1. **What words, logos and symbols are allowed on the jersey and/or helmet?**

Other than the uniform number, here are the only items allowed by rule/interpretation on the jersey:

**Words**
- Player’s name on the back of the uniform.
- As authorized by the institution or conference, other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the jersey/uniform where the player name is traditionally located.
- School name, nickname or mascot on the front or back of the uniform.

**Logos/Patches/Insignias (Rules 3.7.1 and 3.10.3)**
- Decals and markings that are commemorative or indicative of notable performances are permissible on the batting helmet.
- Commemorative or any other special insignia/patches may be worn on the uniform as long as all teammates’ uniforms are identical (for those who choose to wear the patch) and embedded numbers are no larger than 1 inch.
- One manufacturer’s or distributor’s logo or trademark.

2. **What size restrictions are there for these?**

Decals, markings, logos, patches and insignias may not exceed 2¼-square inches. Embedded numbers on uniform patches/insignias may not exceed 1 inch.

3. **Are any words other than the player’s name allowed on the back?**

Only those words listed above are allowed on the back of the uniform.

4. **May the jersey contain any other words, slogans, messaging, etc.?**

No, the jersey is restricted to the items listed above. No other words are allowed on the jersey.

5. **Are words allowed on wristbands, signal arm bands and/or other attachments?**

The rules do not specifically address what is permitted on these items.

6. **What about messaging for causes, organizations, etc.?**

As authorized by the institution or conference, a commemorative/memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes) meeting the size restrictions above.
As authorized by the institution or conference, other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the jersey/uniform where the player name is traditionally located.

7. How does the unsportsmanlike acts rule apply?
   Verbal misconduct, inciting a demonstration by the crowd and refusing to play all result in an ejection of the offender and/or head coach or ultimately a forfeit if the behavior continues.

8. What are the rules about jersey colors for opposing teams?
   It is the responsibility of the visiting team to ensure its jersey is of a contrasting color to that selected by the home team. (Rule 3.10.4)

9. What are the rules about the contrast of jerseys and numbers? (Rule 3.10.3)
   • All uniform jerseys must have a distinct whole number between 0 and 99 inclusive on the back (0 and 00 are considered the same number).
   • The number(s) or its outline shall be of a contrasting color and shall be at least 6 inches high.
   • It is recommended that jerseys have 3- to 4-inch high numbers of a contrasting color on the front of the jersey.
   • Players on the same team shall not wear the same number.

10. What is the penalty for wearing a jersey whose numbers do not contrast?
    Violations of Rules 3.10.1 to 3.10.8 – The umpire shall issue a warning to any player not complying with the uniform rules. If possible, the player shall remove the impermissible item(s) or correct the violation. If impossible or the player chooses not to comply with the umpire’s request, she shall be ejected from the game. (Administrative ejection; see Rule 13.2.1.)

11. What is the purpose of the rules regarding numbering and visibility?
    The rules for contrasting numbers and visibility are intended to provide clearly visible numbers for the stakeholders: coaches, fans, media, television audience, etc. This means that the numbers should be clearly visible at a distance under a variety of weather and lighting conditions.

12. What is the rule regarding refusal to play?
    • A halted game is declared when play must be temporarily suspended with the intent that it will be continued at some later time or date. (Rule 6.18)
    • A no game is declared when play is terminated before each team has completed five innings or if a halted game of less than five innings is not resumed. (Rule 6.19)
    • A forfeited game is declared for nine situations, including 1) if a team is on site but refuses to begin a game for which it is scheduled or assigned within five minutes after the umpire has called “Play ball,” unless such delay in beginning the game is unavoidable, 2) if after the game has begun one side refuses to continue, 3) if after play has been suspended one side fails to resume play within two minutes after the umpire has called “Play ball,” 4) if a
team employs tactics obviously designed to delay or shorten the game, 5) if after an umpire’s warning any one of the rules of the game is willfully and persistently violated, 6) if the ejection of a player, coach or team personnel is not obeyed in a timely manner, and a final 60-second forfeit warning has been issued and has elapsed, 7) if because the umpire crew removes players from the game for any cause, there is an insufficient number of eligible players to fill the lineup, 8) if after consultation with the host institution the umpire crew believes student-athletes, game officials, spectators or any umpire are in danger because of crowd or team behavior and if an ejected or suspended person is discovered to be participating again, and 9) if an ejected or suspended person is discovered to be participating again. (Rule 6.20)

- A no contest is declared when a team does not appear for its scheduled game. (Rule 6.21)

13. Are there any playing rules that specify protocols for student-athletes and/or coaches during the national anthem?

No. Participants should be allowed to express their opinions (e.g., kneeling during the national anthem) as long as the action does not delay or disrupt competition.

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