



NATIONAL SOFTBALL ASSOCIATION (NSA) RULES WILL BE FOLLOWED IN ALL SCENARIOS WITH EXCEPTION OF THE CHANGES NOTED HEREIN:

I. GENERAL RULES

1. Each team in the tournament will consist of no more than 14, nor less than 9 players.
2. Each team must have at least nine players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine or more, wins.
3. An 8UG team may “call up” from a T-Ball team in the same community. “Call ups” must be rostered as alternate players prior to the start of the tournament.
4. Each manager must turn in a tournament roster prior to their first game (including birthdates).
5. The official playing age is that player’s age as of January 1, 2018. All rostered players must be no more than eight (8) years old on this date. Birth certificates must be available upon request (Managers are encouraged to keep copies on-hand). If a birth certificate cannot be produced at time of request, that team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.
6. During the round robin portion of the tournament, a coin toss will be used to determine the home team. The team that traveled the farthest to the game will call the coin toss.
7. During the Semi-Finals and Final Game, the higher seed will be the home team. If both teams are the same seed in the Championship Game, a coin toss will be used to determine the home team.
8. Head Coaches will select an MVP from the other team, with assistance from that team as required.

II. CONDUCT

1. The BAA expects Managers to set the example in their actions and words because players and families will follow that lead. Our goal is for this tournament to be fun, instructive, and competitive for the players and we want families to enjoy the opportunity to watch them play ball!
2. Generally, it is the duty of the Manager to insure proper conduct by his team. Coaches, players, and spectators are to abide by the 2017 BAA Code of Conduct that was distributed to all Managers. Any member of the Tournament Committee reserves the right to ask anyone to leave the Chartiers Park Complex due to inappropriate behavior.
3. If a call does not go your way, we totally understand... it’s part of the game. However, we expect the coaches to give Umpires the respect that they deserve. Managers are the only people permitted to discuss a call with the Umpire(s). Assistant Coaches and players may not approach or yell at umpires regarding calls. Umpires will issue a warning to teams if assistant coaches or players approach them or exhibit poor behavior regarding calls. If any assistant coach or player attempts to engage an Umpire or continues to exhibit poor behavior after a warning, that person will be ejected from the playing field. Unsportsmanlike conduct is at the discretion of the Umpire(s).
4. If a manager or coach is ejected from a game, that person is suspended for the following game and is not permitted to be in attendance for that game. The manager or coach could also face an additional suspension as determined by the Tournament Committee. If conduct continues, the team could forfeit the game and/or remaining games in tournament.
5. If a player is ejected from a game, that player is suspended from the following game but must attend the wearing street clothes and be with his team on the bench. The player will remain suspended until that requirement is satisfied.



III. PLAYING FIELD AND EQUIPMENT

1. An 11-inch ball will be used.
2. Pitching line will be thirty-two (32) feet from home plate. A twelve (12) foot diameter circle will surround the pitching line, which will be centered within the circle.
3. Bases are sixty (60) feet apart and three-quarter (3/4) marks will be used between the bases.
4. Hash marks will be placed fifty-five (55) feet from home plate along the first and third baselines.
5. Hash marks will be placed ten (10) feet into the outfield grass from the edge of the infield dirt.
6. A nine (9) foot arc will be placed in front of home plate. A batted ball that does not travel beyond the arc will be a foul ball. A batted ball that travels past the nine feet arc but comes to rest inside the arc shall be a foul ball unless touched by a fielder in the field of play beyond the arc.
7. The player designated as the pitcher must wear a chest protection device while in the field.
8. Batting helmets must be worn while batting and running the bases. Helmets must be worn until runners leave the field of play. Each team will receive one warning for a violation and subsequent violations will result in the player being called out.
9. Catchers must wear a chest protector, facemask, and a catcher's helmet.

IV. FIELD REGULATIONS

1. Except for players warming up or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion.
3. No throwing of bats or helmets, there will be one team warning. After team warning, subsequent violations will result in an out. Umpires have the discretion to eject players who throw equipment.
4. For safety precautions, only four (4) coaches, a scorekeeper, a batboy, and team players will be allowed in the dugout at all times. This includes siblings and parents of players.

V. PLAYING RULES

1. Each inning will consist of three outs.
2. It is strongly encouraged that each player on the team play at least three (3) innings in the field.
3. It is also encouraged that no players sit more than one (1) inning consecutively.
4. Infield Fly will NOT be in effect.
5. Leading, stealing, bunting, are NOT permitted.
6. No head-first slides, unless returning to a base. No warnings - runners will be called out.
7. Each team will bat its entire roster in the batting order.
8. There will be free defensive substitution. The batting order will stay the same, and players may rotate in and out of the game.
9. There will be NO courtesy runner for the catcher with two outs.
10. If illness or injury occurs during the game, the player removed from the game will be recorded as an automatic out for his/her next at-bat. Subsequent at-bats will be passed over and will not be outs.
11. A runner must make every effort to avoid contact while running the bases. Runners are not out if they do not slide, but a player may be called out if he does not slide and there is contact. This is a judgment call by the umpire(s).
12. Only umpires can call timeout. Managers, coaches, and players may only request it.
13. Players are permitted to "Softball Chant", but only in a positive manner. Chants may not be derogatory toward the opposing team or spectators, subject to interpretation by the Umpire(s).



VI. GAME PLAY

1. Managers or coaches will pitch to their teams. If a batted ball hits a manager or coach or if the manager or coach (while pitching) interferes with a fielder, batter or runner, the ball is dead and the batter returns to bat and runners return to base. The pitch will be considered a “No Pitch”.
2. The pitcher (Coach) must start his/her pitch with one foot on the white chalk line.
3. Arc of the pitch will be three (3) to ten (10) feet from the ground.
4. While on the mound, the coach can do anything to instruct his player in the batter’s box but may not tell him/her when to swing or to not swing. One warning will be issued. Subsequent violations will be counted as strikes.
5. The player designated as the pitcher must begin the play with at least one foot in the pitcher’s circle.
6. Teams will play ten (10) players in the field. The players will consist of a pitcher (who must have at least one foot inside the circle and be at or behind the pitching line), a catcher, four (4) infielders and four (4) outfielders. No rovers are permitted.
7. Each batter will get a maximum of eight (8) pitches. The batter must swing by the eighth pitch or be called out. As long as contact is made on the last pitch, (foul) the batter is entitled to another pitch.
8. After four (4) strikes, a batter will be out. There are no walks or awards of first base due to the batter being hit by a pitch.
9. Runners on base cannot leave the base until the ball is hit. If a runner is observed by the Umpire to be off the base and the ball is not hit (swinging strike or no swing), they will be warned along with the rest of the players on that team. Further instances (witnessed by the Umpire) from any player on that team will result in an automatic out.
10. When five (5) runs are scored in the offensive team’s half of the inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored four (4) runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base. When the play has ended all the base runners have crossed the plate. The three runs count and the team will be entitled to seven (7) runs in that inning.
11. The five (5) run rule is waived for every inning after the 5th. If the 5th inning is declared to be the last inning (due to time limits) before the inning begins, the rule shall be waived in the 5th inning.
12. Infielders are not permitted to be more than five (5) feet in front of the baselines prior to a pitch and outfielders must be at least ten (10) feet from the edge of the infield prior to a pitch. If a play results in an out from a player being inside these limits, the base runner will be deemed safe and no out shall be recorded. This is a judgment call by the Umpire and is not debatable.
13. Two (2) coaches are permitted in the outfield during defensive play. Coaches will be positioned in right center field and left center field.

VII. BATS

1. Only (non-composite) ASA-Approved bats will be permitted to be used.
2. Composite bats are NOT permitted for the safety of the players. Composite handle bats are permitted, but they MUST say “Aluminum” or “Alloy” on the barrel. A team that has been found to be using a composite bat will automatically forfeit the game. The opposing Manager must question the bat prior to the next pitch. In an effort to avoid penalizing an entire team, the game will continue with the understanding that it is a forfeit.
3. Bats shall be inspected by the Umpires before the start of games.
4. Bats with illegible stamps or markings will not be permitted to be used. Any question regarding bats shall be addressed by the tournament director and the director’s decision shall be final.



VIII. STOPPAGE OF PLAY

1. Only the umpire may call a stoppage of play. All calls by the umpire are final.
2. A play will be stopped if any of the following occur: a) On an overthrow at first base or third base. Once the ball crosses into foul territory, the play is ended and runners may not advance. b) A ball intended to be thrown to the pitcher breaks the plane of the circle surrounding the pitcher's mound and the pitcher has at least one foot in the circle. This will be a judgment call by the Umpire and is not debatable. c) The ball is in control of the pitcher and any part of the pitcher's body is within the circle.
3. At the time play is stopped, runners that have advanced beyond one of the 3/4 hash marks will be awarded the next base. Runners that have not advanced beyond a 3/4 mark must return to the previous base. Runners will be placed according to the lead runner. If a runner is forced back to a base and another runner is occupying that base, that runner must also return to the previous base. a) Exception: When all runners are forced to advance. For example, there are runners on 1st and 2nd. The batter hits the ball and the ball is thrown back to the pitcher before the runner from second crosses the 3/4 mark. Since the runner is forced, third base must be awarded.

IX. LENGTH OF GAME

1. Games will be six innings in length or a 105-minute time limit. The 105-minute rule will take precedence over all length of game rules (even tie situations). There will be no time limit and extra innings will be permitted in the case of a tie **only** in the Semi-Finals and Championship Game.
2. The tournament committee will monitor all time limits. A new inning will not start after 90 minutes have elapsed. Teams are encouraged to warm-up quickly between innings so that there will be an opportunity to play the entire game. Umpires will be directed to move the game along in between innings as well.
3. An official game is four (4) innings or three and one-half (3-1/2) innings if the home team winning. Games called due to weather or unforeseen circumstances with less than that amount of innings played will be suspended with batters, runners, balls, strikes, and pitchers recorded.
4. The 10-run rule will be in effect after five innings for the visiting team and after four and a half innings for the home team. (The 10-run rule will not be in effect for the Championship Game.)
5. The tournament committee reserves the right to shorten games as a result of inclement weather.

X. DRESS CODE

1. Every player will be expected to wear his/her full uniform.
2. The full uniform includes the team shirt (tucked in at all times), pants, and socks.
3. Catchers must wear a chest protector, shin guards, a catcher's helmet with face mask, and a protective cup.
4. Helmets must be left on until runners leave the field of play. There will be one team warning. After a team warning, all other players will be called out.
5. Absolutely no jewelry, casts, or splints. Metal spikes are permitted.



XI. MISCELLANEOUS

1. Ground rules will be discussed before each game and will be consistent throughout the tournament.
2. No appeals. A protest must be made at the time of the incident and must be done properly.
3. Foul and/or abusive language is means for ejection.
4. Any player who throws the bat after batting a ball will be warned along with the rest of the players on that team. Subsequent players from that team who throw a bat will be called out, the play will be considered dead, and runners will return to their bases.
5. No fake tags.
6. If a ball goes over/through/under a fence or out of play as a result of an overthrow, the runner will be awarded only the base to which he/she is headed.
7. The umpires will use the unattached bag rule.

XII. SCORING

1. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. 2. A forfeit will count as negative two (-2) points for the team that forfeits and two (2) points for the opposing team. The score of a forfeit will be 6-0.
2. The four (4) teams with the most points will advance. In the case of a tie, follow the rules defined below.
3. Teams that forfeit any pool games will not be permitted in the Semi-Finals or Championship Game.

XIII. TIEBREAKERS

1. Two Teams: a) Head-to-head, b) Runs allowed, c) Run differential, d) Coin toss
2. Three or Four Teams: a) Runs allowed, b) Run differential, c) Runs allowed between tied teams, d) Run differential between tied teams, e) Coin toss
3. In the process of breaking a three-way or four-way tie, the tiebreakers are used to determine the 1st place position. When determining the 2nd place team, the tie breaker process starts over with remaining teams. EX. - If there is a 3-way tie, 1st Place is determined, then the tie-breaking process starts over for the remaining two teams (using the 2-way tie breakers) to determine 2nd Place.

XIV. RESCHEDULING GAMES

1. Once the tournament begins, games may only be rescheduled due to inclement weather and/or with the consent of the tournament staff. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.