by clicking the link listed on page 2 of this document or by clicking [HERE](#).

12.01.1 Pitching Position Required for a Legal Pitch

- 12.01.1.1 The pitcher is considered to be in the pitching position when they have:

- 12.01.1.1.1 a. Their hands apart;
- 12.01.1.1.2 b. Both feet on the ground;
- 12.01.1.1.3 c. Their pivot foot in contact with the pitcher's plate and within the 24-inch length of the pitcher's plate;
- 12.01.1.1.4 d. Their stride foot in contact with the pitcher's plate or its backward extension, provided their entire foot is not outside the width of the pitcher's plate;
- 12.01.1.1.5 e. Their hips in line with first and third bases; and
- 12.01.1.1.6 f. The catcher in position to receive the pitch.

12.01.1.2 In distinguishing the pitcher's feet:

- 12.01.1.2.1 The pivot foot is the one that maintains contact with the pitcher's plate, absorbs the body's weight, pushes off against the plate during the initial step phase of the pitch, and drags along the ground or disengages from the playing surface during the final phase of the pitch.
- 12.01.1.2.2 The stride foot is the one that starts on or behind the pitcher's plate and extends forward toward home plate as the pitcher steps to deliver the pitch to the batter. The stride foot must land on or within the lines of the pitcher's lane.

- 12.01.1.3 The pitcher may not take the pitching position on the pitcher's plate without being in possession of the ball, and they may not simulate the pitching position with or without the ball when near the pitcher's plate.
- 12.01.1.4 EFFECT—(12.01.1.1 to 12.01.1.3)—Delayed dead ball is signaled and illegal pitch enforced. (See Rule 12.01.8)
- 12.01.2 Taking the Signal
 - 12.01.2.1 Before starting a pitch, the pitcher must comply with the following:
 - 12.01.2.1.1 Be in the proper pitching position required for a legal pitch (see Rule 12.01.1.1).
 - 12.01.2.1.2 The stride foot may be on or behind the pitcher's plate as far back as desired. Once the pitcher initially sets the toe of their stride foot, they may not move that foot in any direction prior to the step/stride and delivery.
 - 12.01.2.1.3 Hands must be separated.
 - 12.01.2.1.4 The ball must be held and remain in one hand, either bare or gloved, in front of, at the side of or behind the body.
 - 12.01.2.1.4.1 Notes:
 - 12.01.2.1.4.1.1 Rolling (not tossing) the ball is legal as long as contact is maintained with the hand (including the wrist).
 - 12.01.2.1.4.1.2 A ball dropped by the pitcher before their hands have come together and then separated shall be live and the base runner(s) may advance with liability to be put out
 - 12.01.2.2 While in the pitching position and taking the signal, the pitcher must give, take or appear to take a signal. The signal need not come from the catcher. EFFECT—(12.01.2.1 and 12.01.2.2)—Delayed dead ball is signaled and illegal pitch enforced. (See Rule 12.01.8)
 - 12.01.2.3 After receiving the signal, the pitcher's hands must come together in view of the plate umpire for not more than five seconds.
 - 12.01.2.3.1 Note: The hands do not have to come to a complete stop and, therefore, may be moving during the touch.
 - 12.01.2.3.2 EFFECT—The ball is dead and a ball is awarded to the batter if the hands come together for more than five seconds. Delayed dead ball is signaled and illegal pitch enforced if the pitcher does not bring their hands together at all. (See Rule 12.01.8)
- 12.01.3 Start of the Pitch
 - 12.01.3.1 The pitch officially begins and cannot be discontinued once the hands have separated after coming together. The pitching motion consists of the start of the pitch, windup, step/stride and delivery.
- 12.01.4 The Windup
 - 12.01.4.1 The windup phase of the pitch begins when the hands come together and ends when the hands separate. The pitcher may use any windup desired providing they do not, after having taken the signal and bringing their hands together:
 - 12.01.4.1.1 Make any motion to pitch without immediately delivering the ball to the batter.
 - 12.01.4.1.2 Separate their hands and then return the ball to both hands.

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- 12.01.4.1.3 Stop and change direction more than twice.
- 12.01.4.1.3.1 EFFECT—(12.01.4.1.1 to 12.01.4.1.4)—Delayed dead ball is signaled and illegal pitch enforced. (See Rule 12.01.8)
- 12.01.5 Step/Stride
- 12.01.5.1 The pitcher must take only one step/stride forward toward home plate as they deliver the pitch.
- 12.01.5.2 A portion of the stride foot must remain in contact with the ground at all times before beginning the forward step.
- 12.01.5.2.1 Note: Once the pitcher has established their stride foot, simply dropping or rocking onto their heel is not a violation.
- 12.01.5.3 It is legal to slide the pivot foot forward or across the pitcher's plate provided contact with the pitcher's plate is maintained.
- 12.01.5.3.1 Exception: Physical contact with the pitcher's plate may be lost if all of the following apply:
- 12.01.5.3.1.1 The pivot foot is in contact with the pitcher's plate when the pitcher turns, twists or bends their pivot foot;
- 12.01.5.3.1.2 If the pivot foot has not reduced the distance to home plate; and
- 12.01.5.3.1.3 The pivot foot must remain in contact with the ground; however, rocking onto either the toe or heel is allowed.
- 12.01.5.4 While pushing off from the pitcher's plate, both feet may disengage from the playing surface as long as they remain within the 24-inch width of the pitcher's plate and do not create a replant of the pivot resulting in the pitcher being farther away from the pitcher's plate. Pushing off with the pivot foot from a place other than the pitcher's plate resulting in the non-pivot foot becoming closer to home plate is illegal.
- 12.01.5.5 The pitcher is not allowed to hop or drag to a replant (crowhop), gain a second starting point and push off their pivot foot. Once having lost contact with the pitcher's plate, the pivot foot may trail on the ground but may not bear weight again until the pitch is released.
- 12.01.5.5.1 EFFECT—(12.01.5.1 to 12.01.5.5)—Delayed dead ball is signaled and illegal pitch is enforced. (See Rule 12.01.8)
- 12.01.6 Delivery
- 12.01.6.1 The delivery phase of the pitch begins when the hands separate and ends with release of the pitch. In delivering the ball to the batter, the pitcher must comply with the following:
- 12.01.6.1.1 Once the hands have separated and the pitching arm begins the clockwise motion that will result in the release of the pitch, not more than 1½ revolutions of the pitching arm may occur.
- 12.01.6.1.2 The pitcher's step/stride to the batter must be continuous.
- 12.01.6.1.3 The pitch shall be released underhand and the hand shall travel below the hip.
- 12.01.6.1.4 The release of the pitch and follow-through of the hand and wrist must be forward.
- 12.01.6.1.5 The pitcher may not make another arm revolution after releasing the ball.
- 12.01.6.1.5.1 EFFECT—(12.01.6.1.1 to 12.01.6.1.5)—Delayed dead ball is signaled and illegal pitch is enforced. (See Rule 12.01.8)
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12.01.7 Ball Dropped During Pitch

12.01.7.1 The effect for a pitch dropped during its delivery varies based on when it happens.

12.01.7.1.1 When the pitcher drops the ball before their hands have come together and then separated.

12.01.7.1.1.1 EFFECT—The ball is live. There is no penalty. The base runner(s) may advance with liability to be put out.

12.01.7.1.2 When the ball accidentally slips from the pitcher's hand during the act of delivering the pitch.

12.01.7.1.2.1 EFFECT—If the batter does not have a reasonable opportunity to hit the pitch, a defensive player may retrieve it, the ball is live, a ball is awarded to the batter, and the base runner(s) may advance with liability to be put out. If the batter would have had a reasonable opportunity to hit the pitch but the defensive player retrieves it, obstruction is ruled, the ball is dead and the batter and all other base runners are awarded one base (whether forced or not).

12.01.7.1.3 The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting the pitch.

12.01.7.1.3.1 EFFECT—Delayed dead ball is signaled and illegal pitch is enforced. (See Rule 12.01.8)

12.01.8 Illegal Pitch

12.01.8.1 An illegal pitch is a pitch that violates the pitching rules or is an effect for a rule violation. When an illegal pitch occurs, it shall be called immediately by the plate or base umpire.

12.01.8.1.1 EFFECT—If the pitch is released, the umpire calls “Illegal” loud enough for nearby players to hear. If an illegal pitch occurs but the pitch is not released, it is a dead ball. Failure of players to hear the call shall not void the call. Simultaneously, the umpire gives the delayed dead-ball signal and waits to suspend play until the non-contacted pitch has reached the plate, or the play has been completed. Assuming no other violation has occurred (for example, leaving early):

12.01.8.1.2 (1) If the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the offensive team may choose the result of the play or the standard effect for an illegal pitch, which is that a ball is awarded to the batter.

12.01.8.1.3 (2) If the batter reaches first base safely and each other base runner advances at least one base, the play stands, and the illegal pitch is canceled. Once a runner has passed a base, they are considered to have reached the base, even if they missed it.

12.01.8.1.4 (3) If the batter is hit by an illegal pitch not swung at, the batter is awarded first base, and other base runners advance one base, only if forced.

12.01.8.1.5 (4) If ball four is an illegal pitch, the batter is awarded first base, and other base runners advance one base, only if forced.

12.01.8.1.5.1 Note: The umpire who called the illegal pitch shall explain the violation to both the pitcher and their coach, if requested.

13.00.00 (Medical Personnel)

- 13.01.0 While it is not required for the home team to provide on-site medical personnel (i.e., trainer or EMT), the home team is required to provide some sort of communications equipment capable of summoning medical personnel in the event of an emergency (i.e., telephone, cell phone, or CB radio).

14.00.00 (Umpires)

- 14.01.0 During **NCSA Sanctioned Softball Games**, the home team is responsible for providing umpires for each competition.
- 14.02.0 It is the responsibility of the home team to provide the umpires with a copy of the Official NCSA Rules prior to the start of each game.
- 14.03.0 The umpires must be High School certified or higher.
- 14.04.0 It is required that the home team schedules two umpires to officiate each competition.
- 14.04.1 The game may be played provided that at least one approved umpire is present.
- 14.05.0 If no umpires have arrived within 30 minutes after the competition is officially scheduled to start, the game is forfeited to the visiting team.
- 14.06.0 If a second game of double-header is scheduled, the home team has until the officially scheduled start of game two to get NCSA approved umpires to the field or the second game is also forfeited to the visiting team.

15.00.00 (Courtesy Runners)

- 15.01.0 A courtesy runner may be used to run for the pitcher and/or catcher with any number of outs in the inning.
- 15.01.1 A player is only designated as the pitcher if she threw the final pitch of the previous inning or is scheduled to pitch in the bottom of the first inning.
- 15.01.2 A player is only designated as the catcher if she was playing the position of catcher for the final pitch of the previous inning or is scheduled to catch in the bottom of the first inning.
- 15.02.0 A player is only eligible to courtesy run if she has not previously played in the game in an official capacity.
- 15.02.1 An exemption to this is if the offensive team only has 9 or fewer non-injured players remaining in the dugout. If this is the case, then the last player out may courtesy run.
- 15.03.0 No one player is permitted to courtesy run for both the pitcher and catcher in the same inning.
- 15.04.0 A courtesy runner is allowed to courtesy run more than once in the same inning if the player she ran for previously that inning reaches base multiple times that inning. (For example if a player runs for the catcher in an inning, that player is not eligible to run for the pitcher in that same inning. That player is eligible to run for the catcher if she reaches base again that inning.)

16.00.00 (Tobacco/Drug Use)

- 16.01.0 Tobacco Use

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- 16.01.1 Tobacco use is NOT permitted during **NCSA Sanctioned Softball Games**, either on the field or in the dugout.
- 16.02.0 Drug Use
- 16.02.1 By signing the liability waiver each player agrees that the use of drugs, alcohol, or any other substances that could cause danger or detrimental effects upon the participant's performance as a member of this organization is strictly prohibited during NCSA Sanctioned Competition.
- 16.02.2 Random drug testing will not occur at any point during the NCSA sanctioned season.
- 17.00.00 (Ejections)
- 17.01.0 In the event that a player or coach should be ejected from an **NCSA Sanctioned Softball Game**, it is required that team's primary representative complete an NCSA Ejection Report and submit it via email to both the appropriate Conference Coordinator and NCSA Commissioner.
- 17.01.1 The team's primary representative has 72 hours from the time of the ejection to complete and submit the Ejection Report.
- 17.01.2 If a team fails to report an ejection within 72 hours of the ejection, the team is automatically placed on probation for the remainder of the season.
- 17.01.3 Upon reviewing the Ejection Report, the NCSA may determine that a further suspension is necessary.
- 17.01.4 The player or coach is not automatically required to sit out an additional game unless the ejection was the result of an incident involving fighting.
- 17.02.0 In the event that a player or coach should be ejected from an **NCSA Sanctioned Softball Game** for fighting, the ejected player or coach will be suspended indefinitely until the NCSA Commissioner can review the Ejection Report and perform a full investigation into the altercation.
- 18.00.00 (Forfeitures)
- 18.01.0 In the event that a visiting team should forfeit any **NCSA Sanctioned Softball Game** to the home team; the visiting team is required to inform the home team and their Regional Director via telephone of their intent not to play at least 48 hours in advance of the predetermined start of the first game.
- 18.01.1 Should the visiting team not provide the home team with 48 hours notice in advance of the predetermined start of the first game to cancel umpires and/or field rentals for the game(s) in question, the visiting team assumes financial responsibility for the payment of those umpires and/or field rentals should any cancellation fees be incurred.
- 18.02.0 In the event that a home team should forfeit any **NCSA Sanctioned Softball Game** to the visiting team; the home team is required to inform the visiting team and their Regional Director via telephone of their intent not to play at least 48 hours in advance of the predetermined start of the first game.
- 18.02.1 Should the home team not provide the visiting team with 48 hours notice in advance of the predetermined start of the first game to cancel their transportation and/or lodging arrangements for the game(s) in question, the home team assumes financial responsibility for the payment of those transportation and/or lodging costs should any cancellation fees be incurred.
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- 18.03.0 Effective July 1st, 2015 a \$150 performance bond will be added to the NCSA Annual Dues.
- 18.03.1 For every UNPLAYED CONFERENCE game that is forfeited, \$50 is deducted from the team's performance bond and that money is used to supplement the regional playoff budget of the region that the team is affiliated with.
- 18.03.1.1 This performance bond penalty does not apply to non-conference games or forfeited conference games that were PLAYED.
- 18.03.1.2 Since the performance bond is \$150 a team can lose no more than \$150 through forfeits in a single season.
- 18.03.2 At the end of the NCSA season, each team will have the option to have the remainder of their performance bond returned to them or have it roll over to the next season.
- 18.04.0 If the first two conference games of a series are decided by way of mercy or slaughter rule, then if BOTH TEAMS AGREE, the third and final game of the conference series can be officially forfeited by the team that lost the first two games without penalty from the NCSA including deduction of performance bond or probation.
- 18.05.0 Should a team forfeit even a single conference game during the last week of the NCSA regular season, that team will AUTOMATICALLY be placed on probation for the next full NCSA season.
- 19.00.00 (Protests)
- 19.01.0 No protest ever shall be permitted on judgment decisions by the umpire.
- 19.02.0 On Field Protests
- 19.02.1 On Field Protests consists of protests regarding Uniform Violations, Equipment Violations, Umpire decisions believed to be in violation of NCSA rules, Umpire qualifications, and ALL Roster Violations.
- 19.02.2 Any On Field protest by the coach of a competing team must be made at the time of the action or incident that caused the protest and before play is resumed.
- 19.02.2.1 If the game ends (legal contest) in a protest able situation, the offended team has until all fielders have left fair territory to voice its protest intentions.
- 19.02.2.2 All On Field protests must be made to the umpire-in chief.
- 19.02.2.3 All On Field protests must be reported to the NCSA (via the NCSA GAME PROTEST FORM) no later than midnight E.S.T. of the Tuesday following the "NCSA Week" in which the protested game occurred.
- 19.02.3 When a coach claims that an umpire's decision violates NCSA rules, the umpire-in-chief must: (1) allow the coach the right to file a protest; (2) announce to each coach, to the official scorer and to the public-address announcer that the game is being played under protest, and (3) note and record the game situation at the time of the protest. No replay of any part of a game will be allowed even if the protest is proven to be legitimate, if the play in question did not directly affect the outcome of the game. If the protest is proven to be legitimate and could have had a bearing upon the game, then it is upheld and play resumes from the point of the protest.
- 19.03.0 Off Field Protests
- 19.03.1 Off Field Protests consist of protests regarding Failure to secure fields and Failure to schedule qualified umpires.

- 19.04.0 All Off Field protests must be reported to the NCSA (via the NCSA GAME PROTEST FORM) no later than midnight E.S.T. of the Tuesday following the “NCSA Week” in which the protested game occurred.
- 20.00.00 (Team Probation/Expulsion)
- 20.01.0 A team can be placed on probation if they forfeit 3 or more NCSA scheduled conference games in a single season or if they conduct the softball operations of their team in a manner not considered acceptable by NCSA standards.
- ~~20.02.0 By signing the NCSA LPA (League Participation Agreement) the team is not only contractually agreeing to participate in the NCSA, but also to compete in the post season should they qualify (At Large Bids Excluded).~~
- ~~20.02.1 Should a team qualify for the post season and fail to participate, they will AUTOMATICALLY be placed on probation for a minimum of 1 full season.~~
- ~~20.02.1.1 During the first season on probation, the team will be post season eligible but will be At Large Bid ineligible.~~
- ~~20.02.1.2 An exemption is if a team provides proof prior to April 15th, that final exams are held during postseason play, thus prohibiting them from participating.~~
- 20.02.1.3 NCSA Division II Rules 20.02.0-20.02.1.2 have been removed from the NCSA Division II Rulebook effective the 2024-2025 NCSA Division II season.
- 20.03.0 A team can be expelled from the league if they forfeit 2 or more NCSA scheduled conference games or if they conduct the softball operations of their team in a manner not considered acceptable by NCSA standards during a probationary season.
- 20.04.0 Probations and Expulsions are not automatic and are evaluated on a case-by-case basis by the NCSA.
- 20.05.0 A team placed on probation will NOT be eligible for the early payment discount off the annual dues.
- 21.00.00 (Moving from Division II to Division I)
- 21.01.0 Effective July 1, 2023: If an NCSA DII team meets all the requirements of 20.01.1 AND meets at least one of the requirements of 20.01.2, then they will AUTOMATICALLY be moved up to NCSA DI for the following NCSA season if there is room in DI.
- 21.01.1 Does not have an NCSA DI Team, has competed in 2 consecutive NCSA seasons without forfeiting a game and has competed in 2 consecutive NCSA seasons with an eligible roster of 13 or more players.
- 21.01.2 Wins a NCSA DII National Championship, OR makes back to back NCSA DII World Series Appearances, OR makes back to back to back Regional Playoff appearances plus at least 1 NCSA DII World Series appearance during that span.

Definitions:

Any softball game featuring one or more teams holding membership in the National Club Softball Association can be classified in to one of three categories: “**Off Season Softball Game**”, “**Exhibition Softball Game**”, and “**NCSA Sanctioned Softball Game**”.

“Off Season Softball Game” is defined as any softball game featuring one or more teams holding membership in the NCSA, which takes place between July 1st and the Friday prior to the 2nd Saturday of September inclusively. **“Off Season Softball Games”** are not sanctioned by the NCSA.

“Exhibition Softball Game” is defined as a softball game featuring one or more teams holding membership in the NCSA, which is played for the purpose of practice and training rather than for competition. An **“Exhibition Softball Game”** may take place between the 2nd Saturday in September and June 30th inclusively. For a softball game to be deemed **“Exhibition”**, it must be declared in writing by the participating teams holding membership in the NCSA to their respective Conference Coordinators no less than 48 hours before the scheduled start time. **“Exhibition Softball Games”** are not sanctioned by the NCSA.

“NCSA Sanctioned Softball Game” is defined as any and all softball games featuring one or more teams holding membership in the NCSA, which is played for the purpose of competition, and takes place between the 2nd Saturday in September and June 30th inclusively. Scores, Results, and Statistics from **“NCSA Sanctioned Softball Games”** are recorded and tabulated.

“Full-Time Status” is defined as a minimum 12.0 Credit Hours for Undergraduate students at 4 Year Colleges/Universities and 9.0 Credit Hours for Undergraduate students at 2 Year Colleges. For Graduate students, there is no definitive number of Credit Hours required to be considered Full-Time as long as the player is considered Full-Time in the eyes of the Institution that he represents.

“Final Semester Student” is defined as a student who will be graduating at the end of the current semester.